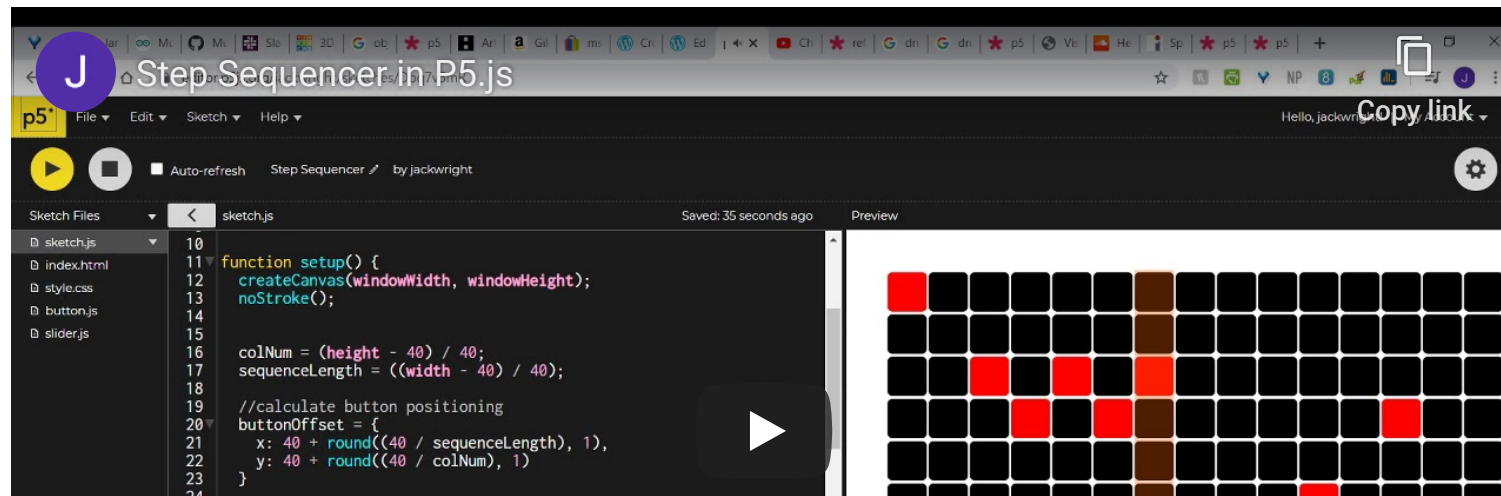
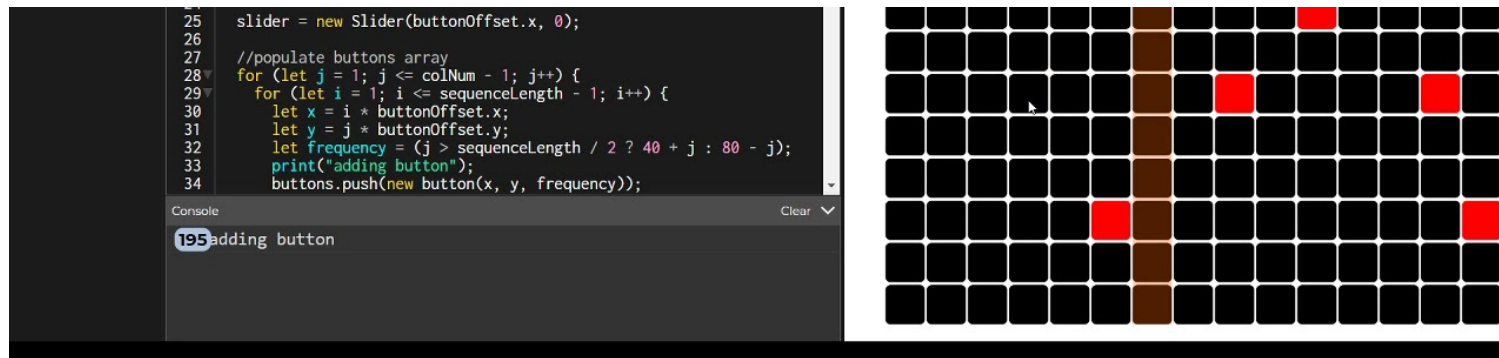


Step Sequencer

Link – <https://editor.p5js.org/jackwright/sketches/Dbq7v5mR>



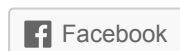


After working with Oscillator's and Envelope's in lessons, I began to work on a simple step sequencer. The idea behind it would be to use serial data to communicate with a controller run by an Arduino.

