

Alvin, ART385, Glitch Image Arrays, 2/20/20

Statement: For this assignment, we will work with Glitch behavior — where you get non-predictive and erratic effects — and build upon the concept of the state machine. We will specifically use images and other shape-drawing techniques with timers using `millis()` to create erratic behavior.

Using the `imageSequenceP5` as a working skeleton example, you will improve on this behavior and create a **state machine** slide display using **arrays of images** and **`millis()`** to **along with mouse interactivity** to navigate between the states.

Your p5 folder and repository should be called **GlitchImageArrays**

****** You will have 6 states, corresponding to six images

****** For each state, draw one image and some unique shapes on top of it — i.e. yellow dots for one, pink stripes for another, etc. Unlike Code Self-Portraits, these do not have to be placed in any sort of cohesive way.

****** One option: use the `random()` function to change the shapes or image around in some sort of way

****** Another option: use `mouseX` and `mouseY` to change the width and height of image, the placement or other aspects of it

****** A third option will be: add text to each state

****** each “state” should have its own draw function, like `drawTropicalIsland()` for an image of a tropical island.

** each “state” might have its own setup function like `setupTropicalIsland()` where you could generate random positions for the image to be drawn.

Hand Drawn Sketches:

N/A

Reflections: Using the local server turned out to be a significant growing pain. Without being able to use the local server, I had no idea whether my program worked or not. Trying to convert the program into Processing ran into problems. Even though my program now runs, debugging it took a lot of switching between my Surface tablet and a lab computer. However, because I did not have as much time to experiment with shapes, my only changes were with text, background, and the ability for a shape to follow the cursor. One again, I am not an artist. However, I do believe that my programming is at least up to par. Also, once again, Github is acting up. Man, I need to learn how it works.