Homework 6 – Update on final project progress
MART 220
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Link to GitHub files: https://github.com/jcarter406/MART-220-spring-2022/tree/main/Homework%206
Notes about progress and two folders in Git Hub HW6.
gen art 1 folder – static photo processing code

gen art static folder – I like this one better

1. I finally got the static image code to work. It is still very close to the original code I found so I will continue to tweak it and explore ways to make it more unique. I can change/add different shapes and adjust the curve lines for starters. All the coding is done in setup (no draw) so I can add other features on top of image (See Kitten on image of road). Working at the level of pixels is the key to this work.

2. One issue I have had with this code and other approaches that use a jpg/png image is the length of time it takes to preload/process images if they are greater than 500x660pixels or 72dpi. The road image takes about one minute to load. I am concerned selfies added via a webcam may be too large. If we try that approach for an interactive experience, I will need a way to capture the selfie then make the image a smaller size.
3. Once the processed image appears, it needs to be saved long enough for the person to download it. I think approaching it as a temporary file that is overwritten by the next person or times out to delete after a set amount of time would work. Not sure how it could be downloaded though.
4. Good news – the processed images look great.
   From L to R – unprocessed image; gen art 1 image; and gen art static image.



5. I am now trying to get codes for noise to work (Perlin and simplex) to create moving images such as flows; this is true generative art. I have found some great examples including Gene Krogan's work that explains moving grids instead of objects, translation, rotation, and push/pop use and provides additional examples beyond what we covered in class. That is what I am working on now. The initial codes I am using to learn about this are in folders "gen art anna noise" "gen art mosaic" and "gen art gene K noise" where controlled randomization seems to be the key. Did not upload these to github yet since I am still working on getting one or more sets of code to work.
6. Once source (Kovach) said to use HSV(HSB) color codes instead of RGB. Should I pursue that?

….and you thought this document would contain just a link to github!