

SDES3107

ASSESSMENT 2

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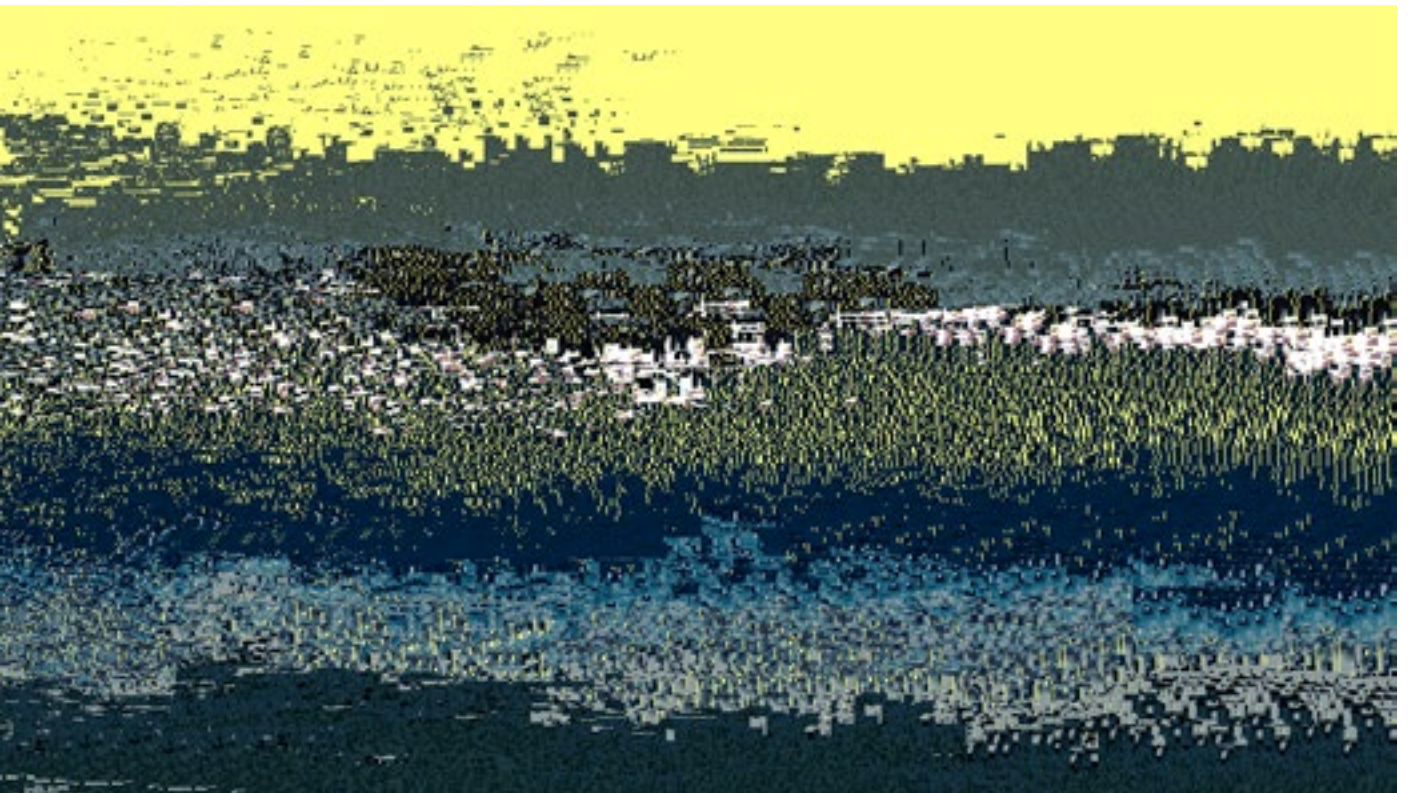
ASSESSMENT 2

ORIGINAL M_3_3_0_1 FOR EDITS 'A', ORIGINAL P_4_1_2 FOR EDITS 'B'.