I found creating this quite challenging as I had missed the lecture where we had discussed this topic. I found that using print to debug was very helpful.

If it were to further develop the project, I would implement sliders so that the user could change the amplitude and frequencies of the oscillators.

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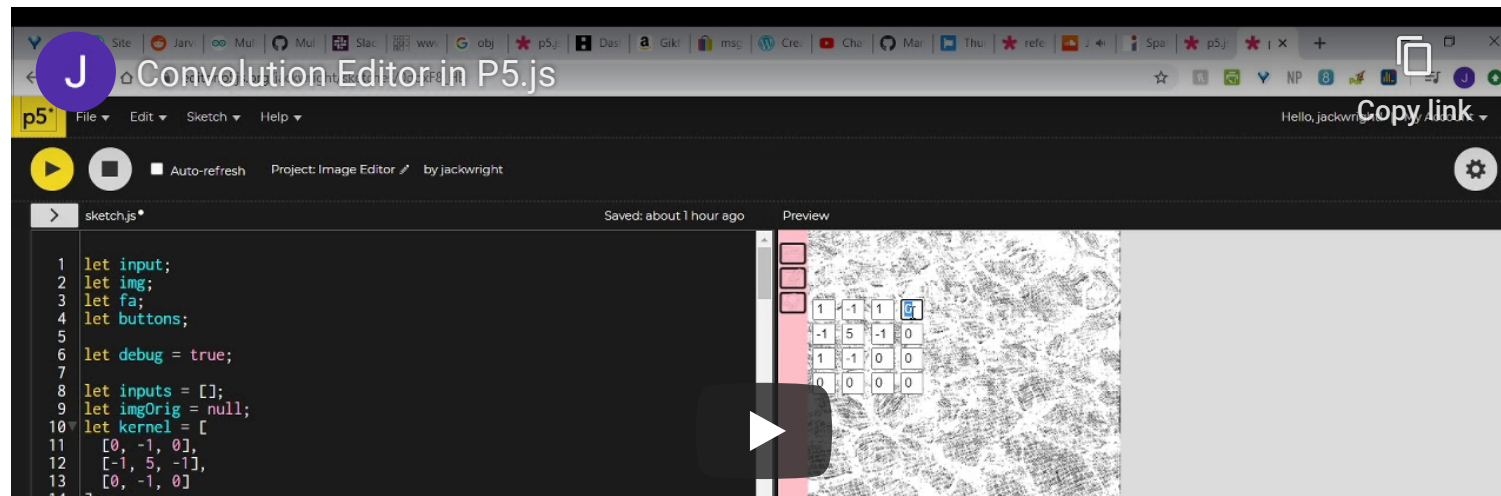
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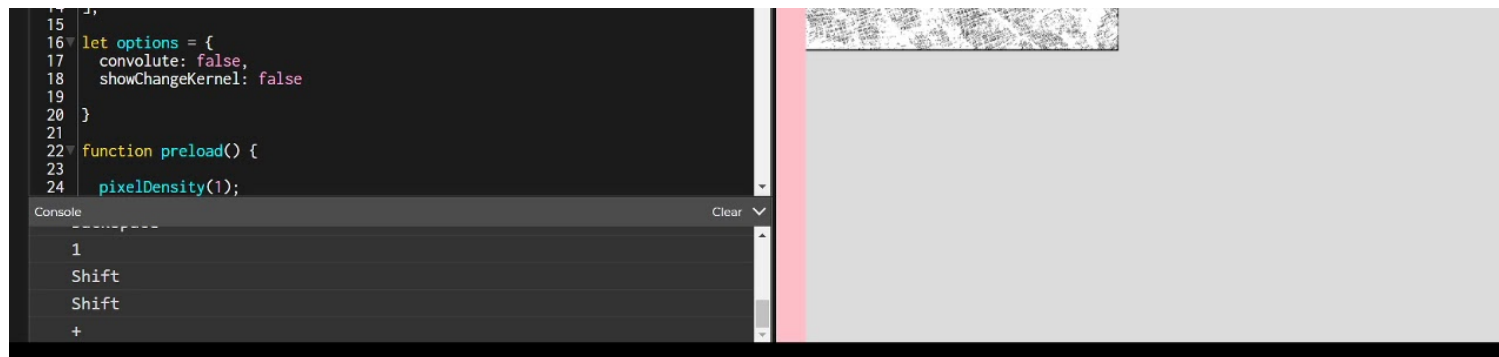
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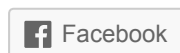


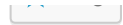
The idea of multiplying a matrix of numbers together in such a way to change an image.

