

나울 : SWELL

Creative Algorithm
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Concept

01

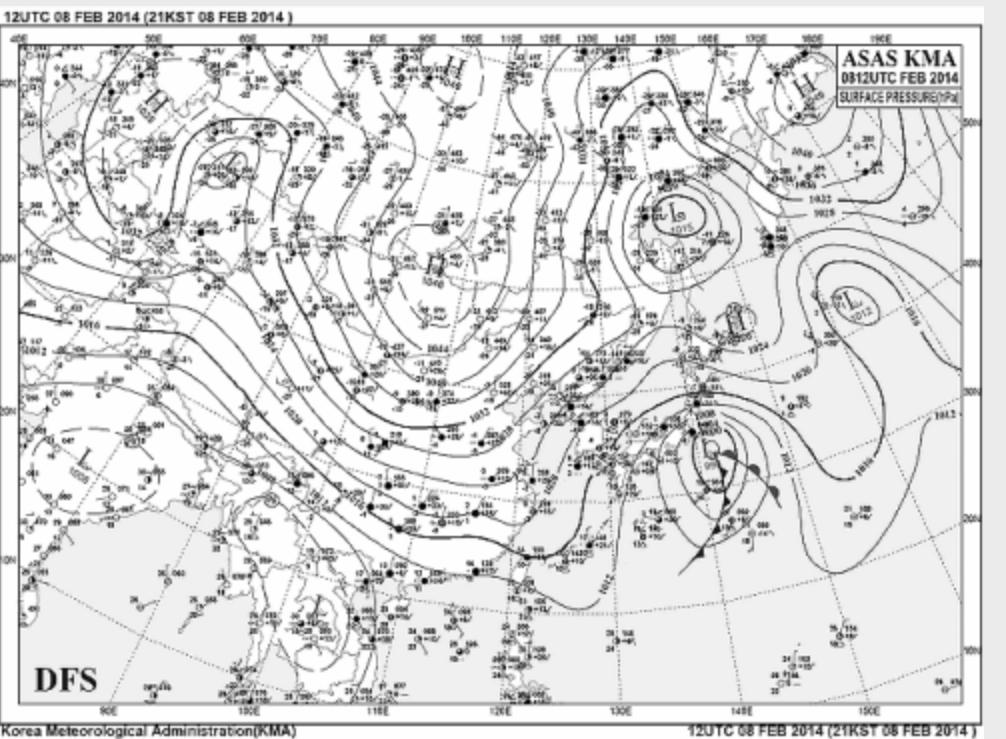
Gravity Pressure

Wind

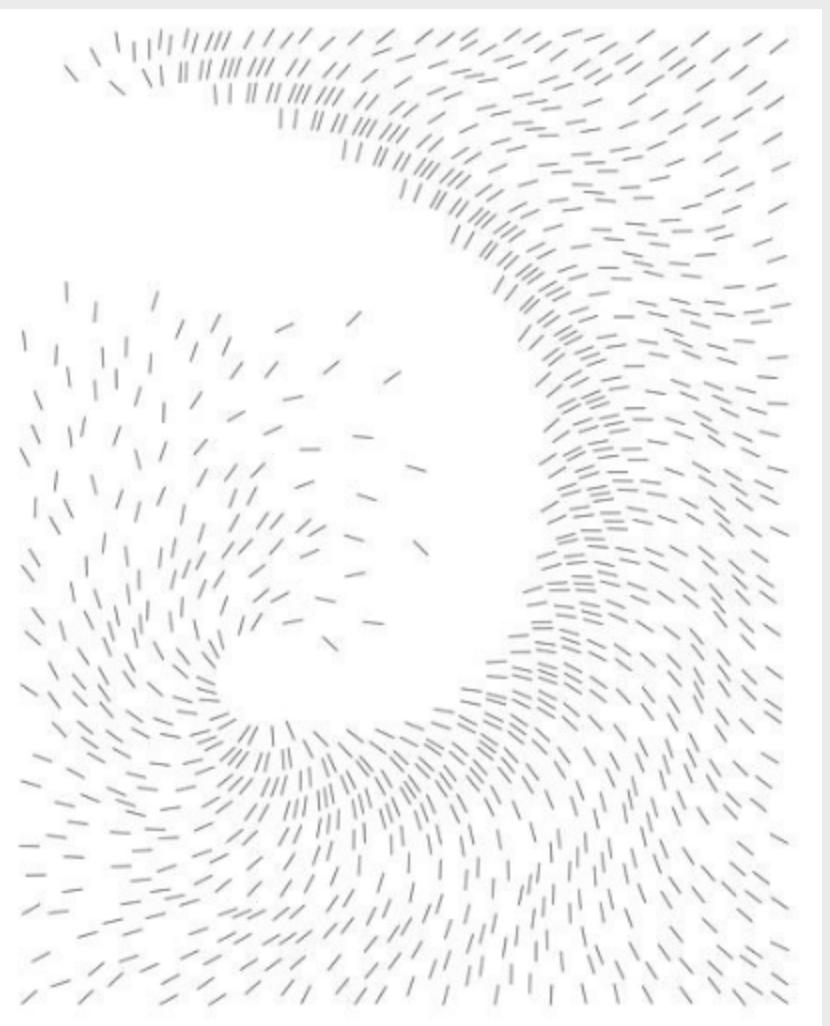
Wave

“ We focus on the nature process about pressure by gravity.
And we can come up with wind and wave visual concept. ”

Gravity Pressure



Wind



Wave



Feature

02



Parameters

01

We can make a change of the speed and the direction of wind following by a certain parameter (pressure)

