Creative Coding CA1

Colour Experiment

For this project I will experiment different ideas of manipulating colours, shapes and other functions provided in the P5 JavaScript library to create an illustration that will be the face of a book. As the book will be based on generative design I decided to use Gaussian Distribution to generate the paths that will be displayed. I will also split the canvas in two and visualise how the same code reacts to each side when generating the structures.

I used three different types of structures. The pieces that resembles rectangular shapes have a tilted corner that point to the middle of the screen. When generated, these shapes resembled a city full of skyscrapers which led me into adding the other two shapes and the background colour. In the left side of the canvas there can only be generated clouds, while on the right side stars.

The colours used on this project are chosen using the Adobe Color CC. For the blocks I picked a colour at random (purple) and as a second one I chose its complementary (green). Lerping the colours together gave me the idea of the other two complementary colours that I used for the background. The lerp from gold to blue represent the cycle of a day, from sunshine to darkness.

I also used a fade effect that gets more visible towards the centre of the canvas where the shapes become almost invisible. This should represent that the blocks are too far to be seen by the naked eye.

Most of the code is based on randomness, but some of the parameters can be controlled by the user. The clouds and the stars will generate when the user click on the mouse button. The position of the shape will take the mouseX and mouseY coordinates. Other parameters can be changed by the user making changes into the actual code to the following variables: bgCol1/2 – background colours, c1/2 – block colours, alphaVal – this value will change the opacity of the blocks, numOfBlocks – the number of blocks on each side, widthOfBlock – the width of a block.

Overall, I think this experiment tested the ability of thinking creative and I believe it succeeded. From the first iteration where I only generated four different coloured rectangles on the canvas to what it is as a finished product it is a huge difference which was only done just by experimenting and testing ideas.