



**#09**

**Art & Technology**  
**20201131**  
**Hyunwoo Rhee**

**Intro to Creative Computing**

# **Family Group in Cosmos.**

***Family.***

# ***Visual Concept***



**2021-05-31**

***Family Group in Cosmos.***

**2**

***Family.***

# ***Target Users.***

Those who want to visualize the bonds of their families according to distance.

Those who want to see how we are protected within the framework of the family.

# ***Features.***

**1**

You can increase or decrease the distance between family members by scrolling the mouse.

**2**

You can pull one of your family members out of the shield.

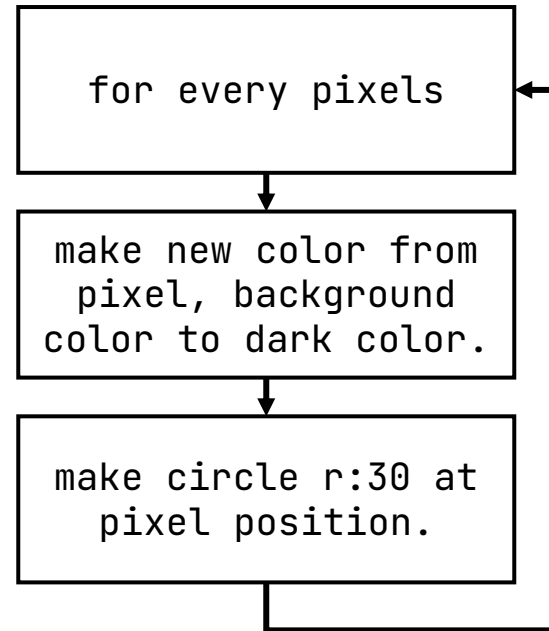
**3**

You can set the cosmic background with your appearance.