02

We can make a change of the speed of waves' movement, also color of waves following by a certain parameter (pressure)

Controller of Parameters

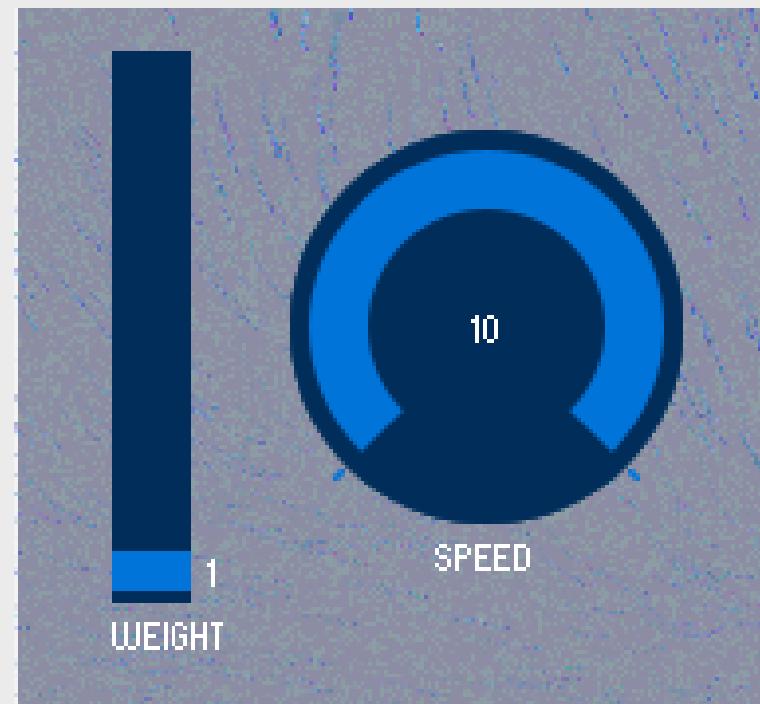
01

By 'WEIGHT', you can change the stroke weight of wind curves.
The range is 1~10

02

By 'SPEED', you can change speed of movement for wind and waves. When the SPEED is higher, then-

- the wind moves fast making a fluctuating movement.
- the waves are made more, and the color of waves gets darker.