EDIT 1A

By adding mouse interaction and an image overlay, a repeated layered effect is achieved. A of sense of move that compliments the subject of the image.

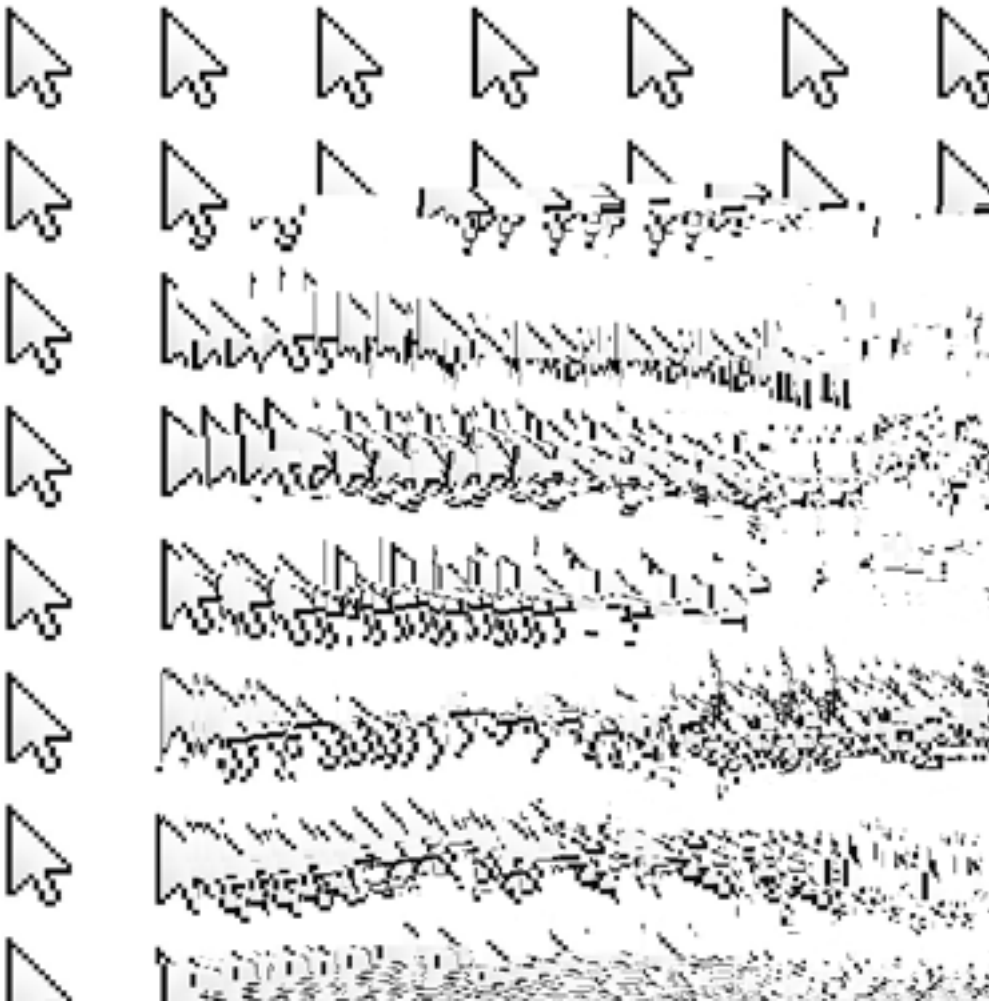


EDIT 2A

To further emphasise this movement, I increased the rate at which the repetition of the glitch effect takes place. Once again, the image is repeated as an overlay, there is mouse interaction, and a yellow back-ground colour was added to compliment the original subjects colour palette.

