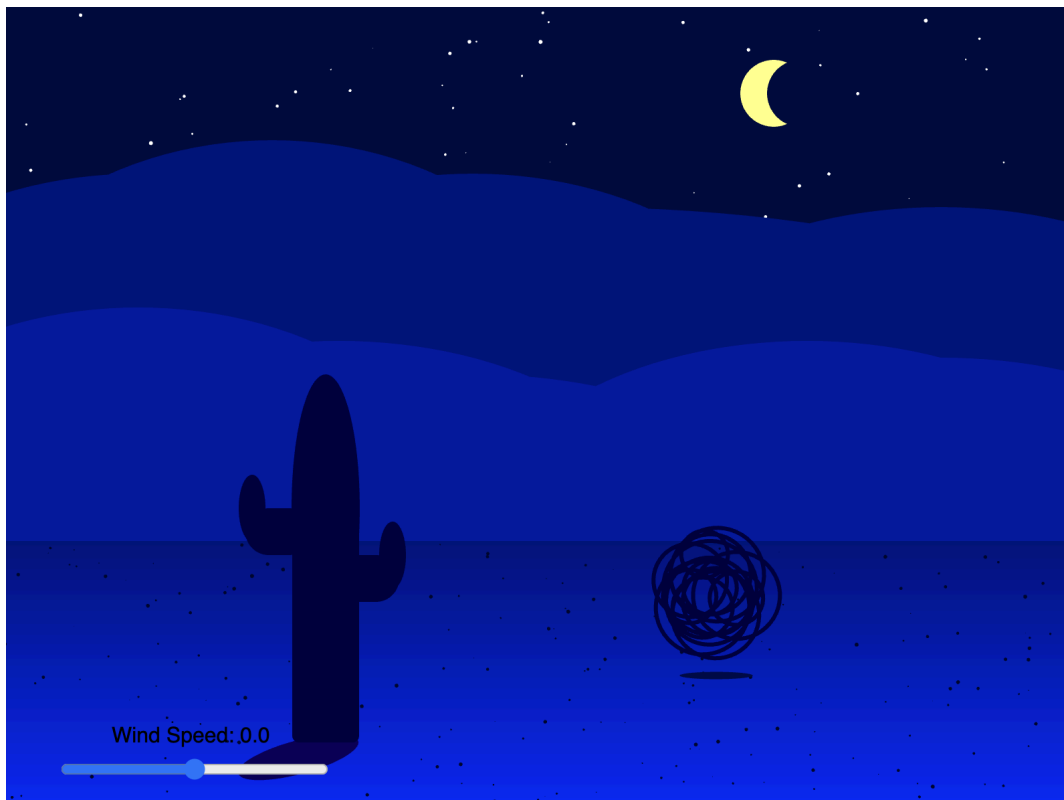


Kiarra Watson  
November 26, 2024  
GIXD 503: Creative Prototyping

### Natural Forces Project

For this project, I wanted to create a night desert scene. I had a vision of the layout and began by implementing simple shapes to represent environmental variables. I searched through OpenProcessing sketches for inspiration and based pieces of my code off of the previous projects. A lot of time was spent arranging shapes - especially the mountains, cactus, and tumbleweed. I used `lerpColor()` to create a gradient on the foreground, but could never figure out how to add it to the mountains. I wanted the mountains to have some texture as well and again faced some difficulty so decided to leave that aspect out. The first movement that I created was in the star [] array. I adjusted the speed until it was very subtle, like a slow timelapse. While I was working on that movement, I realized that I could give the user a wind controller that uses `sin()` to speed up the tumbleweed. The tumbleweed looked like it was floating, so I created a shadow with the `map()` function so that it follows the tumbleweed. Adding the slider made the whole sketch feel more complete to me. I wanted nature to look slightly exaggerated, but based in reality. The tumbleweed appears light and airy, with a small difference for the wind speed range. There were a few changes that I wanted to make (especially to the mountains) but overall, I was pleased with the results.

Screenshot:



Link to active P5.js page: <https://editor.p5js.org/kiarrawatson/sketches/2ug21SK6v>