Controller of 너울:Swell

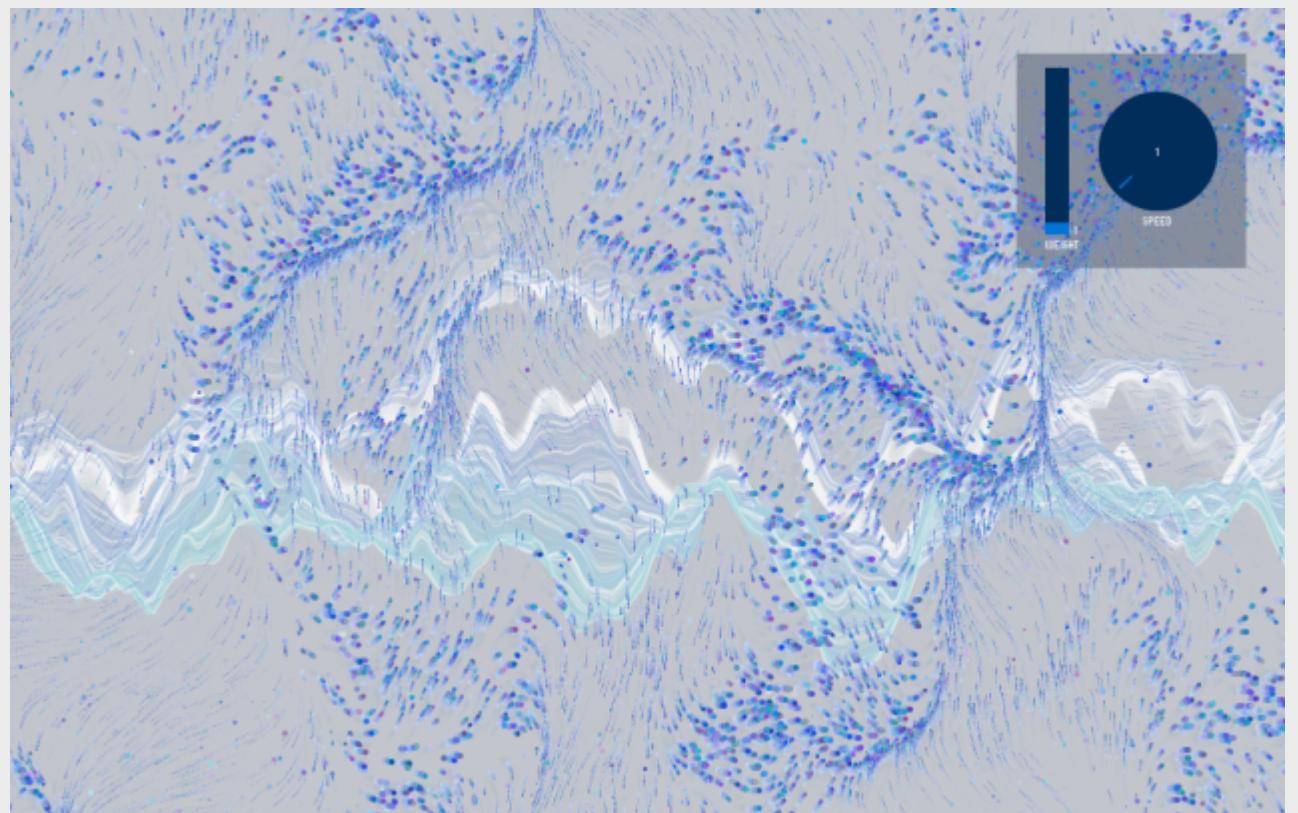
Enjoy two version!

01

First, the visual screen of 'Wind' will show up.
When you push "→", then you can see the 'Waves' screen.

02

If you want to back to 'Wind', then push "←" and you can come back to first screen.



Going to next version screen.

Target User

03

Target User

Our generative design system, 너울 : SWELL is for who wants to feel the nature process of wind and waves.

너울 is a pure korean that has meaning of 'The big and fierce waves of the sea caused by the wind'.

So you can use 너울 : SWELL, when you have to check and simulate of result of pressure or when you want to enjoy the magnificence of nature.



