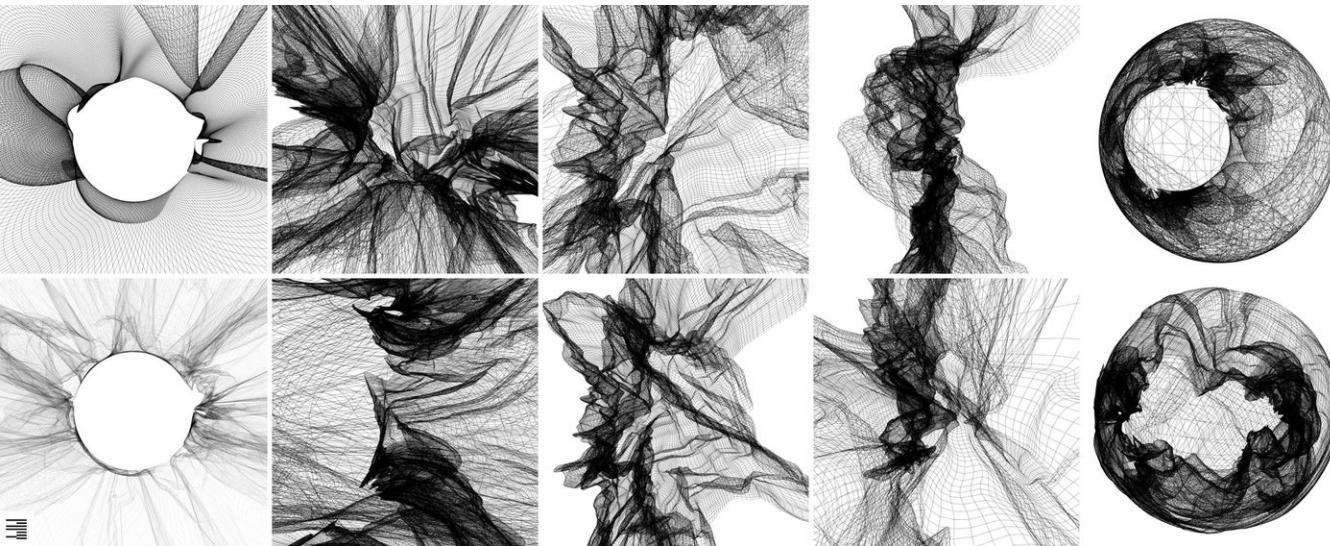


CONCEPT

I have always been intrigued of Generative artworks. We often find ourselves occupied or perplexed with items throughout our day. Our lives combine a set of dynamic tasks along with systematic tasks.

My concept is to create something that others can relate to. Art can shift shapes without sabotaging its initial message.I want to create a program that conveys generative art. The experience enables users to manipulate shapes through a simple click. The user-interaction will be simple because I want the user to focus on visuals.

RESEARCH || INSPO



Complex Vertices, Michael Paul Young ,2011.
<http://www.michaelpaulyoung.com/2011/06/08/complex-vertices/>

Complex Vertices

This artwork is made by Michael Paul Young who founded YouWorkForThem in 2011.

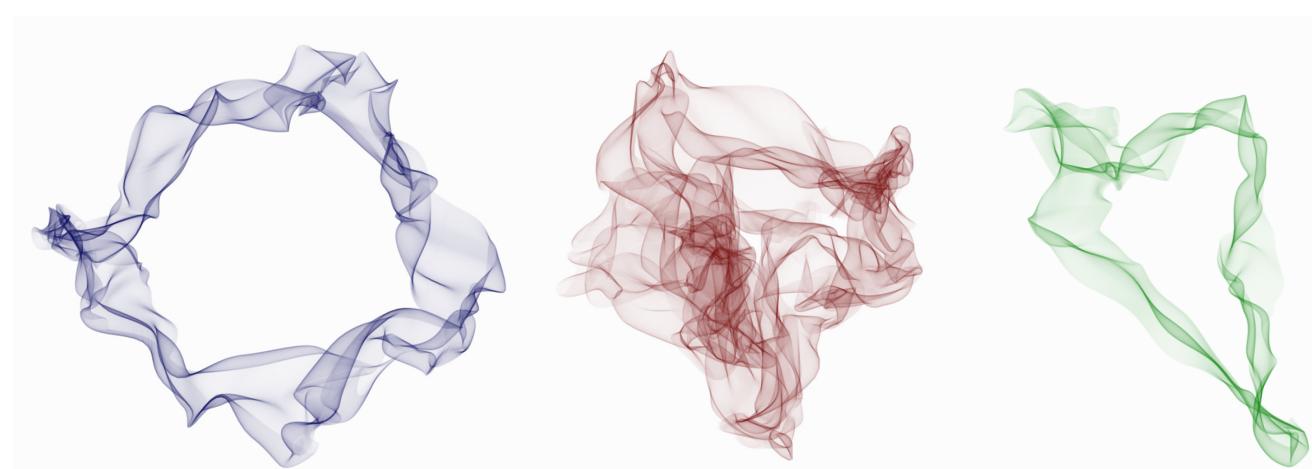
He is a artist, photographer, director, producer and a programmer. He has won awards such as the Clio and the Cannes Cyber Lion award.

