Mood Aesthetics

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Design Process

Story Boards
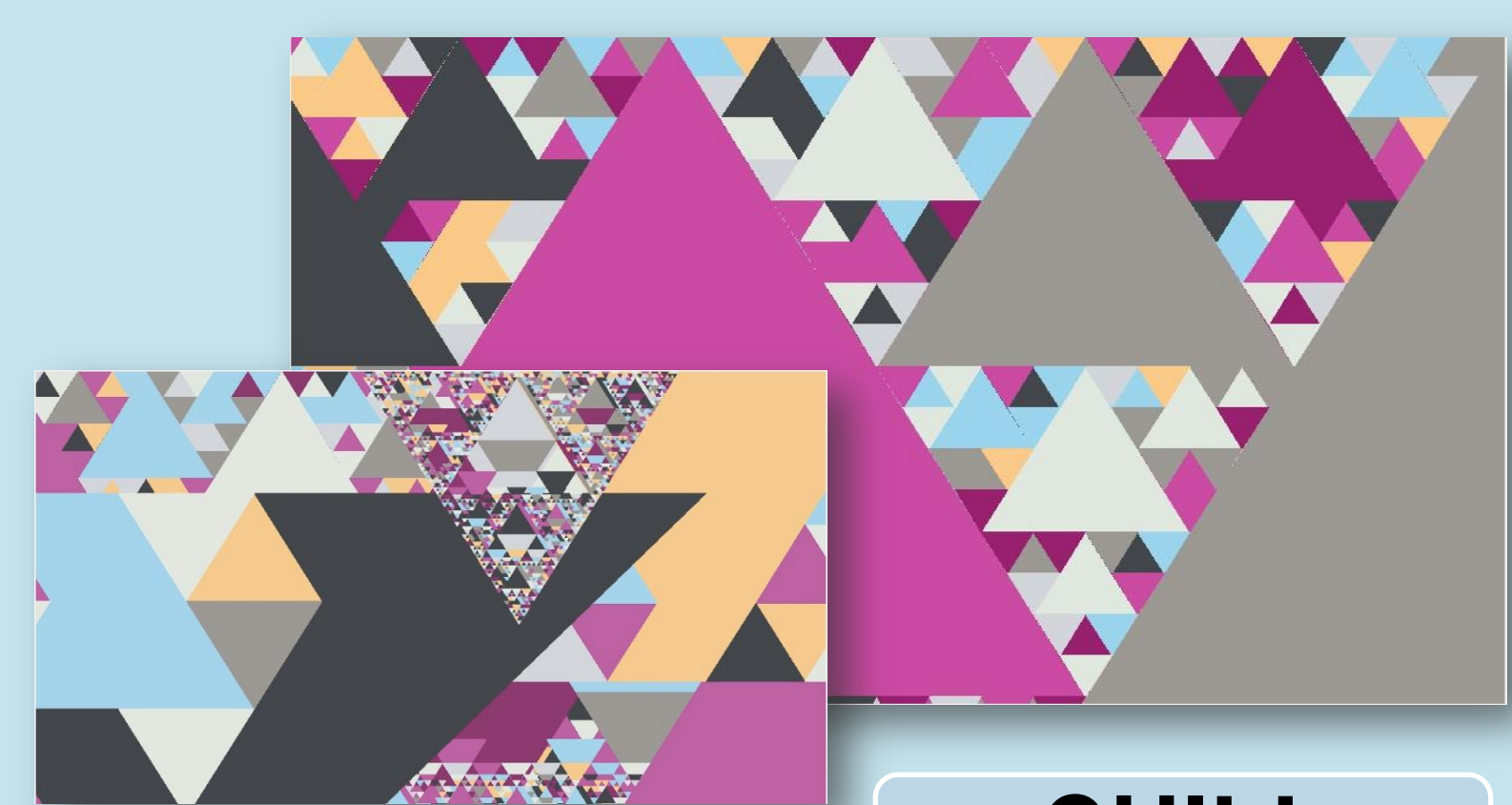The physical conceptualization of the project's structure

User Stories
Mapping out the program course in relation to the user.

CRC Cards
Class, Responsibility, and Collaborator of major components of the program. Used to organize code.