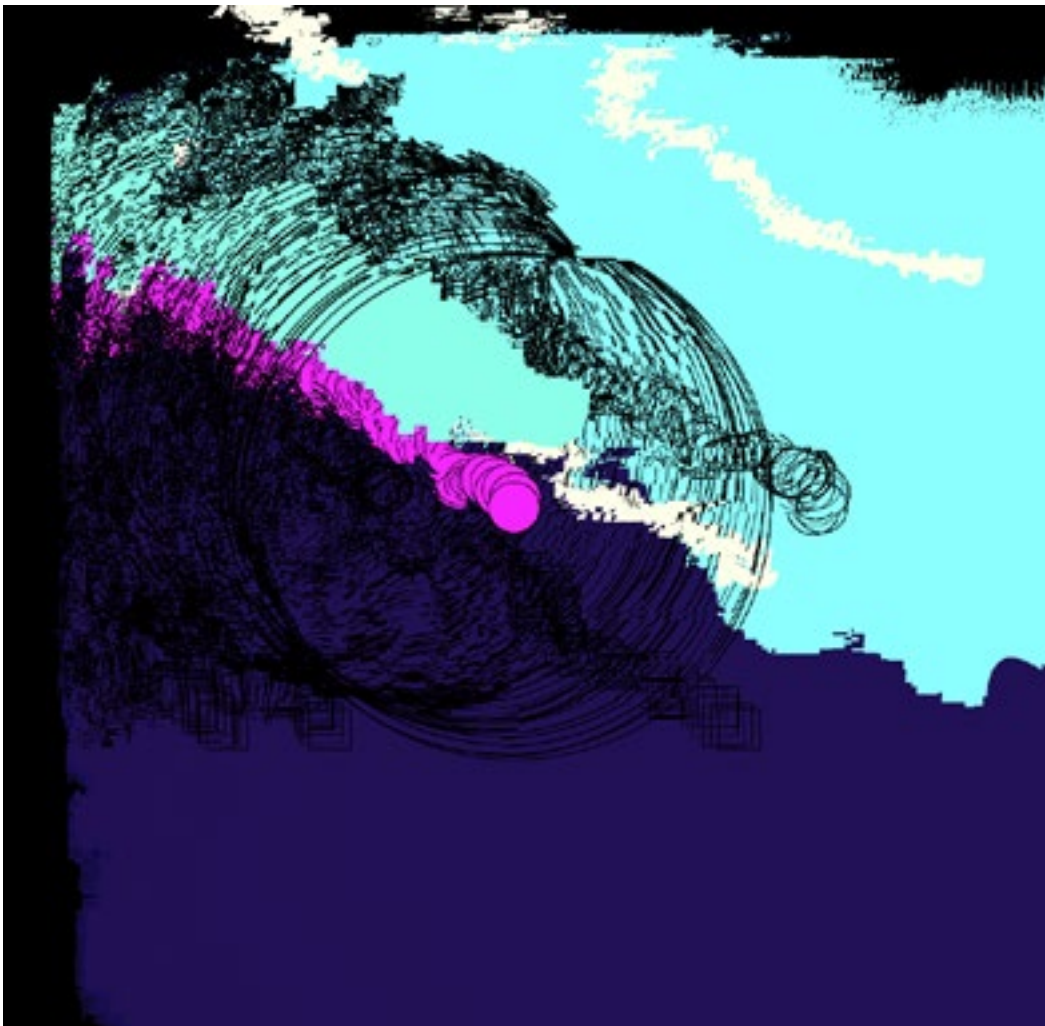
EDIT 3A

To understand the motion of the programs glitch effect, i applied a different image to the sketch. I also made changes to the size of the display window.



