

# Complex Pattern

1.0

Process Book

Zoe Astra

-ITGM 220-

# Mood Boards

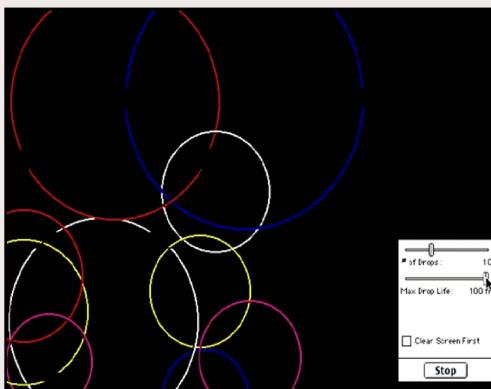


*Flying Toasters*  
Berkeley Systems

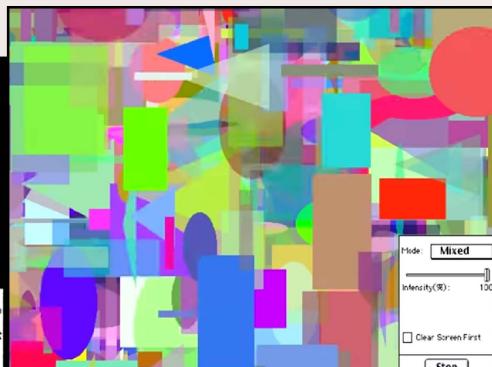
*Fish!*  
Berkeley Systems

I wanted my pattern to evoke old *After Dark* screensavers from the 90s.