Functions

CHILL
The **Chill** function draws equilateral triangles in repetitive patterns in time with the music. It utilizes familiar shapes, repetition, cool colors, and soothing melodies to create a sense of equilibrium that heightens the users **tranquility.**


SAD
The **Sad** function graphically emulates **sadness** by drawing smooth, sweeping lines in overcast, sapphire tones. The lines swell in time with the slow, tranquil music to relish the user's **sadness**.

Project Description

Mood Aesthetics is an audio-visual synthesizer that is centered around four human states of emotion: **happiness**, **sadness**, **anger**, and **tranquility**. The user chooses the mood closest to their current state, then the program responds with graphic animations and sonic melodies paired specifically to enhance their mood.
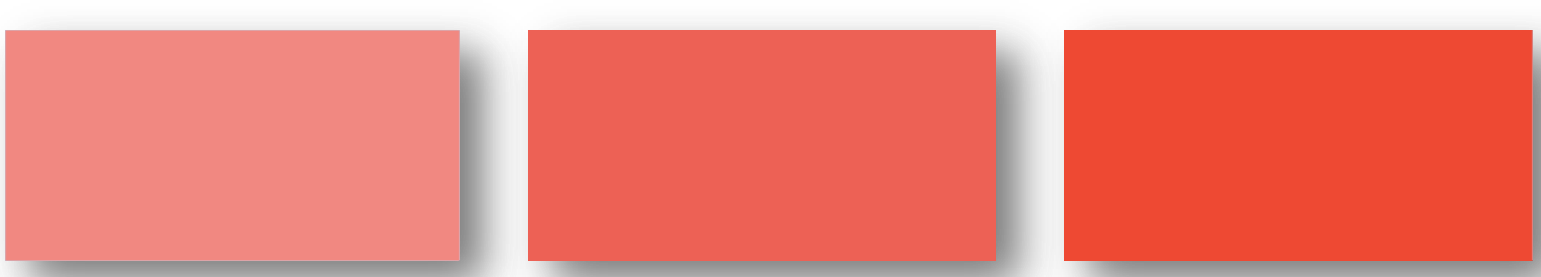

