

# Experiment-1

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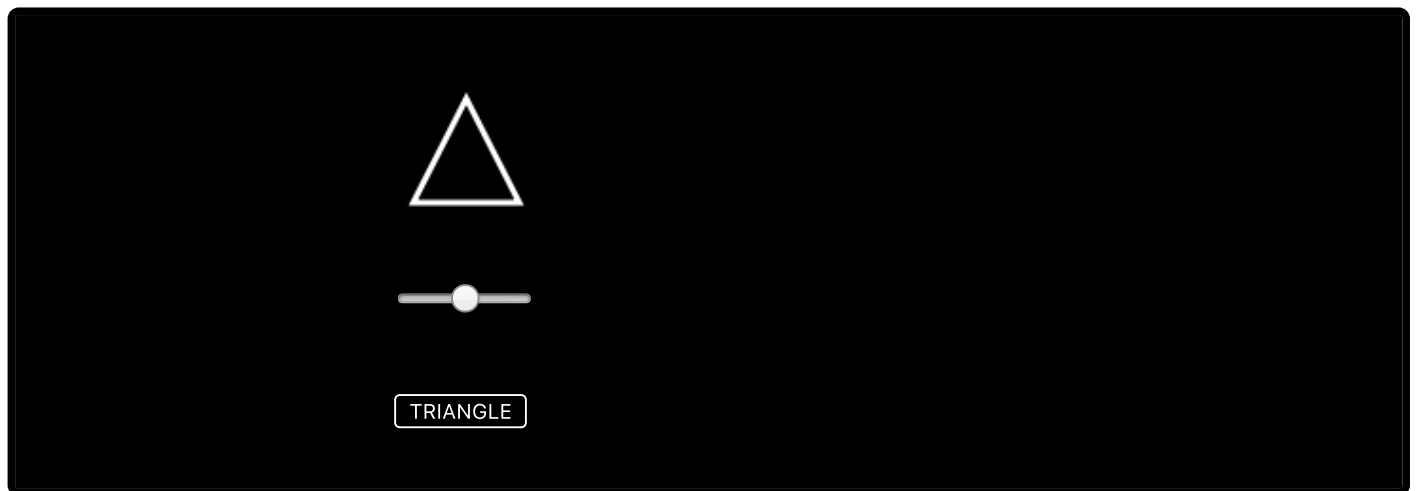
In this first attempt I will start using the P5JS sound module. The idea is to affect the shape of the 3 primordial forms (Circle, Square and Triangle) with sound frequencies.

## UI

We will invent a sort of intuitive UI on the way for easier life manipulation.

- Sound
- Sliders
- Frequencies
- Example 1

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```
// canvas vars
let w = 732;
let h = 250;
let song1;
let button;
let slider;
let text = 'TRIANGLE';

function setup(){
  // canvas
  createCanvas(w,h);
  // triangle
  fill(255);
  triangle(30, 75, 58, 20, 86, 75);
  // button
  button = createButton(text);
  button.position(200,200);
  // slider
  slider = createSlider(0,1,0.5, 0.01);
  slider.position(200,140);
```

```
slider.style('width', '70px');
// music
song1 = loadSound('circle.mp3', loaded);
button.mousePressed(playSong);
}

function loaded() {
  playSong();
}

function playSong(){
  if(!song1.isPlaying()){
    button.html('TRIANGLE');
    song1.play();
  } else {
    song1.pause();
    button.html('PLAY');
  }
}

function draw() {
  // canvas
  background(0);
  // triangle
  strokeWeight(3);
  stroke(255);
  noFill();
  translate(180,24);
  triangle(30, 75, 58, 20, 86, 75);
  // slider
  song1.setVolume(slider.value());
}
```

## Play and learn

Sliders will help us to play with values.

Through this play, we can see visually how numbers affect the movement, position, size and color of the different dots we have created.

It's an interactive way of learning to design through play and feel.

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