It is unsure of how he created this art piece but the artist might have used

Generative Something

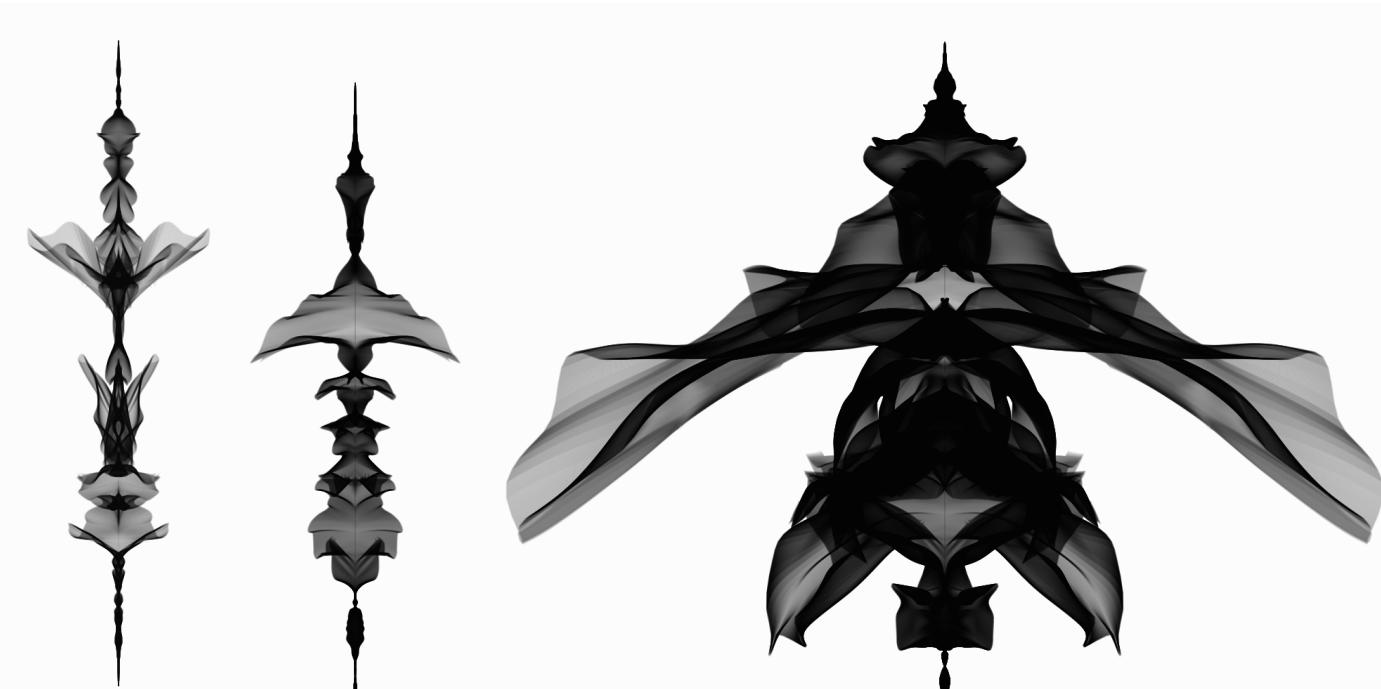
This art piece is created by FAL. The artist uses processing to make this generative art. The instructions are simple: click to regenerate.

This really caught my eye because I like how the shapes unfolds in an organic way.



Generative Something, FAL, November 16th 2017.
<https://www.openprocessing.org/sketch/476157>

RESEARCH || INSPO



Rorschach

This art piece is also created by FAL. The artist uses processing to make this generative art. The instructions are simple: click to regenerate.

The shape regenerates on the Y axis and expands its shape horizontally. I like this piece because it opens up in a natural way while being on a symmetry.

Rorschach, FAL, November 17th 2017.
<https://www.openprocessing.org/sketch/476860>

PROJECT

A decorative element consisting of three thin, horizontal grey lines. The middle line is slightly curved, creating a wavy effect.

For this final project, I want to be able to create something which will be aesthetically appealing with a little bit of interaction. My objective is to learn more about coding and understand how to create movement simply with lines. I am aiming to create a piece which will involve a class of shapes. These shapes will be created with lines. There will be different movements with the lines depending on the mouseClick. For example: one of the movements will be breathing, the shape will slowly expand and shrink as if it is inhaling and exhaling. For the lines, I believe that I would have to understand the coordinate system very well and input (random) to experiment with the variations. Lines generation can generate emotions and create an evolution in a visual. Looping will be an essential in my project because it is with loops that the art can generate. The particle system would also be needed in my project because I want to simulate a certain fluid behaviour. Lastly, I would have to use P3D in order to create dimensions.