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GIXD 503: Creative Prototyping

### Pattern, Rhythm, & Movement

For this [assignment](#), I wanted to make a group of circles with a small, pulsing circle to continuously reveal the circles underneath. I started with a foundation of static circles, playing around the brightness, saturation, and alphaLevel quite a bit. When I was satisfied with the overall aesthetic, I looked into the P5.js reference guide to create the movement. After discovering the `sin ()` function, I learned that the values would be between -1 and 1. I wanted the inner circle to overtake the larger circles, so I played around with different ranges until it met my desired effect. While these did give me a pulse effect on the inner circle, I wanted it to be a different speed.

Initially, I wasn't sure how to change the speed of the pulse. I tried using the speed function listed in the reference guide, but couldn't figure out how to implement it. I was able to find an example of a similar movement in the OpenProcessing directory section. I saw that they used a concise way of defining a speed change using the control variable. I essentially used this same method, figuring that in my code the speed would relate to the variable that controlled the pulse effect (`pulseChange`). After experimenting with different speeds, I was satisfied with the result.