

In the beginning there was nothing, but then, there was a circle.

The process of this project did not go nearly as I had originally planned it would. I had a larger vision of including color and patterns to tell a story. I wanted it to be a really big presentation, but considering my work ethic and knowledge, I was being a little over-zealous.

My build process began with experimenting different kinds of things I could do with shapes, and how I can apply them to match the beat of a song. The very first piece of code was the shrinking circle. It doesn't seem like much but I have had such trouble with certain things like if-then statements that it was a big deal. I then had the idea that it could dissolve into something. So it became an explosion into stars. I then realized this could be a narrative. Instead of a mix of random shapes and patterns that prove nothing, it could be a story with a character and a couple of conflicts. This affected my music choice. Instead of choosing a dance piece, I chose a more instrumental quiet song. I also, after creating the fly-like circles, really liked the look of just grayscale so I kept that as an intentional choice.

One of the largest problems I stumbled upon was getting everything to happen in secession. I set everything up onto a timer but it still mattered where the x position on the timer was and where the timer itself was positioned.

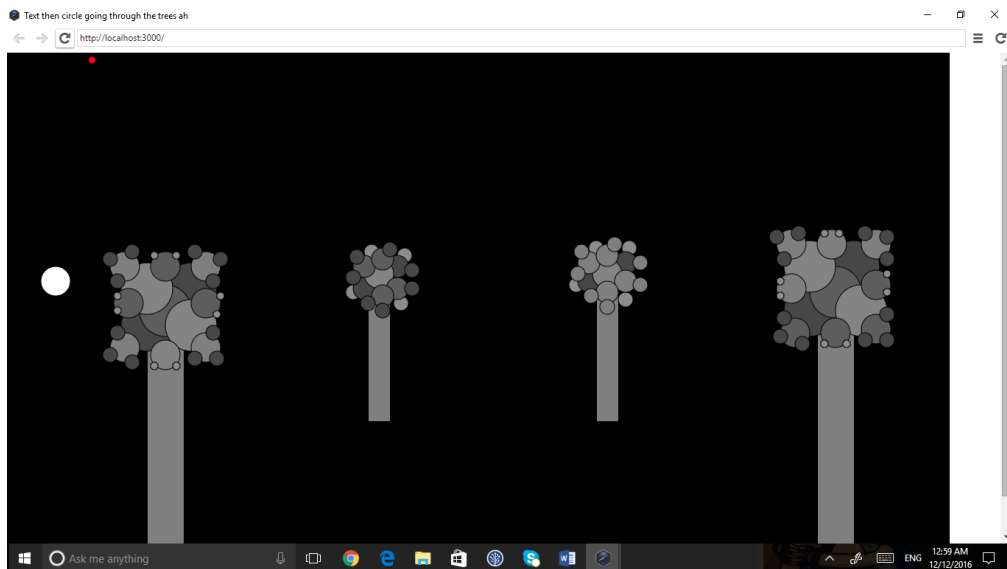
```
//makes text dissappear at a certain point
```

```
if (timerx >= 100) {
```

```
textColor = 0  
  
}
```

This problem took hours of frustration and tears to fix. I also could not figure out how to dissolve or fade to new events. I thought maybe changing the opacity and using some kind of if-then statement would make it work but it never happened. Otherwise, there were only ever minor problems like missing brackets and misspelled variables.

As far as this project being compared to similar work, I did use the same trees that I had in my very first sketch as a sort of intentional call back,



and an object moving forward on the screen is something I've done several times. But, I've never tried to make those things into a story, so that is how this is different.

A future direction I would take this is to make the story longer, more comprehensible, and more complicated. I would like to have the circle be more animated, have more emotion. Right now it just goes in a straight line but it would be cool to have it move all over the screen. I

tried to do that with a sin wave but I couldn't get it to quite work. I would like to expand and add to this idea in the future.