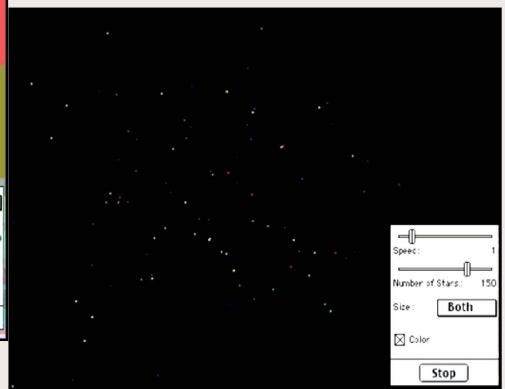
# Mood Boards



*Hard Rain*  
Berkeley Systems

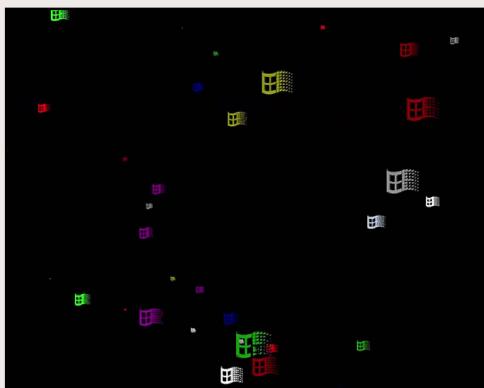


*Shapes*  
Berkeley Systems



*Warp!*  
Berkeley Systems

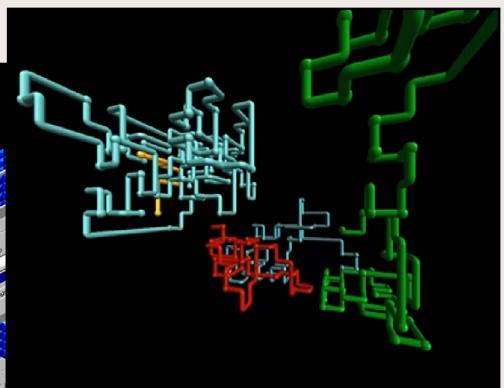
# Mood Boards



*Flying Windows*  
Microsoft



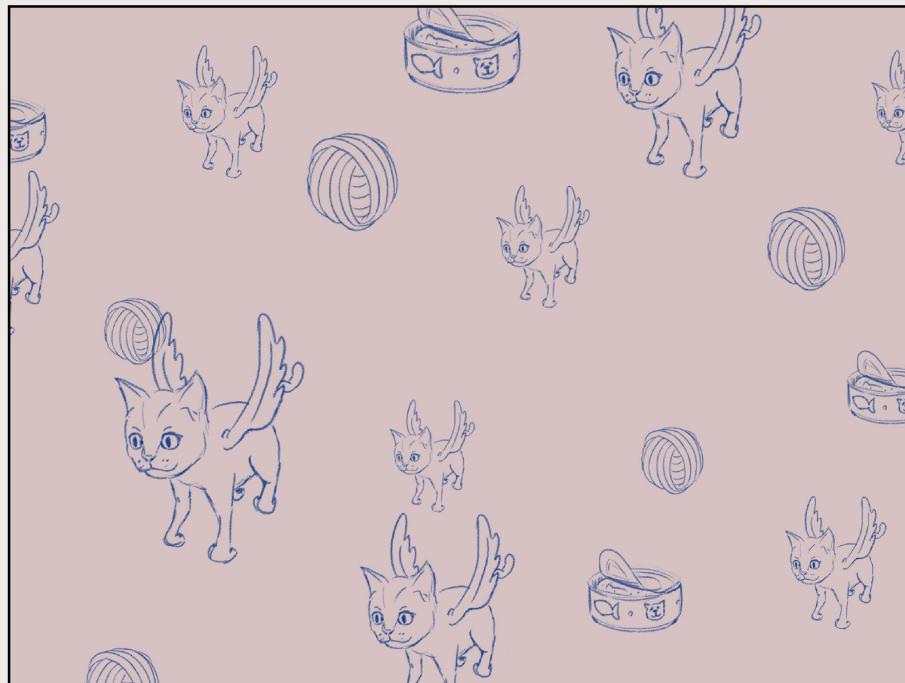
*Blocks*  
Microsoft



*3D Pipes*  
Microsoft

Other 90s Microsoft-specific screensavers are also an inspiration.

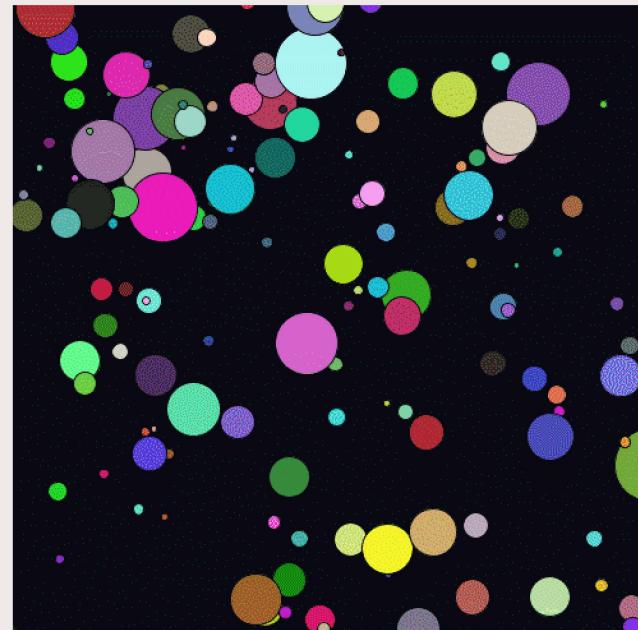
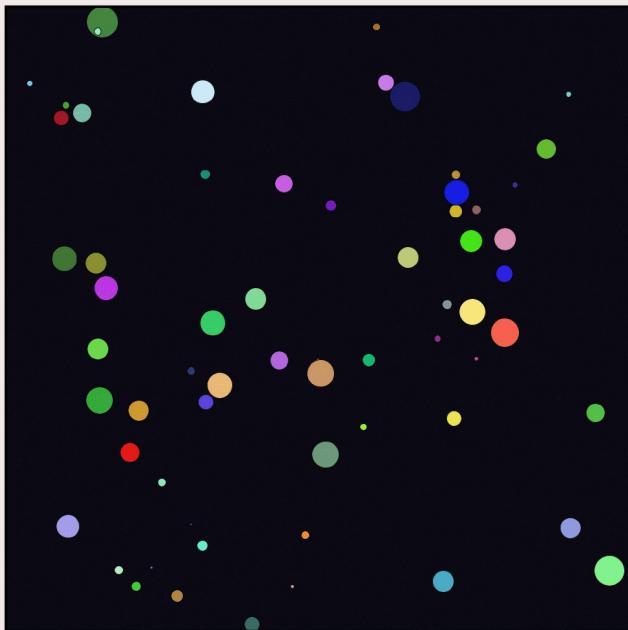
# Sketch