Feel the nature
and Heal your life



For wave & wind
simulation

Algorithm

04

Algorithm



OceanWaves(parameter speed)

→ it make a bunch of vertex with noise determined by **speed parameter** and also color of vertex are followed by range of **speed parameter**.

draw_wind(), ang_param(parameter speed)

→ **ane_param()** function have **speed parameter**, and it use for the number of direction of point array position in **draw_wind()**. So the given parameter can decide how fast the points move.

draw_wind(), size_param(parameter weight)

→ **size_param()** function have **weight parameter**, and it use for the number of strokeWeight in **draw_wind()**.

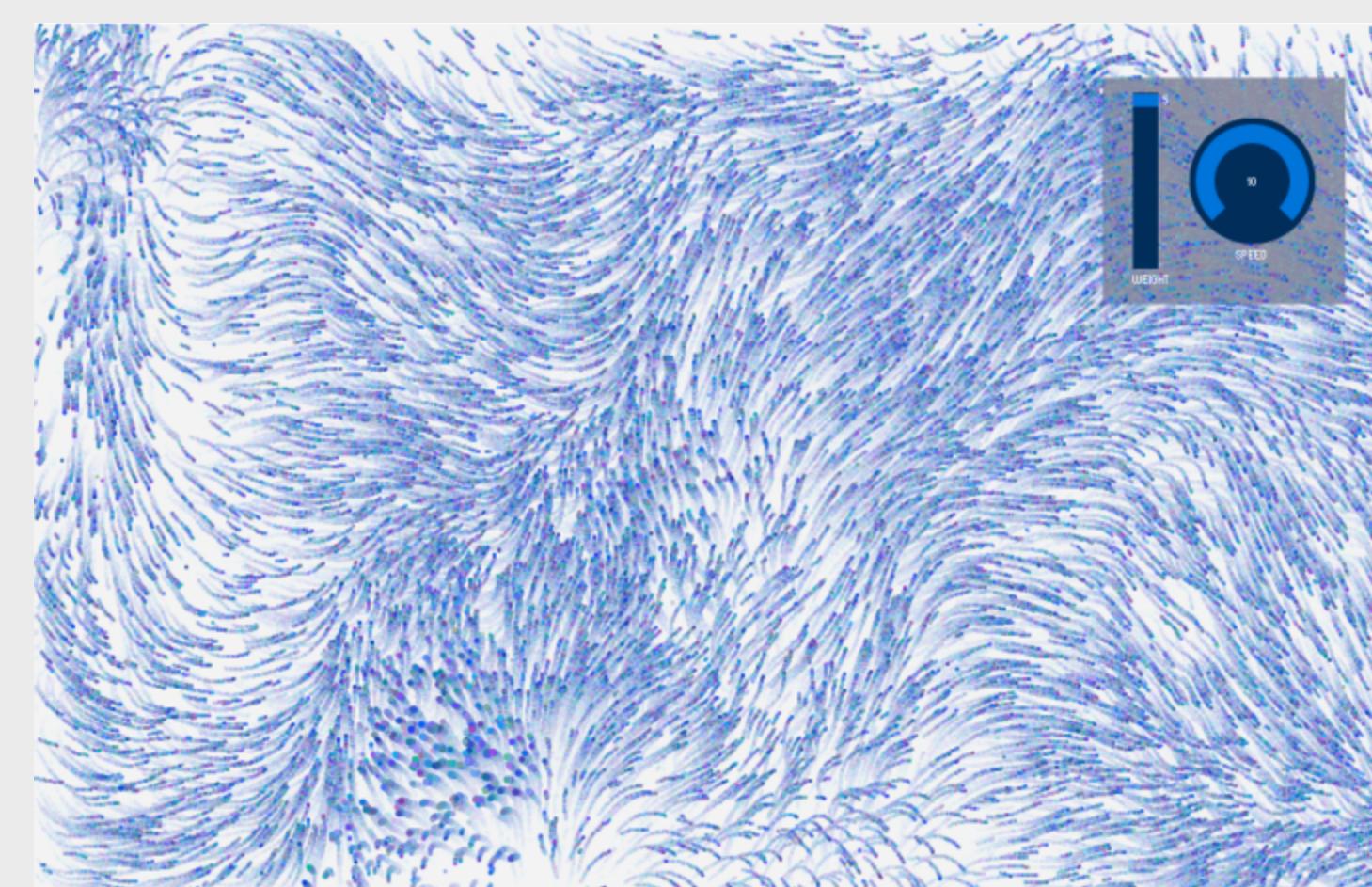
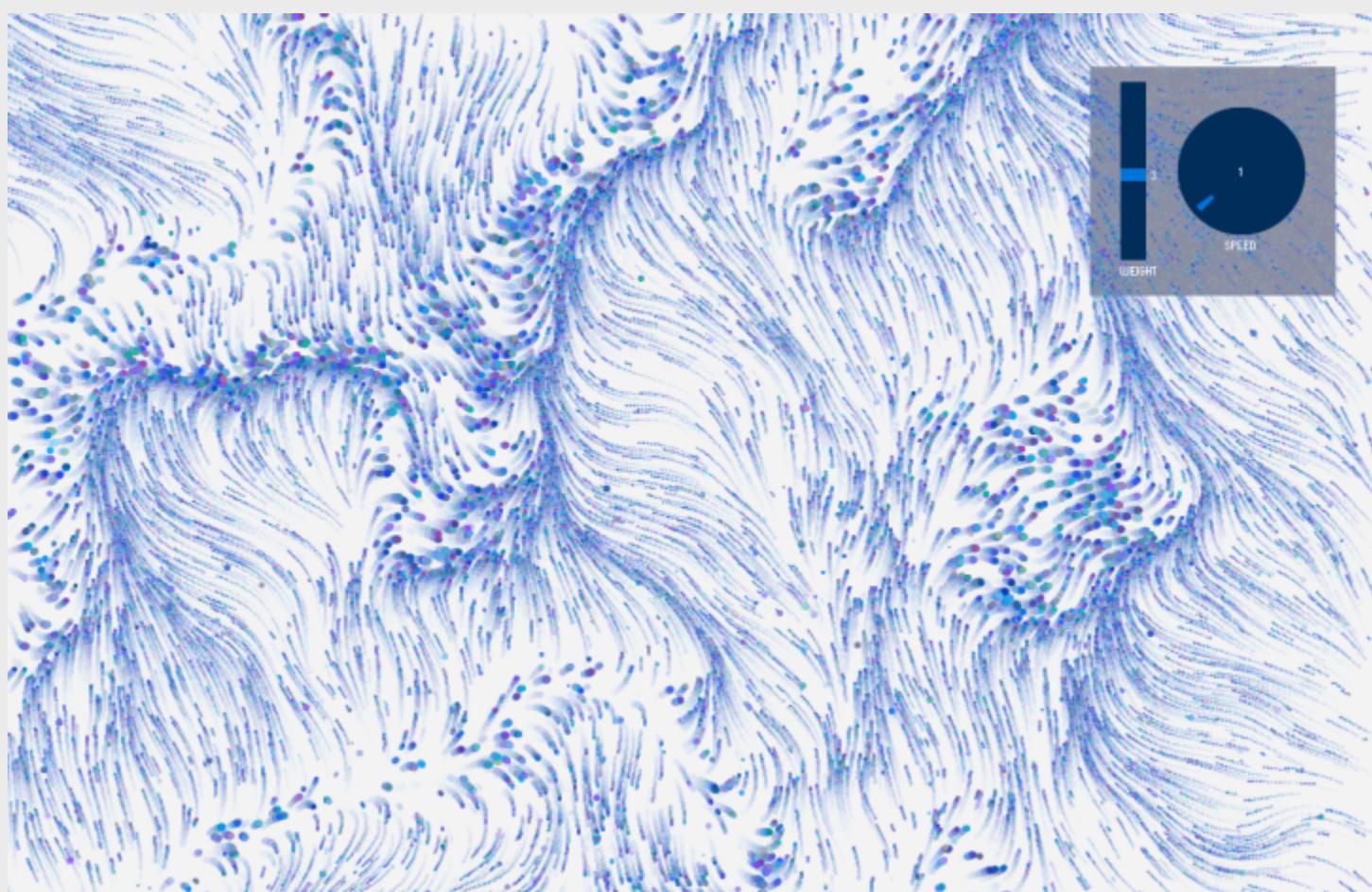
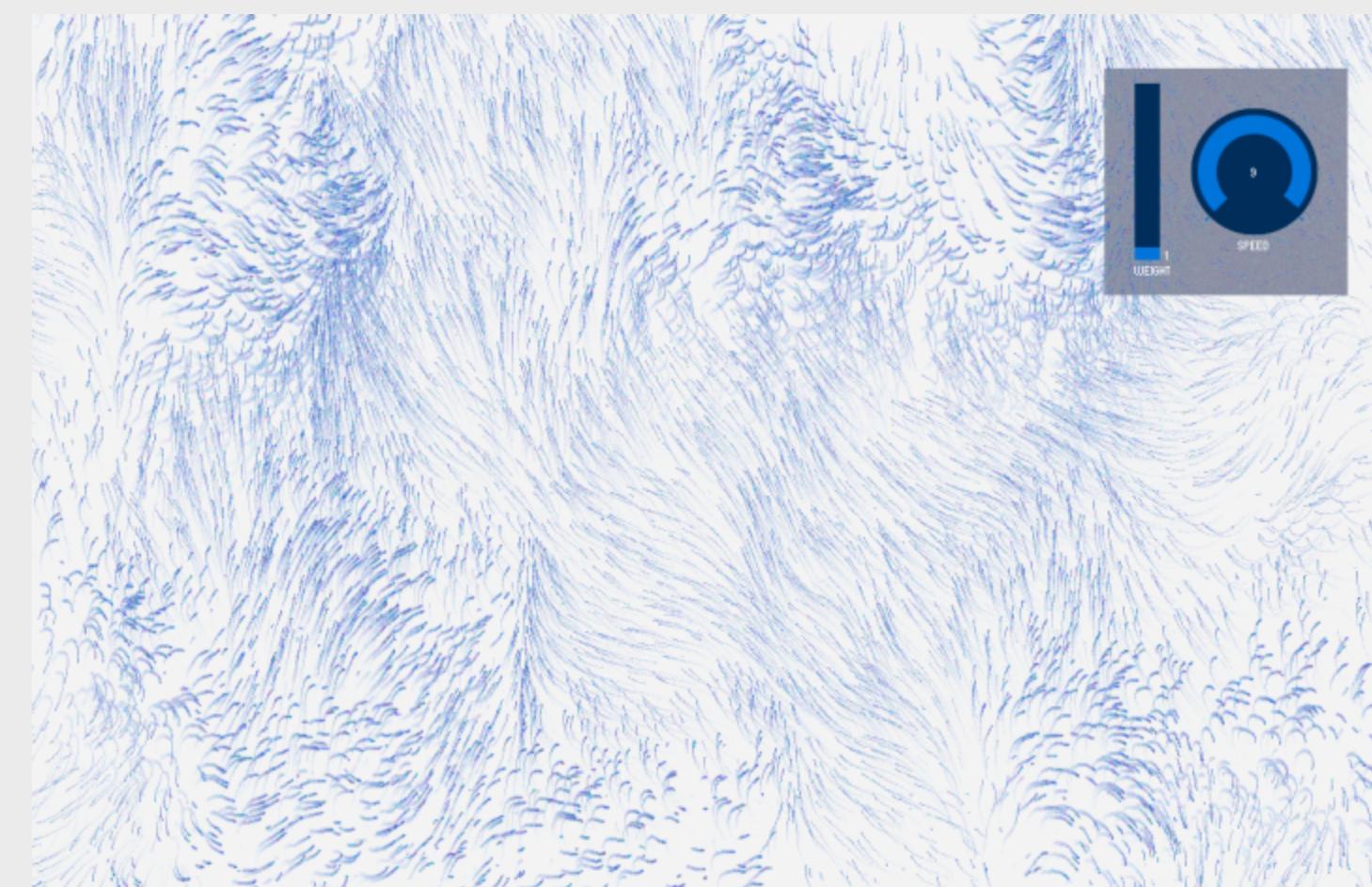
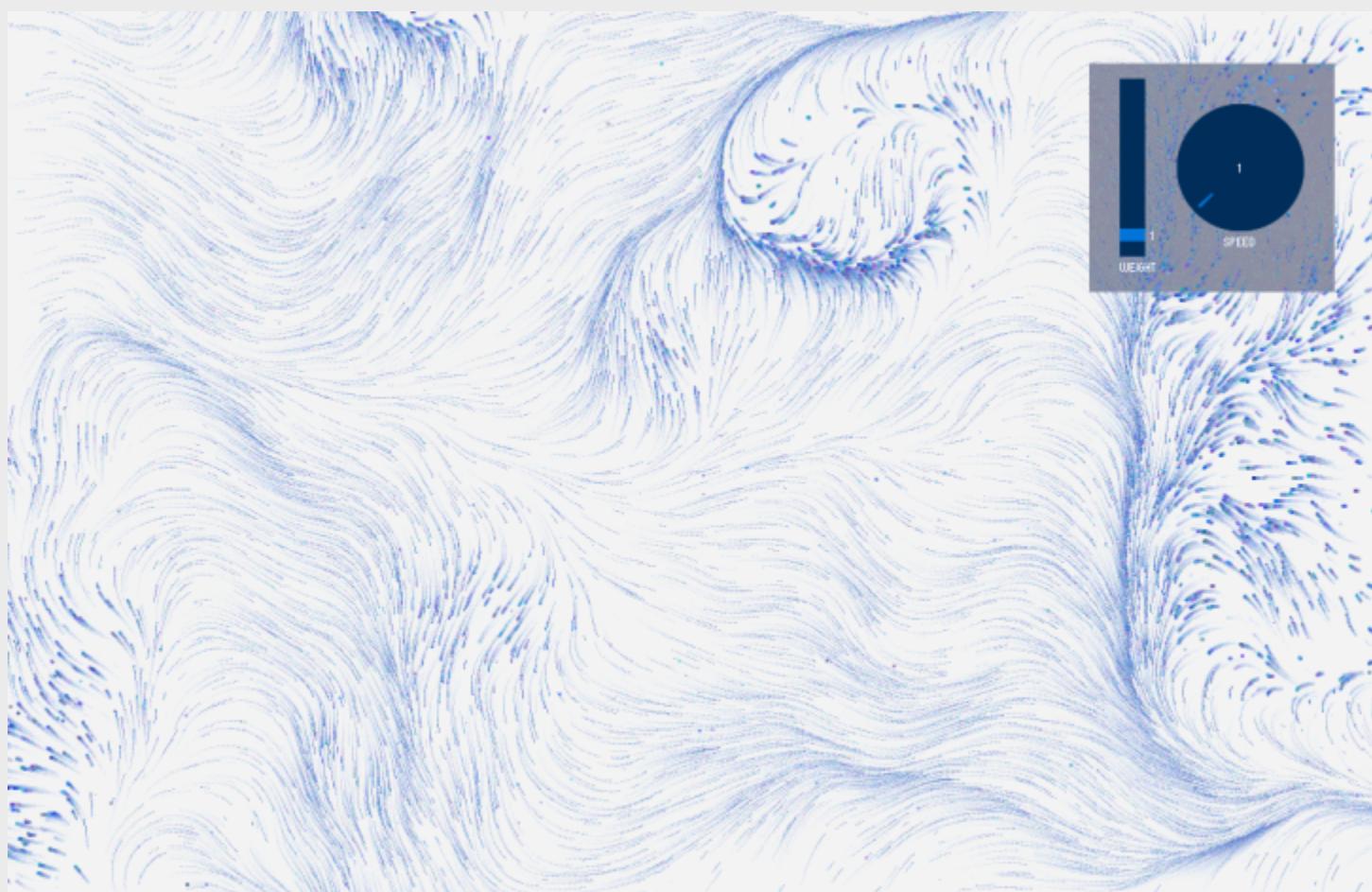
Cp5 slider, Knob

