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**ART 385**

**Glitch Image Arrays**

**2/19/20**

For this assignment, we were instructed to use glitch behavior, where you get non-predictive and erratic effects – and build upon the concept of the state machine. Using the imageSequenceP5 as a working skeleton example, we improved on this behavior and created state machine slide display using arrays of images and mouse interactivity to navigate between the states.

Similar to the last project (Code Self Portrait), I first began this project by ensuring that the code in my state machine allowed me to seamlessly switch between different states before adding different glitchy effects onto each state. Once the state machine was working fine, I then began importing my images of 6 cars I found online. I called for the draw function to rotate each image shown at a specific speed, which will be changed to either increase rotating speed, decrease rotating speed, print portrait mode, or display a glitchy effect. On top of that I also printed the car model name of each image onto the state which displayed the cars accordingly.

A picture containing text, map

Description automatically generatedOverall, I thought that this project was fairly similar to the previous project with the use of state machines. I had fun experimenting different ways for the image to react in a glitchy manner and did not need to source any code to complete this assignment.