*“Flying  
Catsters”*

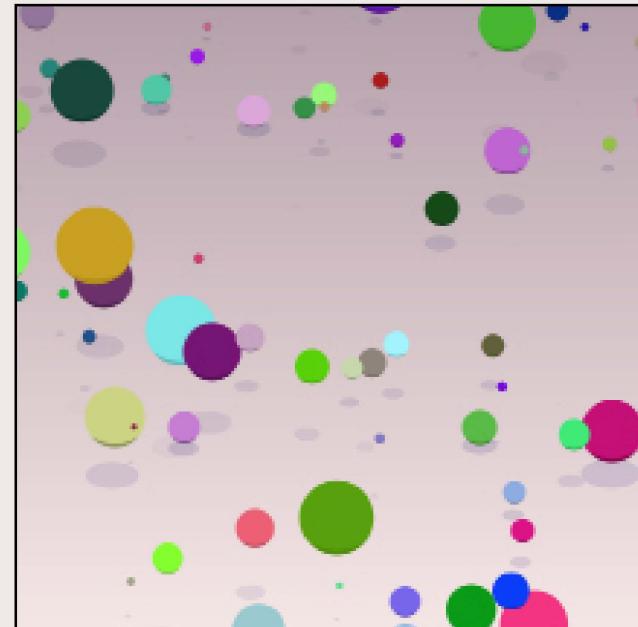
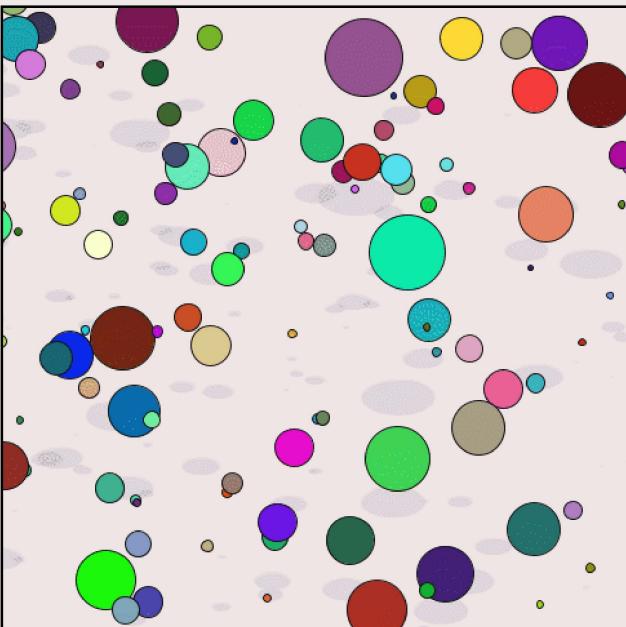
I originally wanted to do a random spread of flying cats and cat-related objects.  
Maybe this will be v2.0.

