

Completion

An Generative Code and Art Project

By David Eyolfson

Completion:

The end of a process, transaction, cycle, or project that has the scene of wholeness, in which no parts are missing or all the requirements are met.

Self portrait:

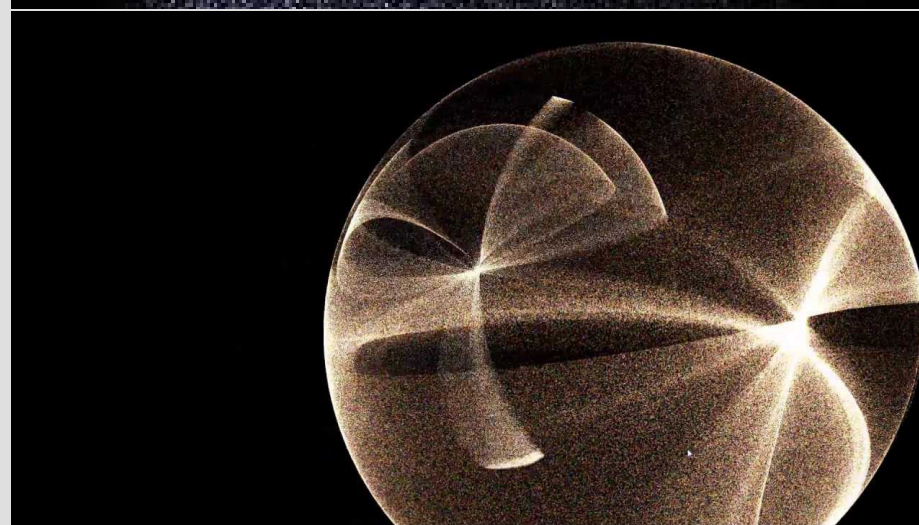
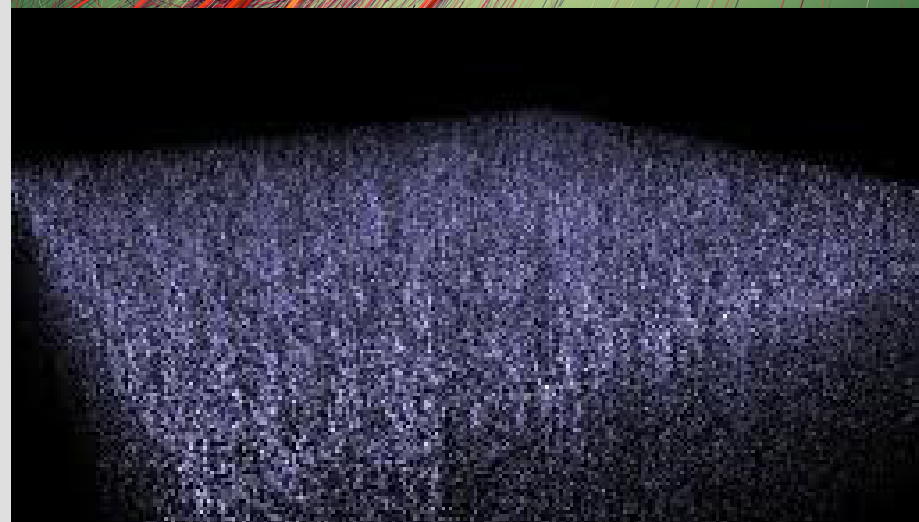
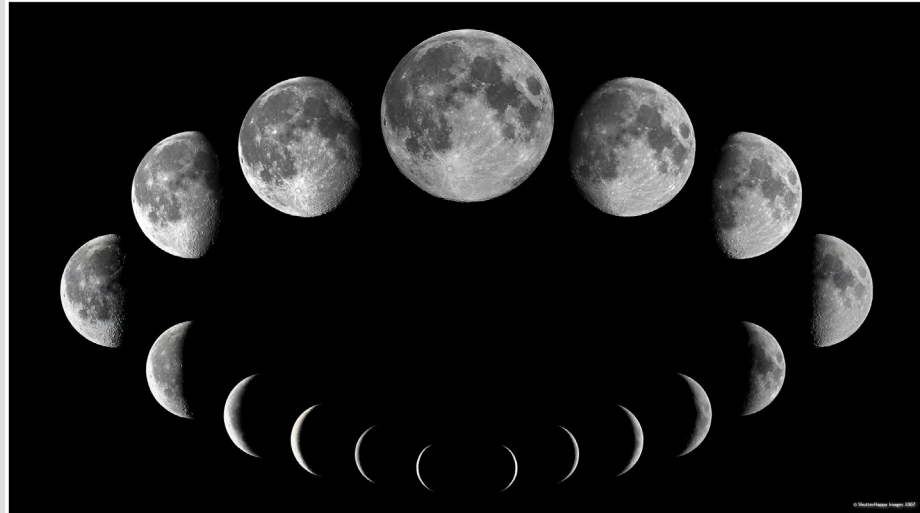
My first year at the academy I took a screen printing class. I decided to make a self portrait. The process was very linear in which you; design the art work, prep the screen, expose the screen, mix the ink, registrar the screen, print that screen, and then repeat till all the runs are complete. The whole process was extremely time consuming and took a great deal of precision to ensure a quality print. The processes is complete when you finish the last run and get to sign and number the prints.

There was definite a great scene of pride when I had finish that series of prints. Printmaking is interesting art form as it is very two sided. On one hand there is the physical and technical aspect in which there is a very definite moment of completion. Then there is the artistic slash design component. Designing a self portrait is very subjective, but if you can accept that it is a fair representation of your self at that moment, then I guess you can call it complete.