**Family.**

# **Algorithm.**

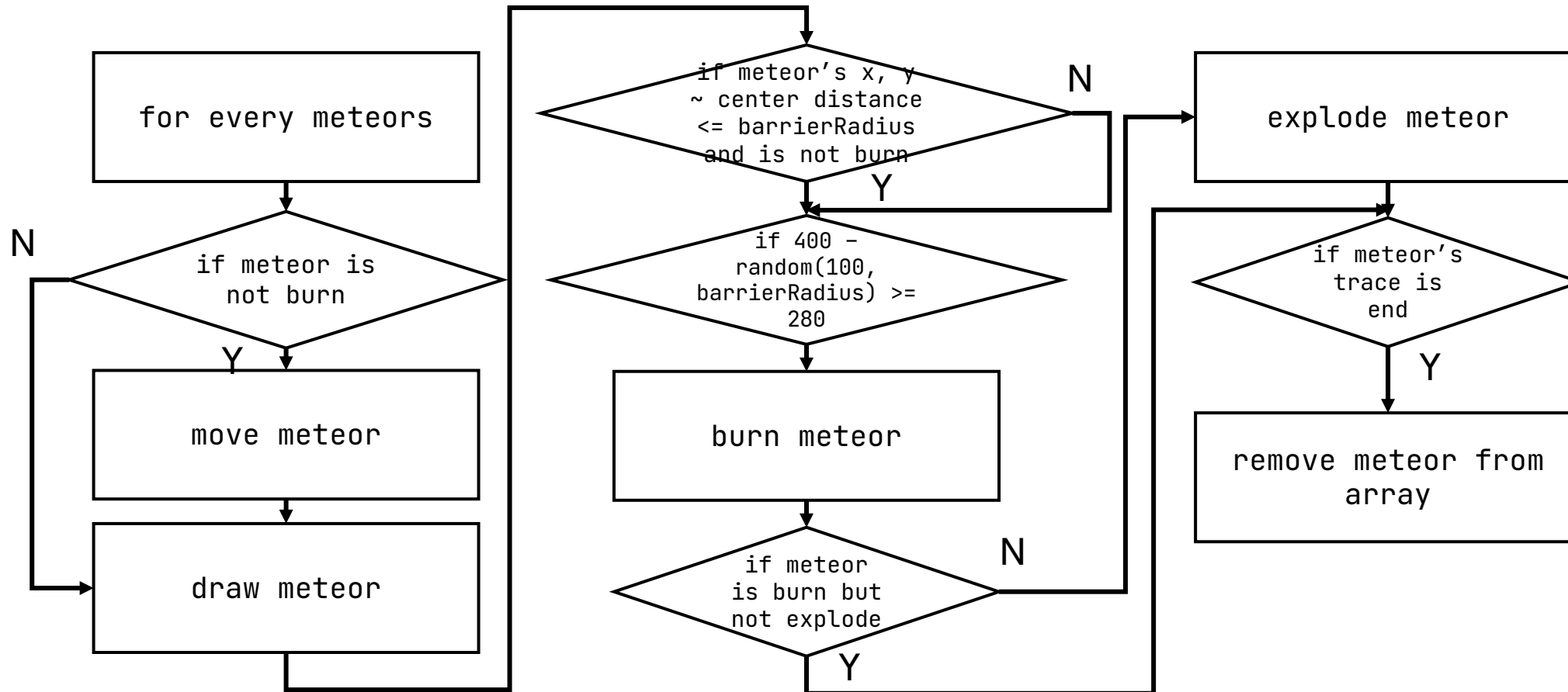
Cosmos Background