# Processing



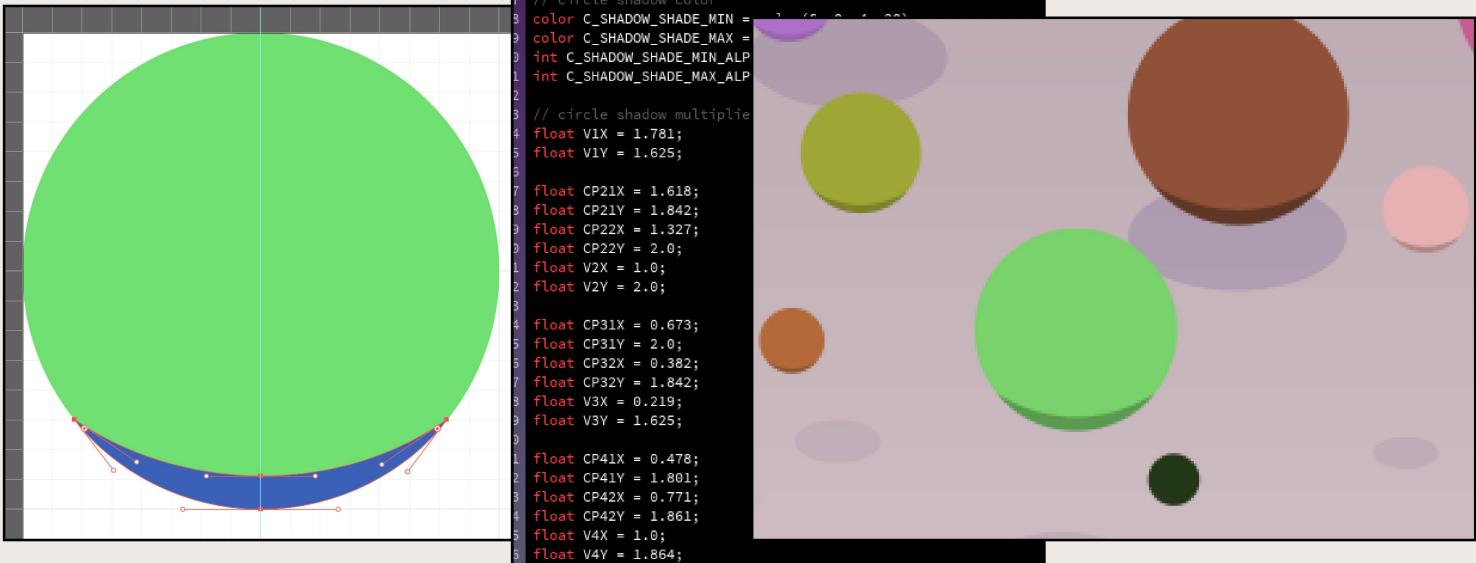
I ended up getting carried away with these randomly spawning circles/bubbles. I kept building and building on it.

# Processing



I had to build a class for the circles and an array to spawn them. I switched to `arrayList()` later on to remove bubbles as they went offscreen rather than just putting hard max limit on the array.

# Processing



The shadow underneath the bubbles is a `bezierVertex` based shape. I made the shape in Illustrator and then calculated the multiplier between each point and the radius. That way the ball shadows can change size based on the bubble they are attached to.

# Conclusion

I didn't quite match my sketch...yet. I still think this project looks like it would make a great screen saver, and it's very pleasing to sit and watch the bubbles bounce. I had a ton of fun making it and couldn't stop trying to add things.

If I were adding more, I don't know if z-sorting/depth-sorting is possible with a reasonable framerate

I would like to continue this project into the next project (though it satisfies the next project's requirements better ^^; ). I would also like to see if I can get it into p5.js to run in a webpage. It doesn't quite render/work right in the deprecated processing.js on a custom webpage (nor on OpenProcessing).

The project running in realtime is far more pleasing than a Youtube video. But here is a link:

<https://youtu.be/CCrPZApe2NI>

Maybe I can figure out P5.js and get it running in a webpage. Or, download it from the Github page:

<https://github.com/Zheta/Processing-Bubbles>

Thanks to any/all respective artists for educational use of their work for reference and style.

