

1. Getting used to p5.js while using ML5.js

*Eye tracking example*

*Background color shift according to facial expression*

2. Trying out touch designer

*Want to develop more to this direction in thesis!*

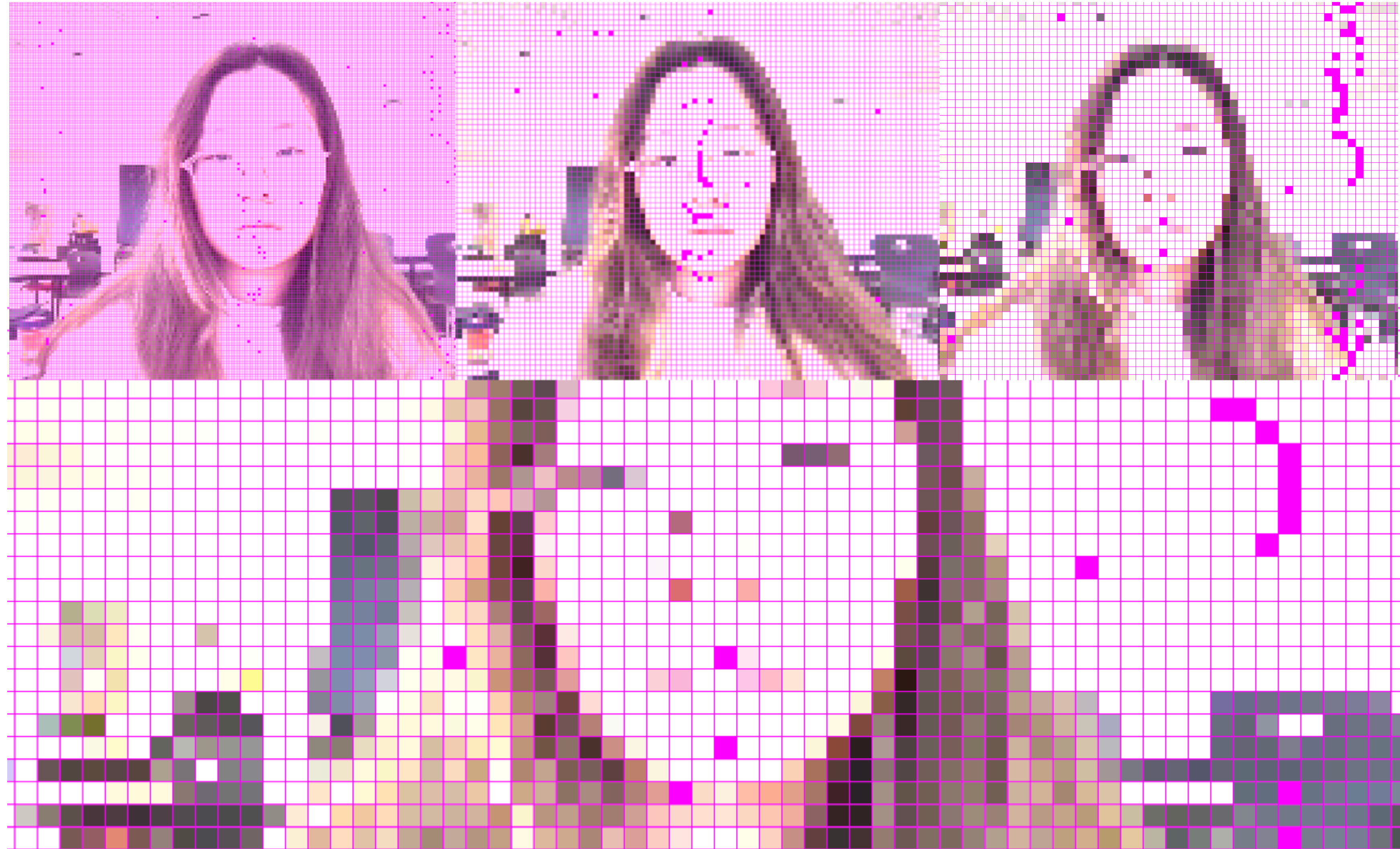
*Distortion according to hand gesture*

3. P5.js different image manipulation

*Interaction 1 (Distortion Map)*

*Interaction 2 (Grid Marks)*

Highlight the traces of actions—mouse clicks, drags, and movements—as a metaphor for how we leave digital "footprints" that define us in ways we can't fully control.





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*Interaction 1 (Distortion Map)*

*Interaction 2 (Grid Marks)*

*Interaction 3 (Bitmap Portrait)*

*Represent the reduction of identity to data.*

*The dominant color analysis creates a portrait that reduces the self to computational simplicity, critiquing the abstraction of identity in digital systems.*