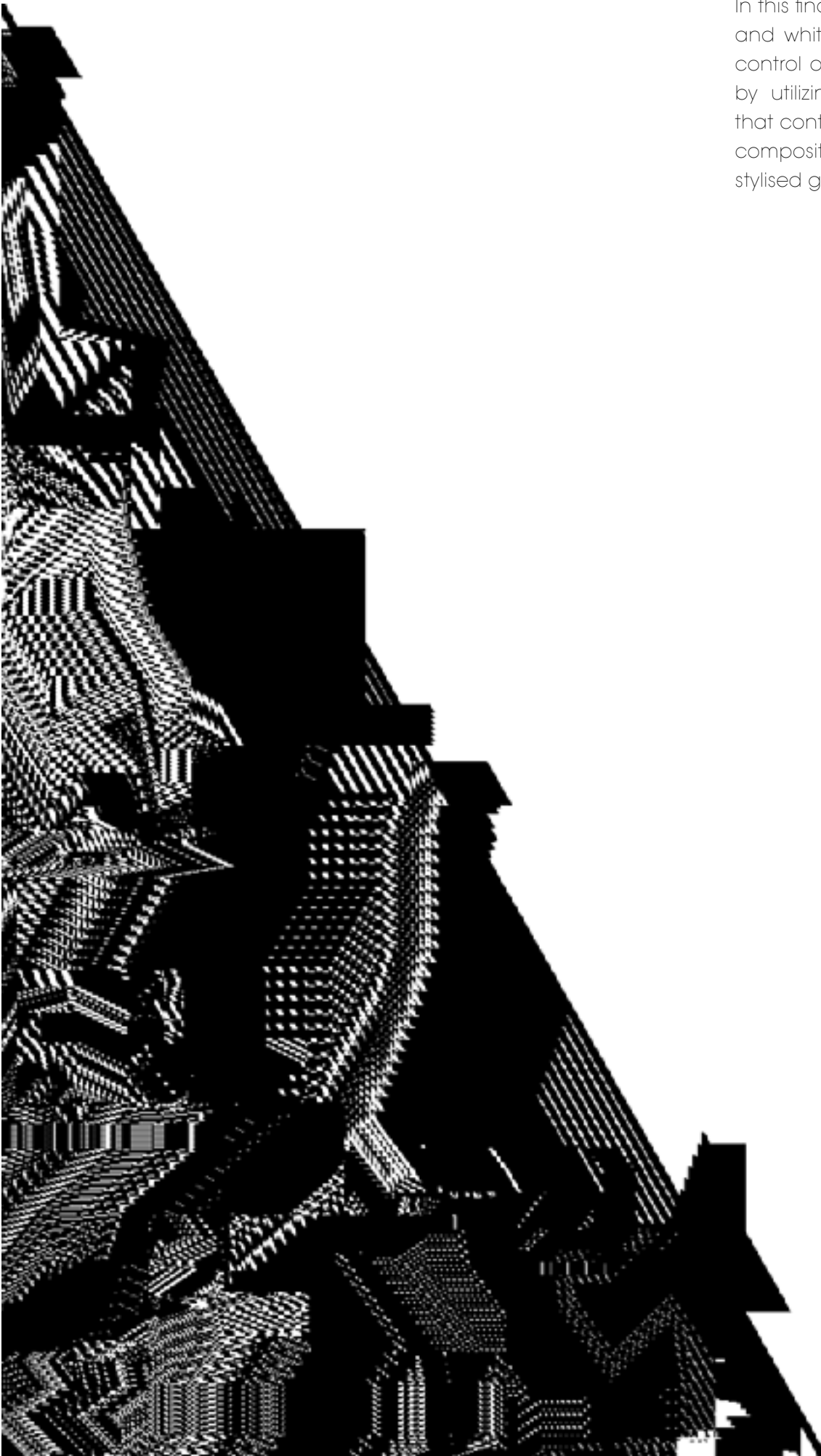
EDIT 4A

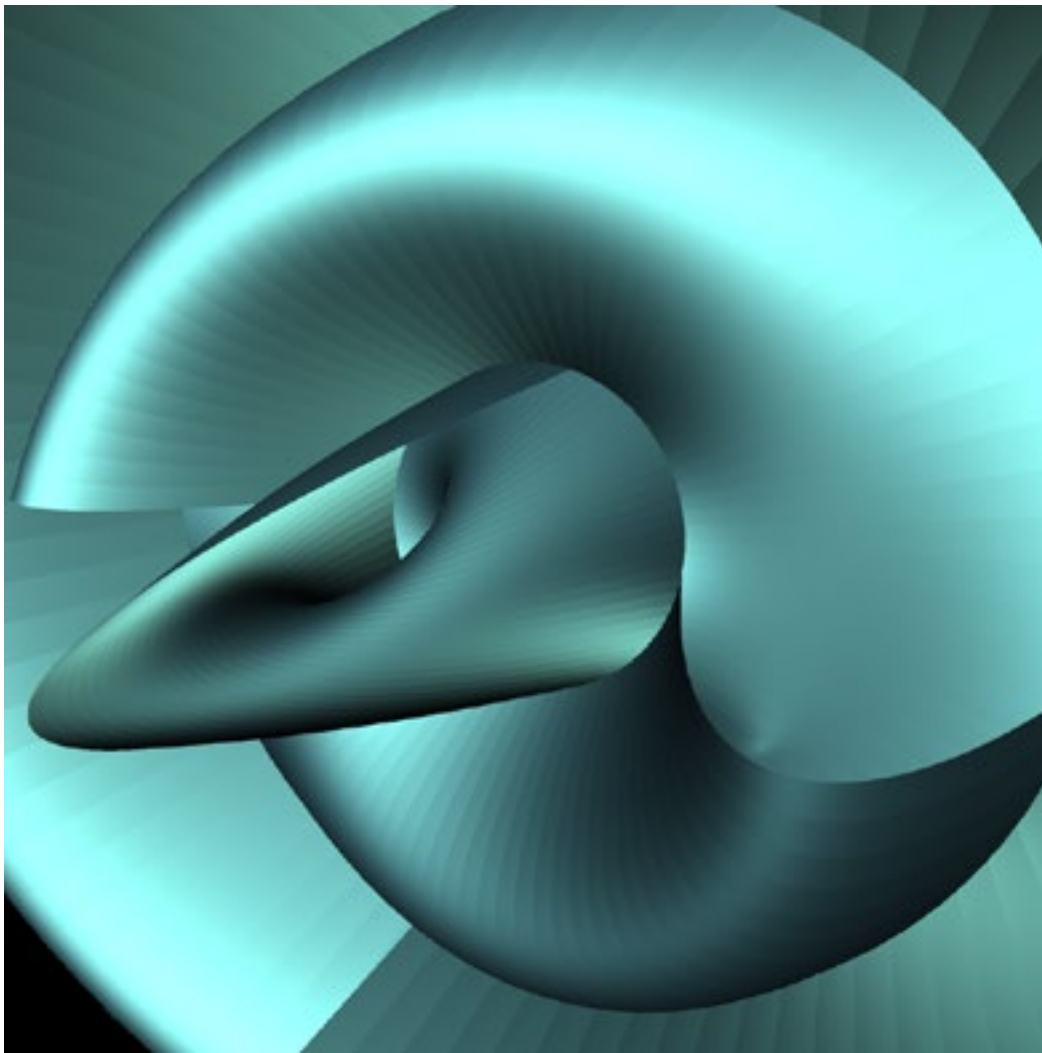
Through experimenting with how the code effects different objects, i was able to effectively create a new composition based on the glitch effect of the original code, i applied different colour, shapes and text to create a unique composition.