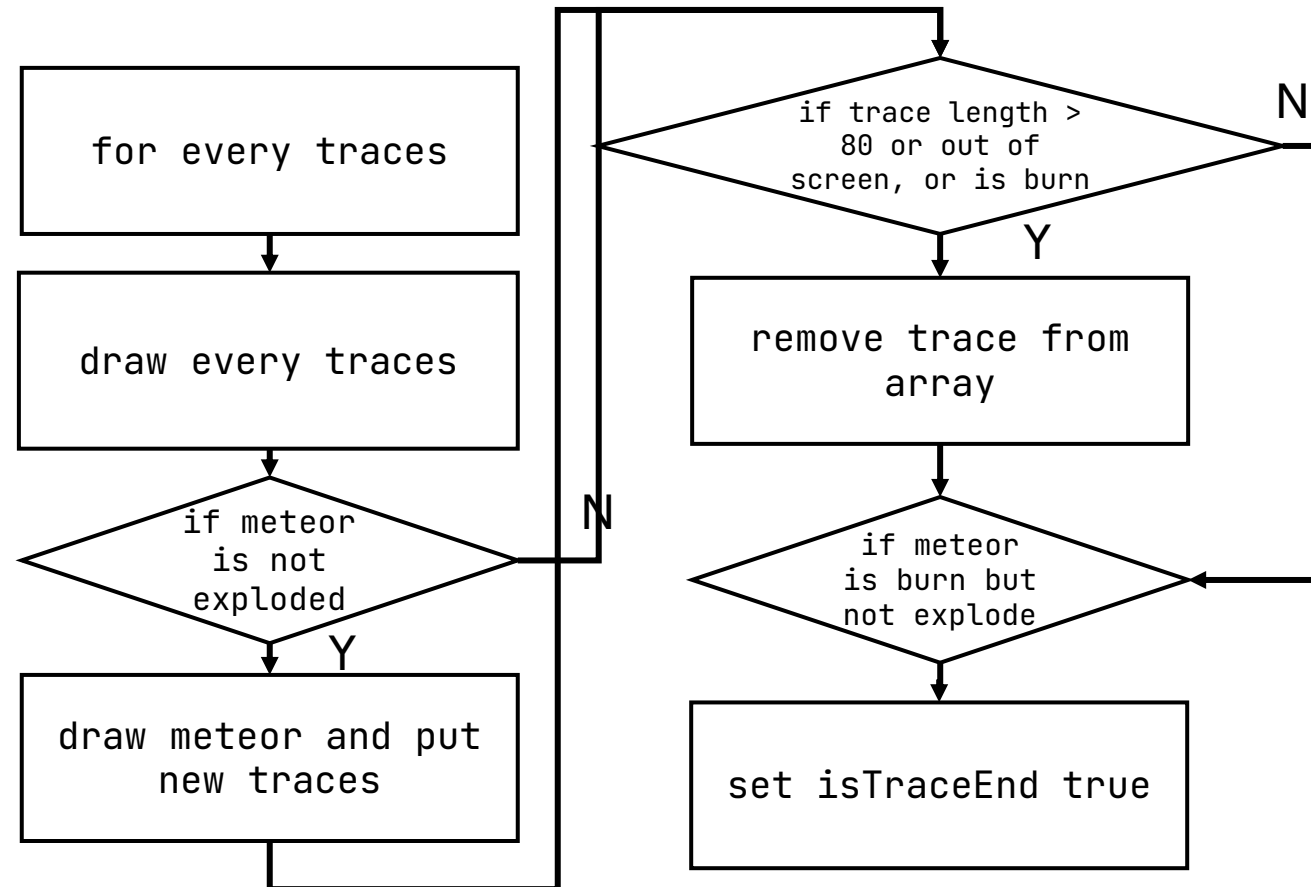
**Family.**

# Algorithm.

Meteors crashed at Shield.