I wanted to make a user-friendly interface which would enable one to create kernels and see updates in realtime. I could have expanded on this idea to make a full image editor however I found this idea throughly interesting due to there being minimum changes which resulted in the image completely changing.

One of the most challenging parts of this exercise was implementing external functions when the buttons were clicked.

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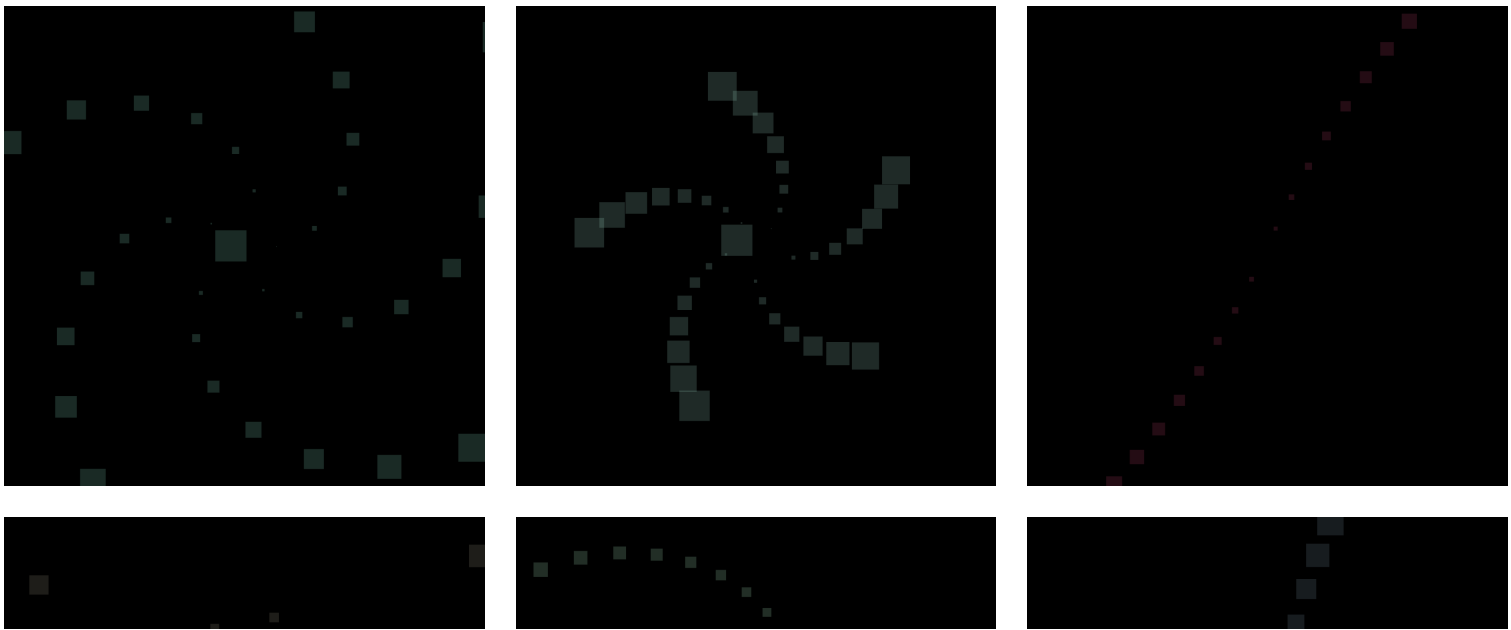
[Step Sequencer](#)