EDIT 5A

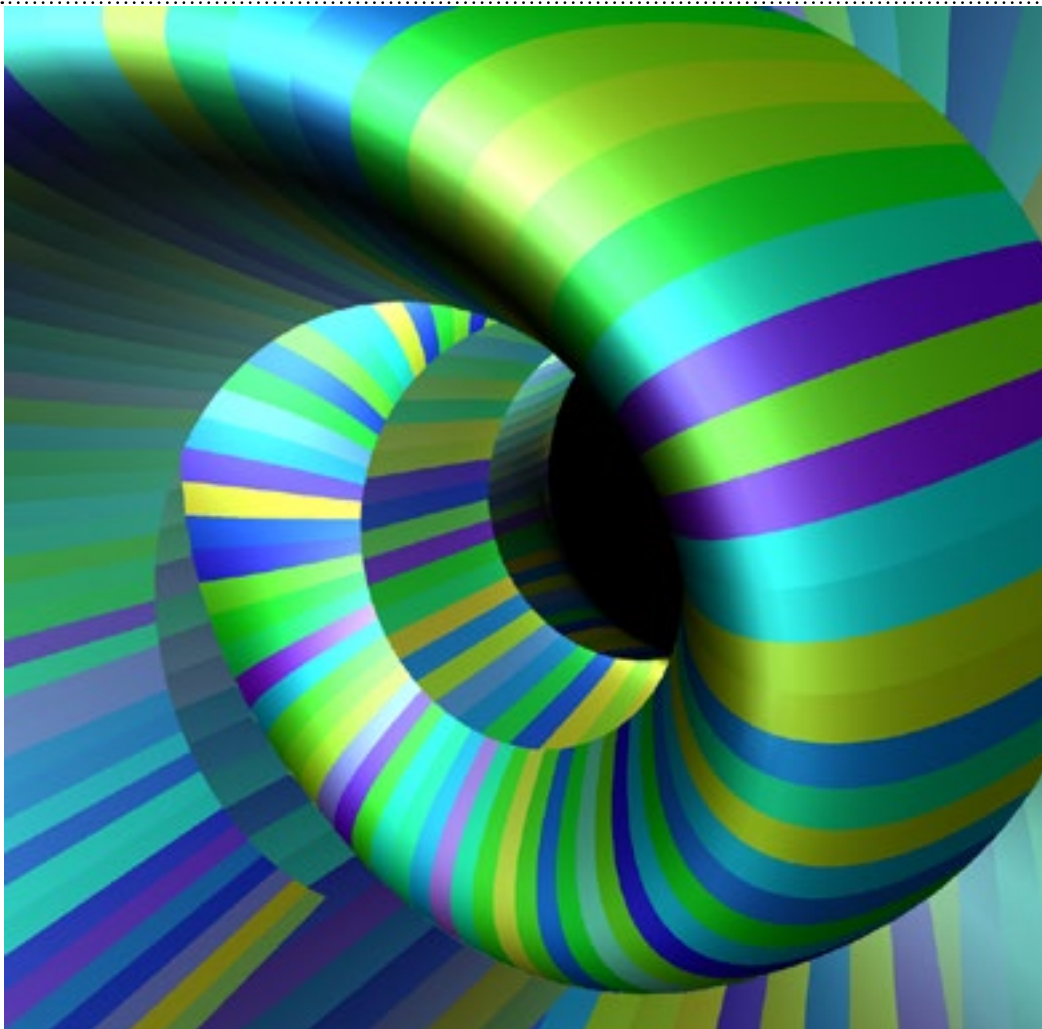
In this final edit I applied a black and white theme, i maintained control over the 'glitch' element by utilizing a section of code that controls the structure of the composition. The end result is a stylised glitch pattern.





EDIT 1B

Changes to the values that control the overall form and lighting have been altered. Experimentation as to which values control specific curves and compositions allowed me to increase select values to increase the density of the spiral form and intensity of the composition lighting.



