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Design Document

Interaction Design

2/4/20

Assignment: Code self portrait. For the assignment I sketched a picture of myself and then using processing code captured "the essence of my face." I Aimed to capture the most defined features of the picture (My head, shoulders, sunglasses, and hair) and I also tried to make it a bit more fun by making the cartoon depiction of me blowing a bubble with some gum.

Audience: The specific audience in mind while making this would be for the teacher as it is an assignment, however I feel like it could also be a very simple recreation of a drawing for people who are into vector art an minimalistic drawings.

Sketch:

Interaction Diagram: N/A for this assignment, because there is no interaction, just a portrait.

Conveying technical information: For this assignment I have created a cartoon like self portrait only using ellipses, modified rectangle shapes, and arcs in processing. I have also included using variables for my colors that utilize hex codes. Lastly, to bring the piece a bit further, I decided to slightly modify the code from our first in class code example (of the moving stoplight) to help make my bubble animated (by making it grow in size slowly and then to decrease very fast, just like a bubble being blown and then popping). I commented my code so one may see the specifics and also how my face was constructed.

Data Design: I used variables, function, a boolean, and hex code for my colors

Architecture Design: I made sure to comment my code well and make sure the flow of the code was legible and logical as possible

Procedural Design: The code runs well and it produces a self portrait with a looping animation

Reflections: Overall, I found this project to be a good way to familiarize oneself with the beginnings of processing, however I found creating a portrait out of such rudimentary shapes was quite hard actually. Utilizing the "rotate" function throughout made it far more difficult for me, because I always had to change certain element's rotation to counteract the rotation of other elements in the portrait. It was mostly trial and error and after spending around 5 hours on it I felt as if I was making less and less progress which got me a bit frustrated. I wanted to get the most predominate parts of the picture, which were my sunglasses, my face, and my hair and I also wanted to add

me blowing a bubble for an addition of depth and movement around the portrait. The only drawback I see from this assignment would be that I wish I would have made it made it a bit more detailed.