Main screen
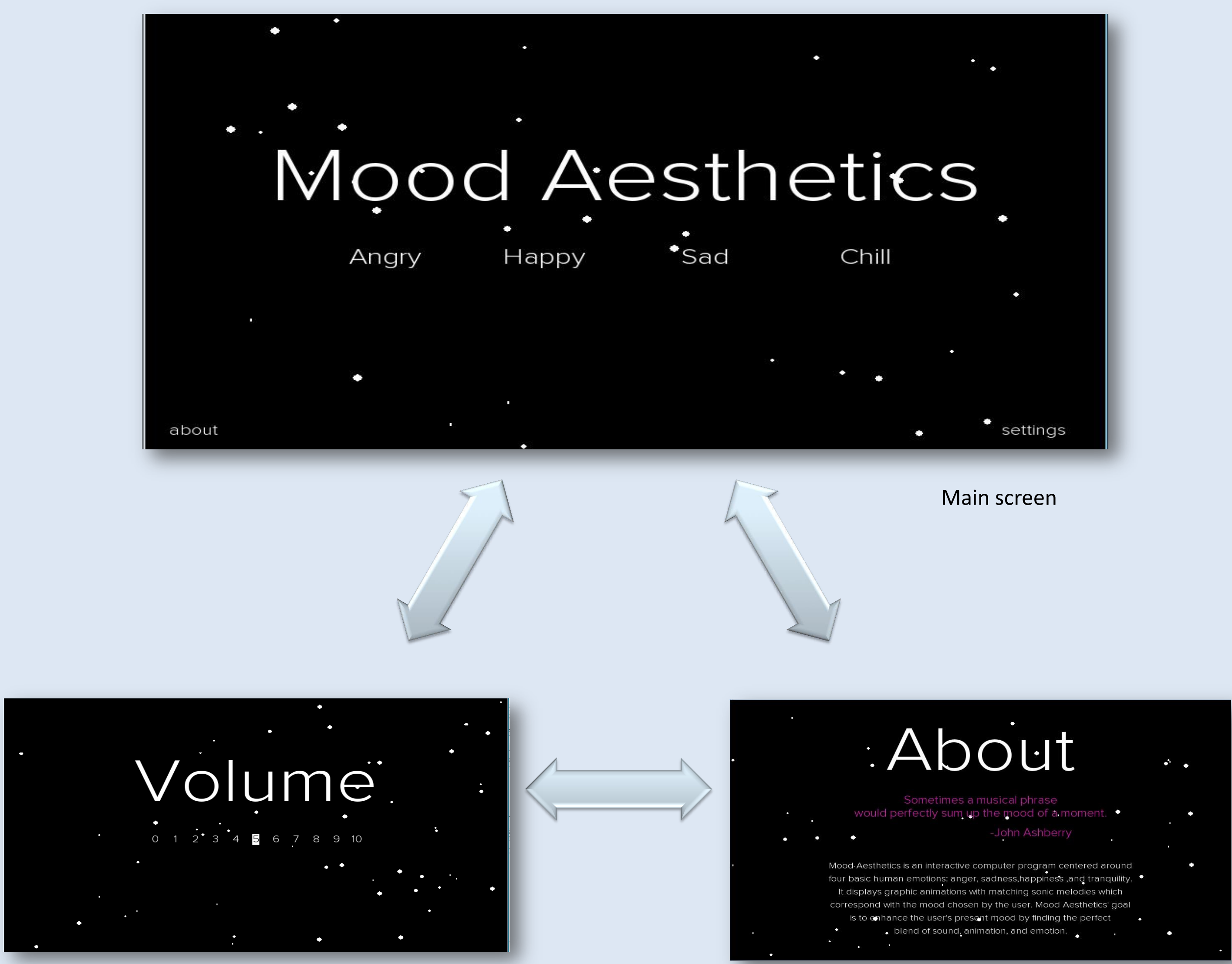
Interactive Components

[C]

[D]
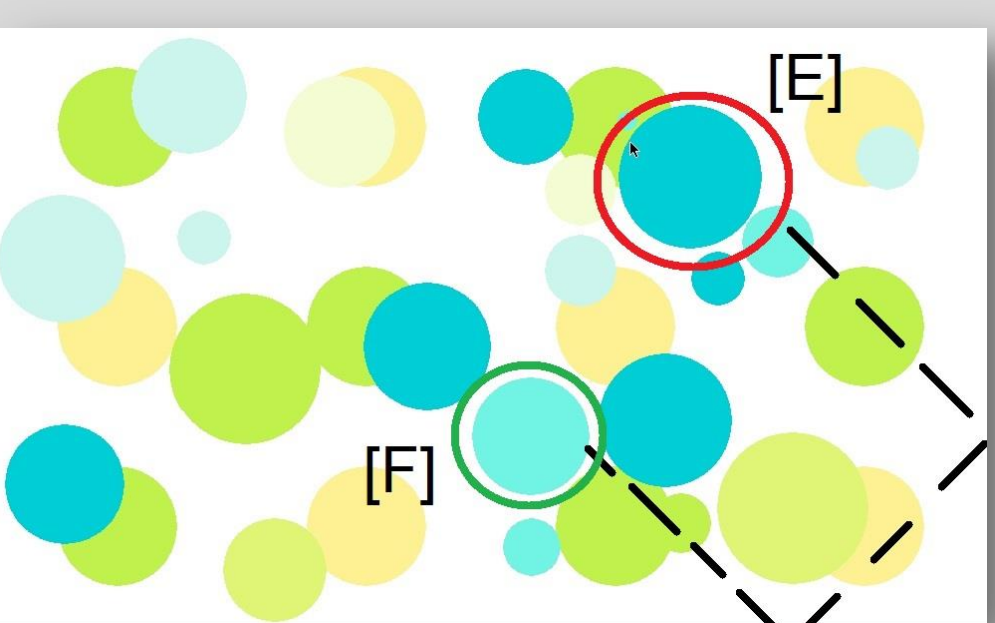
Interactive bubbles can be flung around the screen [E] and collide with other dots [F] during the Happy function.

CLICK

• As the user clicks: the screen becomes redder, leading into the Angry function

Growth Potential

This program has large amounts of room to develop and evolve. As a visualizer, the program's growth potential is virtually limitless. New features could be added to the functions in terms of graphics, music selections, and length. Additional moods could also be added to the menu to make the program more stimulating.