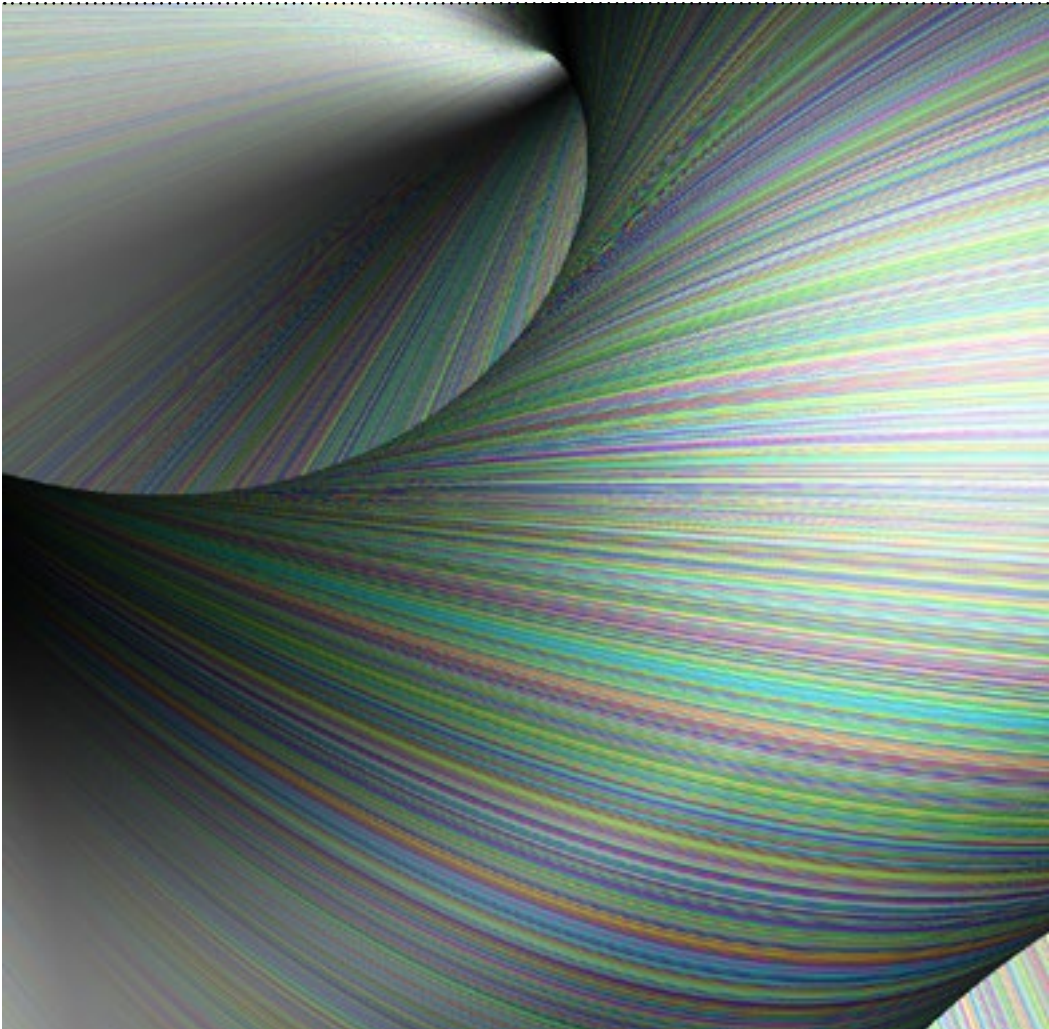
EDIT 2B

Experimentation with the attributes that control colour in the form reveal how the form is composed. Changing these values reveal each segment of the form through colour, and is informative when identifying what part of the code that controls the form is changing. Additional changes to the form and experimentation with negative values increased the spiral effect of the composition.



