

FUNgus

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What is my project?

- Simplified imitation of physarum slime molds
- Primarily in javascript/[p5.js](#)
- Runs on a browser! (it worked on my phone too)
- [coradoracorabora.github.io](#)
- Changes to a random color when you refresh the page

Why this project?

- I wanted something generative and not processing intensive as a last resort for live visuals that go haywire
- Physarum simulations are popular in the generative art sphere online, they're well studied and there's so much documentation on how to do it already
 - Really cool example of someone's art using the same concept:
<https://cargocollective.com/sagejenson/physarum>
- This particular system uses principles that I am generally familiar with, and I wanted to be more focused on learning the p5.js than the concept itself

How does it work?

- It operates on a couple rules
 - Compare left, right, and center
 - Move to whichever one has the most mold
- Define a class of `Mold` and create an array of randomly positioned mold particles
- Make them all move forward (random direction)
- Get the light values of pixels in front of the mold, 45 degrees offset from each other
- Compare the light values and follow the highest value (either go straight, 45 degrees left, or 45 degrees right)
- Leave a trail
- Make sure you have a couple thousand of them
- Keep them inside the bounds of the display
- Generate a new color every time the page reloads and apply that color to the molds

Demo!

<https://coradoracorabora.github.io/>

