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ART 313-801

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This code piece was a project to simply learn about Newton's Law of universal gravitation and implementing the equation to create generative art. I followed the tutorials by Daniel Shiftman and combined it with Posenet to track the attractor object to the viewer's left wrist. I followed this kind of workflow so I could watch and pause the video, read the sources, and take notes on the code and equation. This method was to try and truly process and learn about p5 and writing code. It is combined with an inverted webcam feed with a glitched out Touch designer visual I made from a recent unreal engine render.

I love artistic themes that explore interconnection and an infinite present play of interactivity through the atoms that form us, to what creates the energy to make a light turn on, to the air we breathe that is vital to keep our hearts and neurotic messages flowing. The artwork follows this theme through the interconnection of mediums that makes it, the blending that takes place between the subjects, and the interaction from the viewer represented in an altered surreal form.

My hope is that the viewer can see a reflection between themselves and this seemingly unreal reality, as a reflection of actual reality. I intend for it to be lighthearted, and maybe make someone kind of dance to alter the visuals, and mess around with what and how they push the keys to reset the position of the attractor object. I hope that this simple and pixel-overloaded

code will make someone happy and help to see the world around them in a more vibrant and vibrational way.