

Planet of Sounds

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Synopsis

The shop window that we represent comes from the store “Planet of Sounds”. We tried to convert the store to an interactive space where you can use planets instead of vinyls to play music on an intergalactic record player. How did our journey from visiting the store resulted in a processing program? Well here we go. Together we started to sketch and discuss a lot of ideas that came up when we looked at the objects in the store. Some rotating planets that you could put in a vinyl player in the ship of an alien. Before you could play a planet, you needed to make it funky first. You could do this by letting the aliens invade each planet first, then the cover of the music will appear. We wanted to challenge ourselves, so we wanted to implement 3D into our program, thanks to the 3D processing workshop. We experimented with the rotation of the camera and the positions of the spheres in the 3D environment (outer space). We thought about what different objects we needed to make and sketched the connection between methods that could call one another.

Interactions

- Drag each planet into the circle so you can install it on the record player.
- Drag each planet out of the circle so it goes back to its original position.
- Press play to hear the music.
- Press pause to pause the music.

Methods & Call Graph

- **lerp()**: Creating a smooth motion along a polynomial curve
- **song.play()**: Pause the music for each planet.
- **song.pause()**: Pause the music for each planet.
- **boolean inDiskArea()**: Return inDiskArea is true if planet x,y are inside of blue circle.
- **boolean onDisk()**: Returns onDisk is true if the planet x,y are closer than 1 distance apart from the record player x,y.
- **void moveAutomatic()**: If you release your mouse, this method will check if the planet x,y is in the blue circle. If inDiskArea is true: it lerps to the record player x,y, so it's on the disk. If inDiskArea is false: it lerps to the initial x,y position of the planet.
- **boolean select()**: Return isSelected is true if the mouse is hovering over one of the planets. This method will be called by mousePressed.
- **void drag()**: If a planet is selected, it will assign the mouse position to the planet x,y. This method will be called by mouseDragged.
- **void deselect()**: If a planet is not selected anymore isSelected is set back on false. This method will be called by mouseReleased.
- **mouseOnPlayButton()**: Returns true if the mouse position is hovering over the play-button.
- **mouseOnPauseButton()**: Returns true if the mouse position is hovering over the pause-button.
- **playButtonClicked()**: This method is called when mousePressed. If mouseOnPlayButton is true, the rotation speed of the planet around the y-axis is going to be 1. If isPlaying is true or the planet is onDisk, you assign isPlaying as true and we call the play() function to play the song from the planet.
- **pauseButtonClicked()**: This method is called when mousePressed. If mouseOnPauseButton is true, the rotation speed of the planet around the y-axis is going to be 0. If isPlaying is false, you assign isPlaying as false and we call the pause() function to pause the song currently playing from the planet.