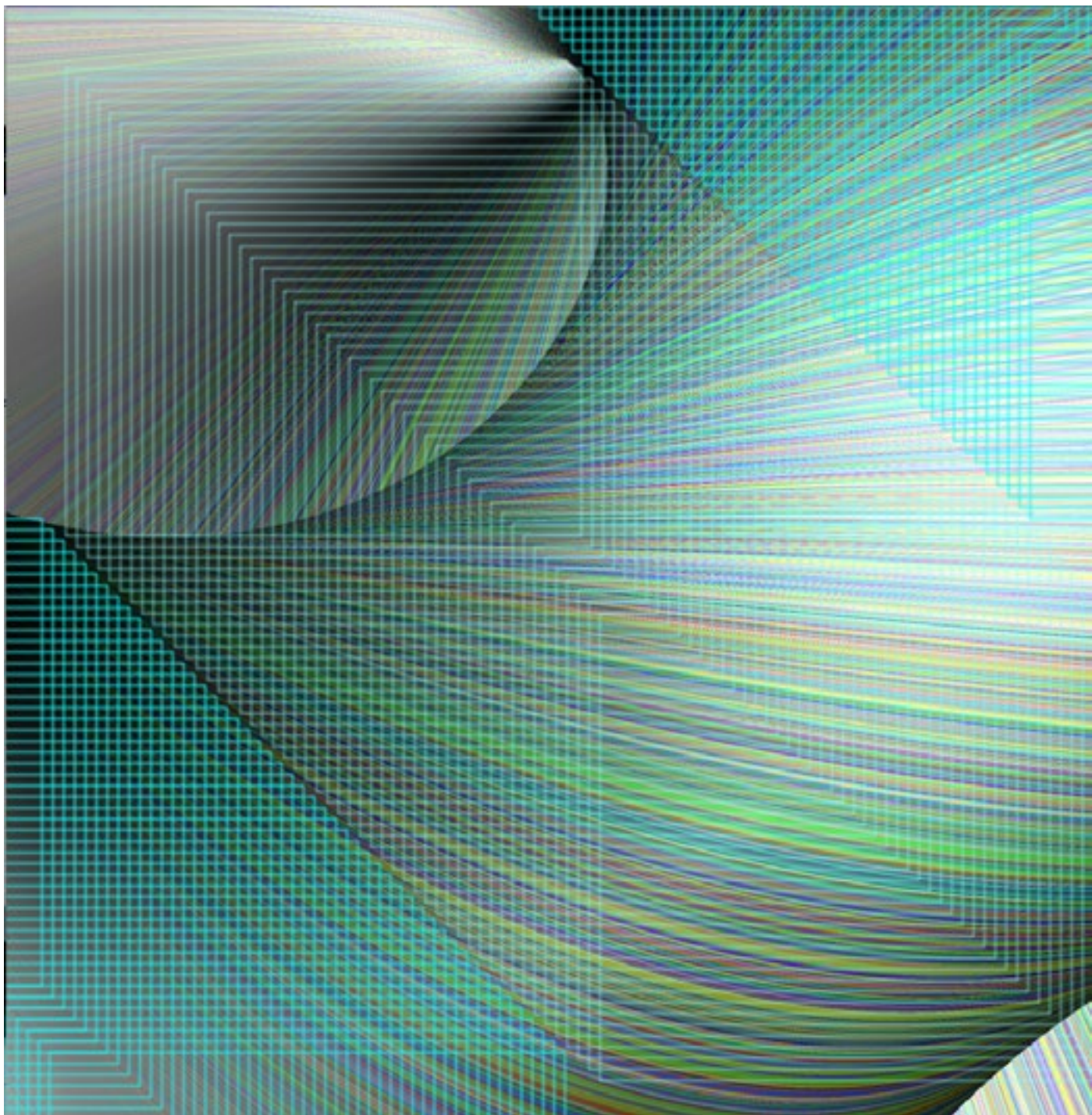
EDIT 3B

In an effort to reveal what part of the code was controlling the structure of the mesh, several attributes were reversed. Further experimentation with these controls revealed that a geometric composition using this library was possible. However the geometric structures that this program was outputting were less dense than its tubular counterparts (original attributes). Background fill and shape fill were altered to create a more subtle composition.



EDIT 4B

Returning to the curved form, increasing the scale of the form reveals the density of the forms structures. To further enhance this textural quality i applied a rainbow-effect colour palette by altering the preset control for the forms colour scheme.



EDIT 5B

In the final edit I applied a geometric series of lines on top of the strain texture, taking the stroke colour from the curved pattern. The result is a dynamic composition that feels and looks 'digital'.