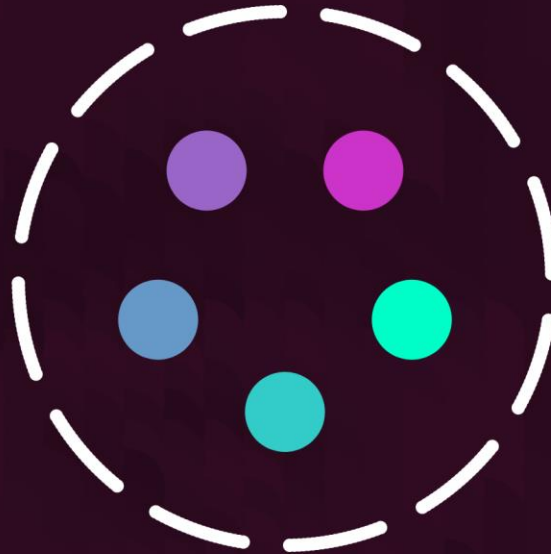


## Meteors trace



***Family.***

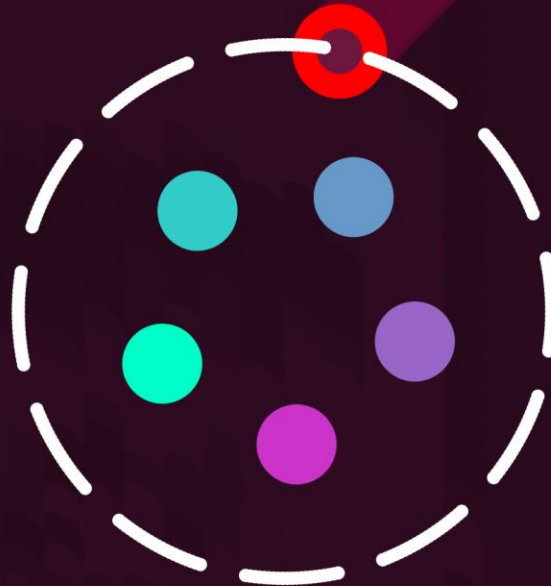
***Screenshots.***





***Family.***

***Screenshots.***



***Family.***

# ***Screenshots.***



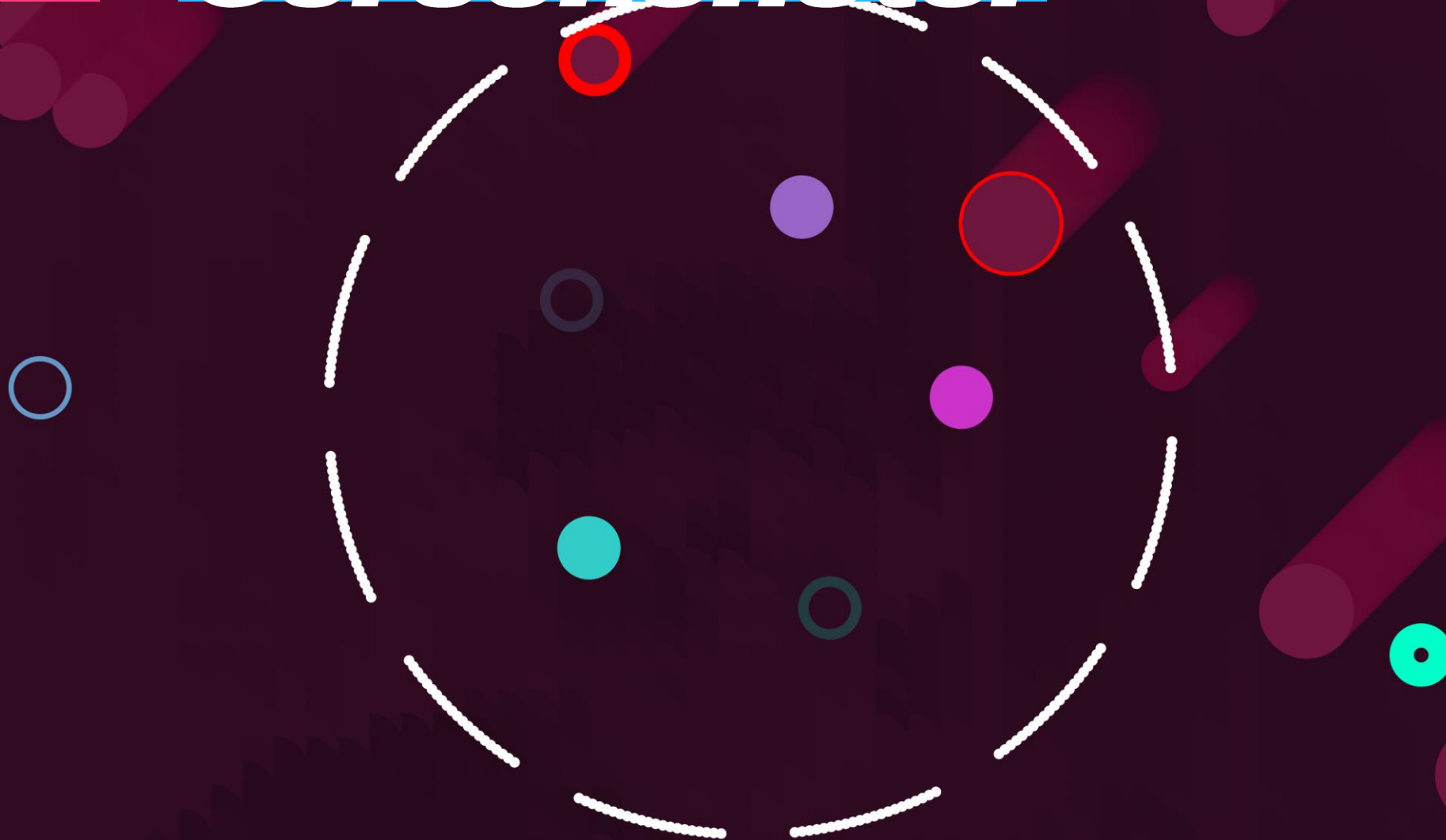
***2021-05-31***

***Family Group in Cosmos.***

***10***

***Family.***

# ***Screenshots.***



***2021-05-31***

***Family Group in Cosmos.***

***11***

**#09**

**Thank  
You.**

Find out my project :)

**Background, but more delay**

[https://ienground.github.io/p9\\_CC/](https://ienground.github.io/p9_CC/)

**No background, less delay**

[https://ienground.github.io/p9\\_CC/index2.html](https://ienground.github.io/p9_CC/index2.html)