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Art 22
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Final Project Proposal

Title: Unknown At The Moment

Description of the project:

Currently I have a very rudimentary idea of what I want to do for the final project. I want to draw off of some ideas I played with earlier in the quarter (quadrants, elements, playing with color) to create a sketch which uses the random walk function to draw interesting colorful forms, but with some interaction it transforms into a three-dimensional scene which the viewer feels as though they are more immersed in. I really liked the feeling of flying through space I was able to capture in my week 7 assignment (image included below for reference.)

Code concepts to be utilized:

The code is primarily based on the random walk function, and creates interesting imagery with various colors (which branch off in different hues as well.) Like in previous projects, I will have different quadrants where I draw various points in different colors, this work will be done within the draw() function, without the background.

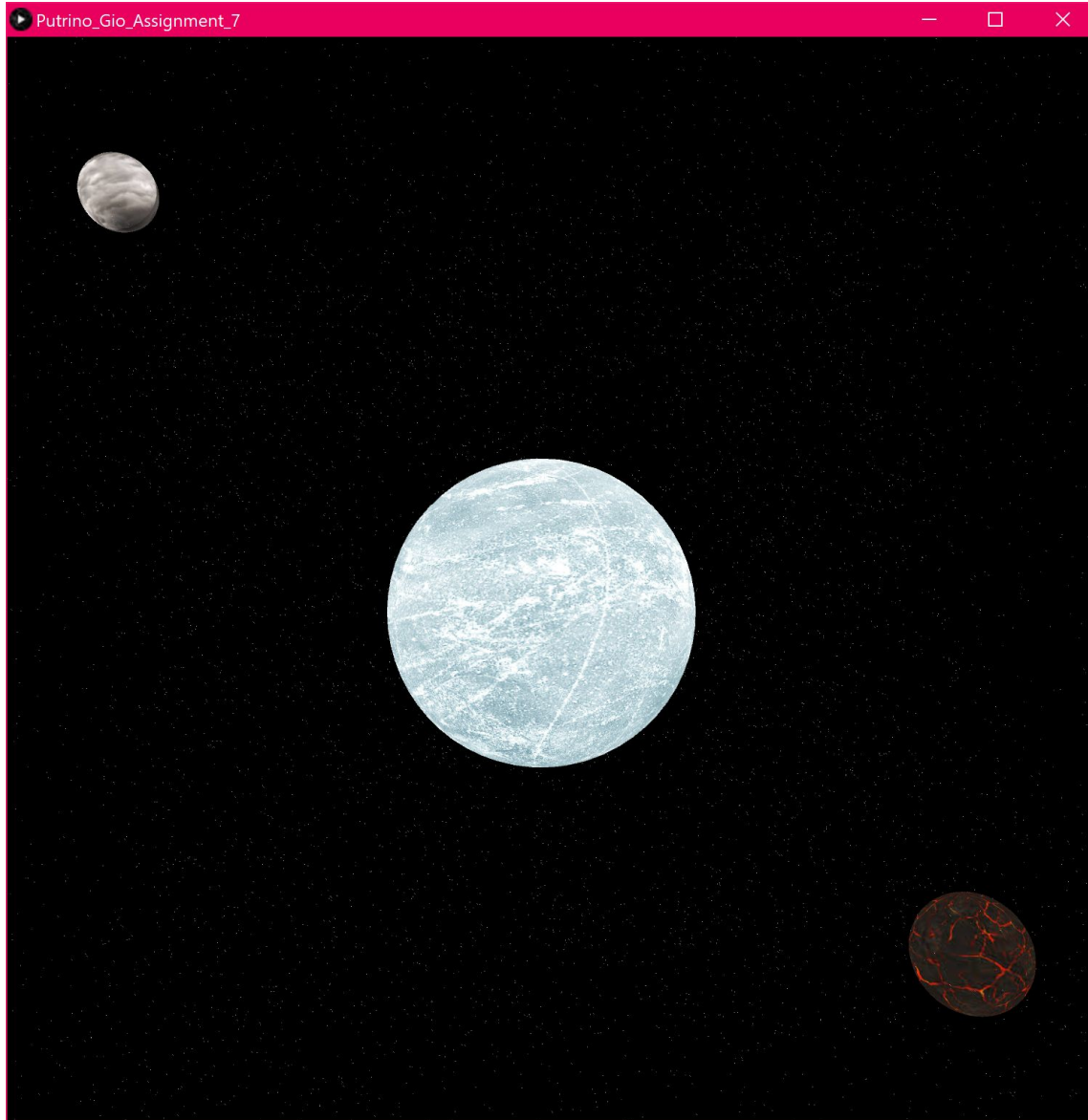
Using the keyReleased() function, the sketch would transform from the flat image to a three-dimensional one (most likely the SHIFT key.) I would import the PeasyCam library, and also use similar navigation that was introduced in Week 7 lectures; up and down keys to travel on the x-axis, and left and right keys to travel on the y-axis.

Aesthetic Description:



Like this assignment, I would be using the four quadrants and the random walk function to play with color. However, I would play with colors relating to the elements, (earth = greens, air = yellows, water = blues, fire = reds)

In the three dimensional version of the sketch, ideally, I would like to make objects relating to the elements and color schemes (a cliffside, a campfire, etc.) Rather than appearing as solid images, these would be drawn in a kinds of stippling effect, to mimic the way the random walker function looks.



Ideas for digital exhibition:

For the exhibition of my project, I have one main idea on how it is to be displayed. Due to the interactive three-dimensional component as well as the continuous coloring-in, I feel that the project would be best exhibited if I made a screen recording of the sketch including the possible interactions, which would be played on loop.