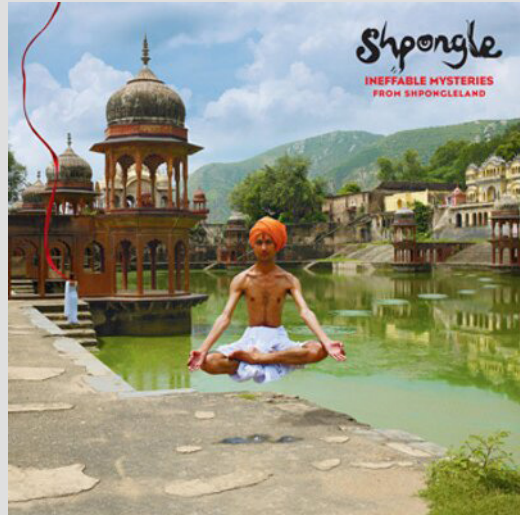
A Roller coaster:

I think a traditional roller coaster doing a one lap around a track is a good example of completion in both a physical and a philosophical scene. It starts with a cart being drag to a hill building its potential energy while also building the anticipation of the riders. Then as the cart falls back down and races around the track it is releasing that it potential energy as kinetic energy. While all of that is happening the riders anticipation is being release as fear, joy, or both. The ride completes as the car returns to the base of the hill have returning to a neutral energy state. The riders get off knowing that they have come to the end of that journey. It is a definite cycle that has a clear start and finish point.

The growth that occurs is personal to each of riders. Some might just have a great time, while others might of had to overcome their fear heights. Each time that roller coaster makes a loop it adds to the life experience of its riders.



Visual Mood Board



Sphongle - Nothing is something worth doing

This song to me represents a cosmic journey through a strange imaginary land full of wonder and discovery. All the elements come together in a very cohesive blend that really immerses you into song. That why I feel the song feels and represents completion.

<https://www.youtube.com/watch?v=Tow8WBUx1wc>



Emancipator - Anthem

This song represents competition is the way that it is able to create a very distinct mood. The mix is really solid and the drop well timed. There is a pleasant familiarity to the melody, but is always sounds fresh to me every time I hear it.

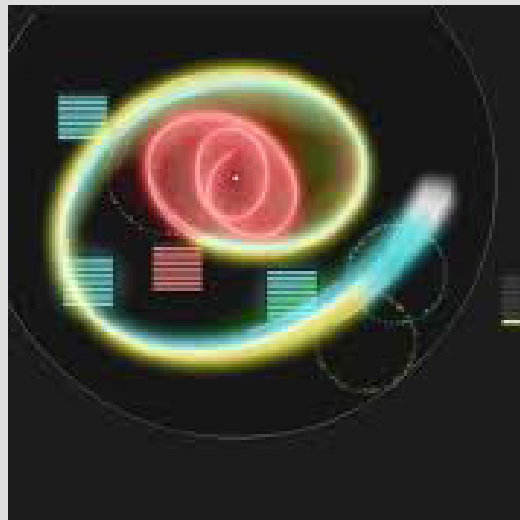
<https://www.youtube.com/watch?v=CM3YtZ3jy1w>



Nikolai Rimsky-Korsakov - The Kalendar Prince

This song is a score to a ballet, so in nature it is trying to tell a story. The arrangement is very captivating and there is a beautiful combination of ups and downs. Every time I hear the violins I can't but help surrender to wholeness of it all.

<https://www.youtube.com/watch?v=3PEGDGxZdzA>



Cipher Prime - Auditorium

This game to me really feels like a complete game that hits all the sweet spots. The distinct visual design built on particle systems looks great and makes the non linear solutions to the musical puzzles a joy to complete.

<http://www.cipherprime.com/games/auditorium>

Viget - Jam Bells

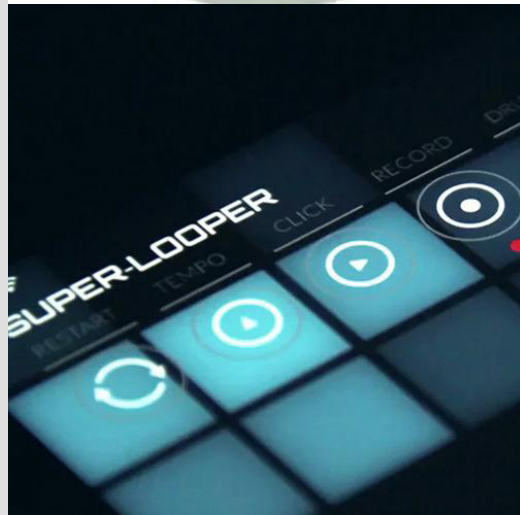
A very simple music application with a unique spin. I love how they allow users to join together to make music kinetically with technology. The only thing that feels lacking are the visuals.

<http://jambells.com/>

Univers Labs - Super-Looper

What makes this app feel so complete is that it does its purpose very well in a simple beautiful and intuitive nature. The only room for growth would be to open it up to multiple users.

<http://superlooper.universlabs.co.uk/>



Conceptual Mood Board

3D Multi-player Step Sequencer:

My idea would be to build a 4 - 8 voice 16 step sequencer visualized as a large sphere that manipulates a particle system swarming inside of it. Each users would be in charge of a unique voice and could play notes by holding down keys as the sequencer steps through the 16 steps.