Functions
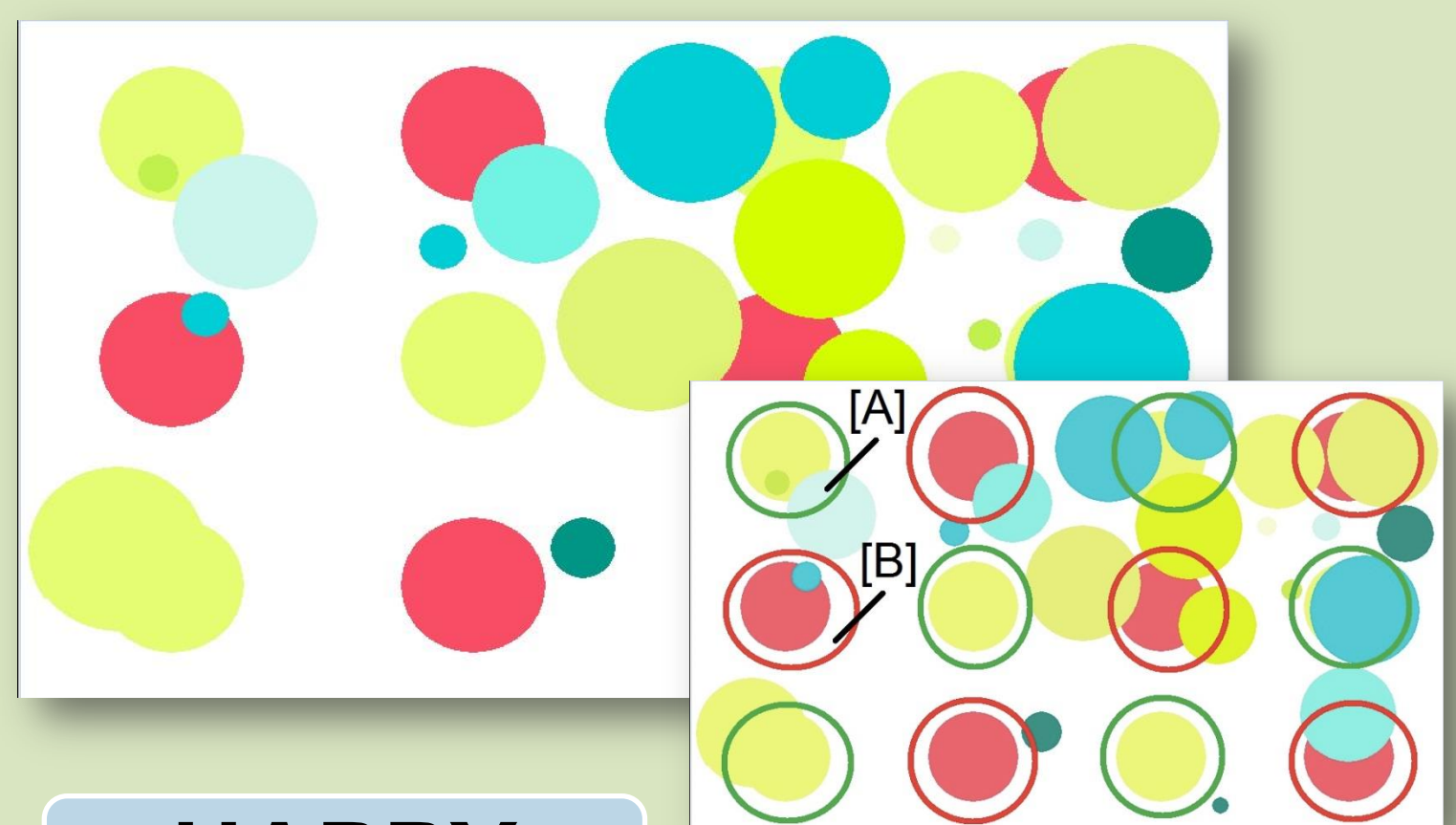
HAPPY
The **Happy** function makes use of lively, bright colors and rounded shapes to emit a sense of positivity and energy. The dots create visual patterns by flashing on the beat [A] and on the half beat[B]. With interactive bubbles [C] that you can fling around and upbeat, blissful music, the program heightens the users **happiness**.

ANGRY
The **Angry** function emits a sense of livid energy through jagged edged polygons saturated in heated, dark colors. The severe figures appear in time with the harsh music after an interactive module [D] to enhance the users **anger**.