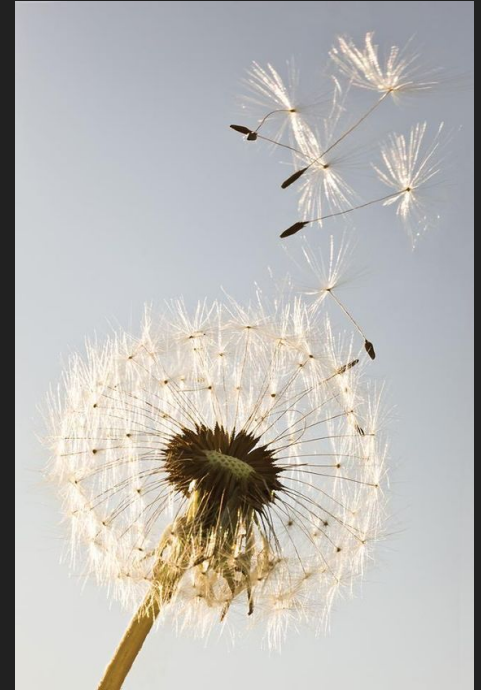# Final Presentation

Jessie Liu
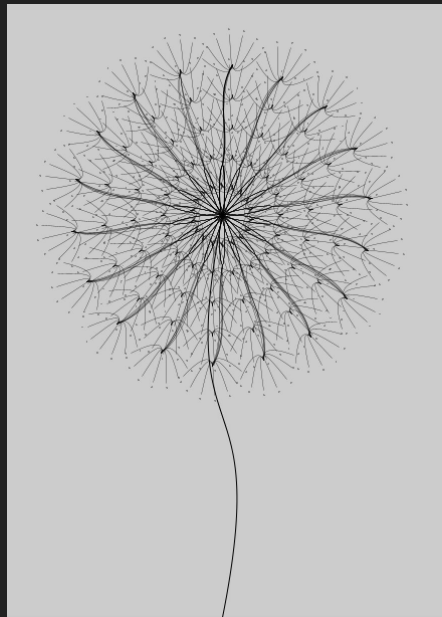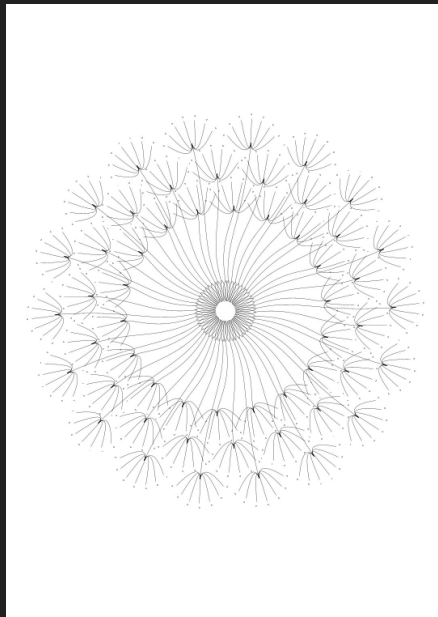
Inspiration

Concept

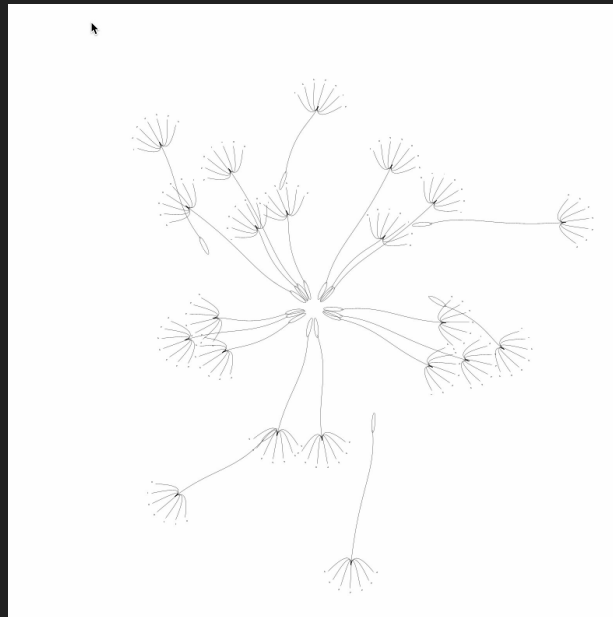Art piece capturing the playful essence of nostalgic childhood moments.

Progress

1st design

2nd design

2nd design interaction

Final design Demo

Generating the dandelion

- DandelionSeed Class
- for-loops to generate one class object per seed with different position and size

```
class DandelionSeed {
  float xpos;
  float ypos;
  boolean update;
  boolean active;
  float updateX = 0;
  float updateY = 0;
  float keepAngle;
  float vol;
  boolean idleUpdate = false;

  DandelionSeed(float x, float y, boolean u, boolean a) {
    xpos = x;
    ypos = y;
    update = u;
    active = a;
  }

  void seed(int y, int offset, int offseti) {
    pushMatrix();

    if(!update){
      keepAngle = rot*offseti+offset*10;
      rotate(rot*offseti+offset*10); //sets the initial position
    } else {
      //if update is true, move the seeds
      translate(xpos*10, ypos*3);
      rotate((rot*offseti+offset*10)); //keep their original rotation
    }

    //seeds and stalks
    strokeWeight(2);
    fill(0, 50);
    ellipse(0,-25,5,-25);
    noFill();
    bezier(0, -35, -10, -90, 10, -110, 10, y);

    //fluff
    for (int j = 0; j < 7; j++) {
```

Interaction

- Minim to get sound input
- Change class object's attribute update is updated if threshold is crossed

```
if (vol > 0.043) {
  DandelionSeed updateSeed = dandelionList.get(int(random(dandelionList.size()-1)));
  updateSeed.update = true;
}
```

```
if (dandelionList.get(i).update & dandelionList.get(i).active) {

  if (dandelionList.get(i).idleUpdate) {
    dandelionList.get(i).updateX += random(50,100) * 0.04 * dandelionList.get(i).vol*10;
    dandelionList.get(i).updateY -= noise(0.2) * 3 * random(50,100)/100 * dandelionList.get(i).vol*10;

    dandelionList.get(i).xpos = dandelionList.get(i).updateX;
    dandelionList.get(i).ypos = dandelionList.get(i).updateY;

  } else {
    dandelionList.get(i).updateX += random(50,100) * 0.04;
    dandelionList.get(i).updateY -= noise(0.2) * 3 * random(50,100)/100;

    dandelionList.get(i).xpos = dandelionList.get(i).updateX;
    dandelionList.get(i).ypos = dandelionList.get(i).updateY;
  }
}
```

Idle time

- Currently 15s intervals, the dandelion seeds will blow away without having any user interaction

```
if (round(millis()/100) % 150 == 0) {
  for (int i = 0; i < 15; i++) {
    DandelionSeed updateSeed = dandelionList.get(int(random(dandelionList.size()-1)));
    updateSeed.update = true;
    updateSeed.idleUpdate = true;
    updateSeed.vol = random(0.05, 0.3);
  }
}
```

Maskrosen

Blow on the dandelion and capture
the playful essence of nostalgic
childhood memories
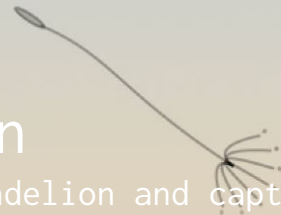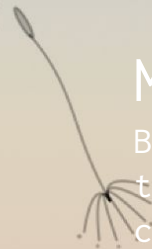
Exhibition Display

Exhibition Display