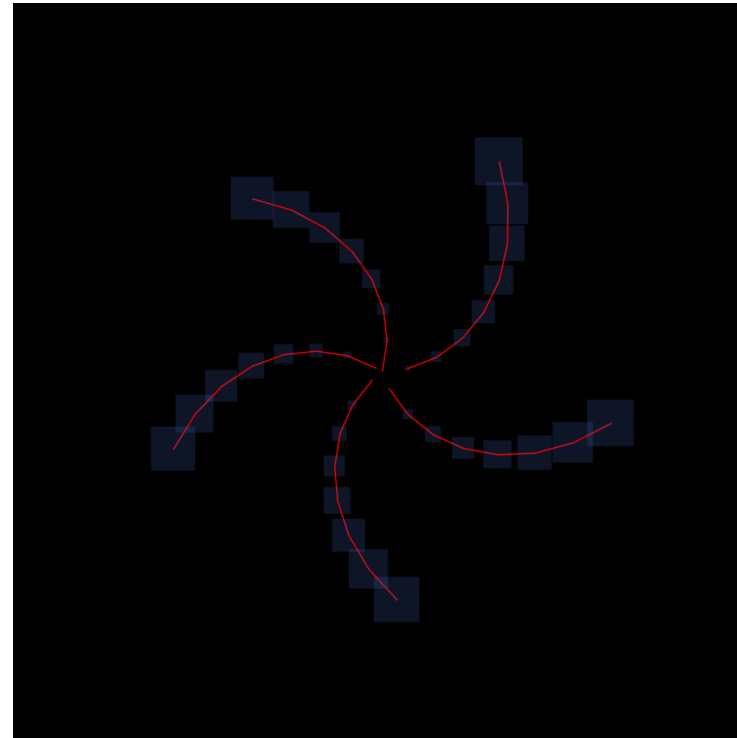
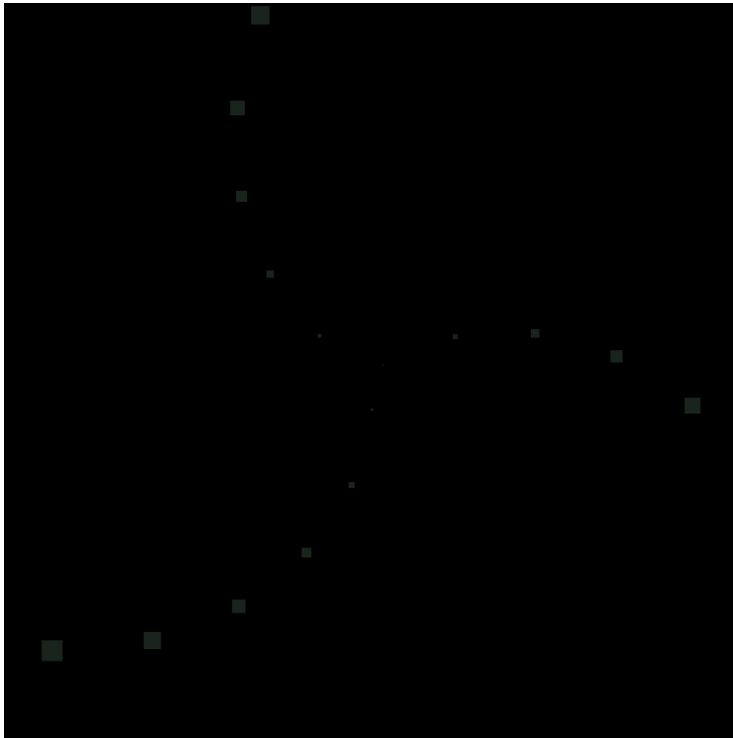
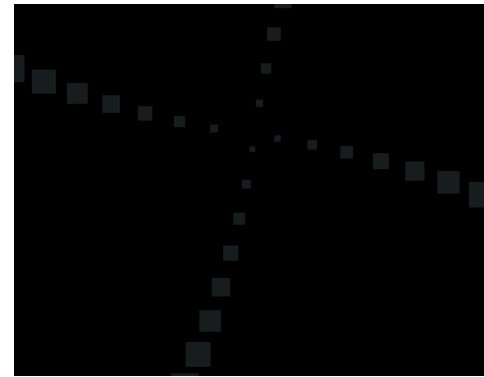
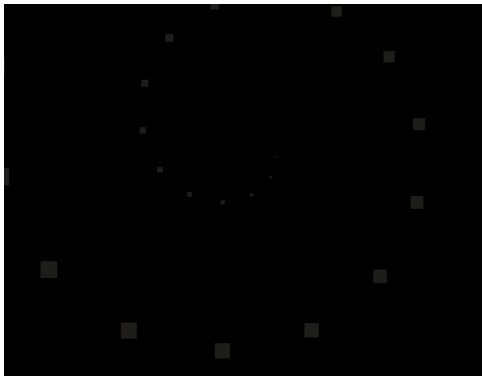
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Exploration of Natural Patterns





<https://editor.p5js.org/jackwright/sketches/pP32IGIHq>

The above images are screenshots from the animation which generates different patterns by randomizing angle, scalar and speed parameters. This changes the x and y coordinates which are calculated for each pattern.

The last image shows lines being generated connecting each shape together. If I were to make an improvement on this piece, this would be the area which I'd focus on.

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