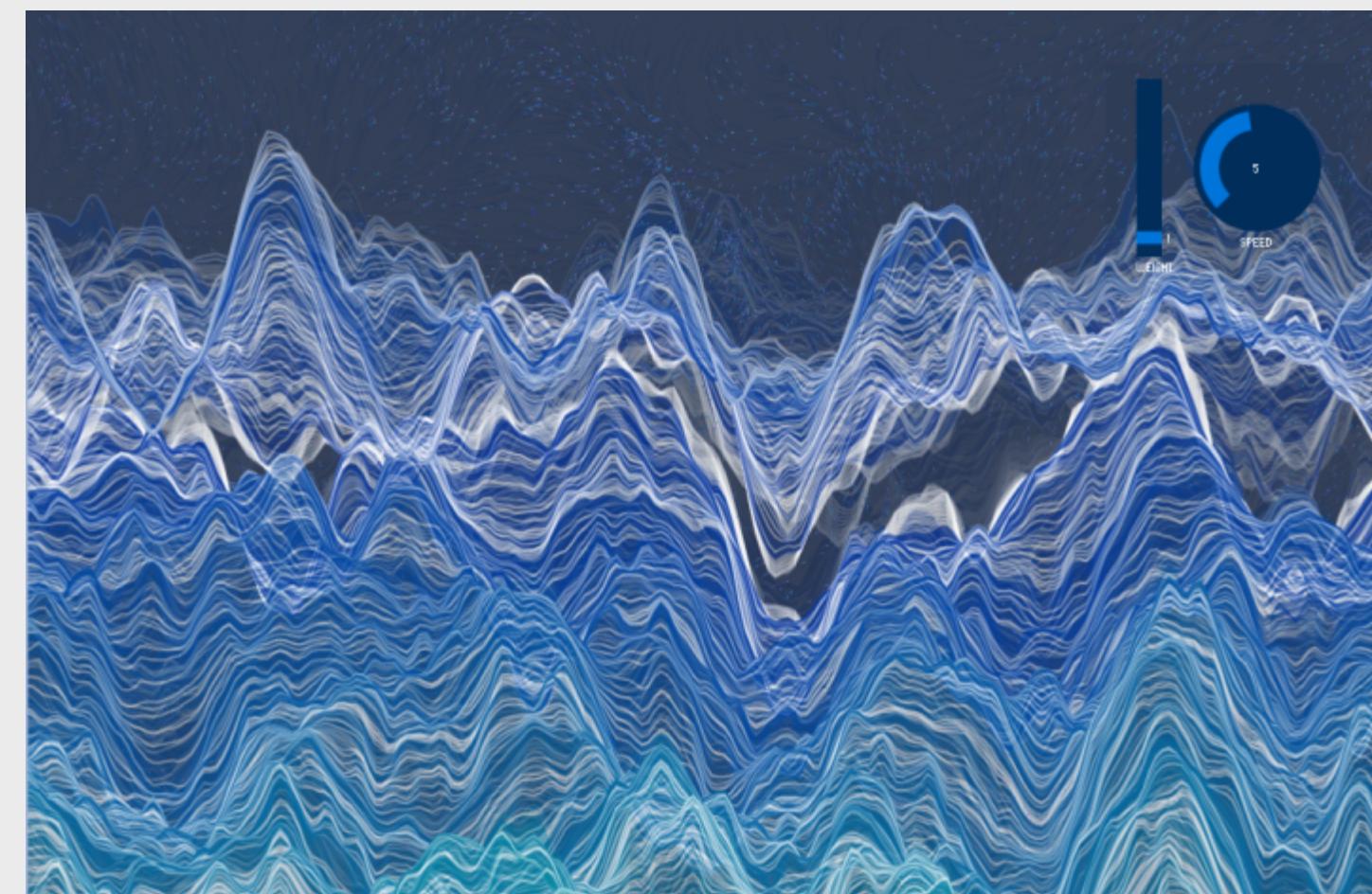
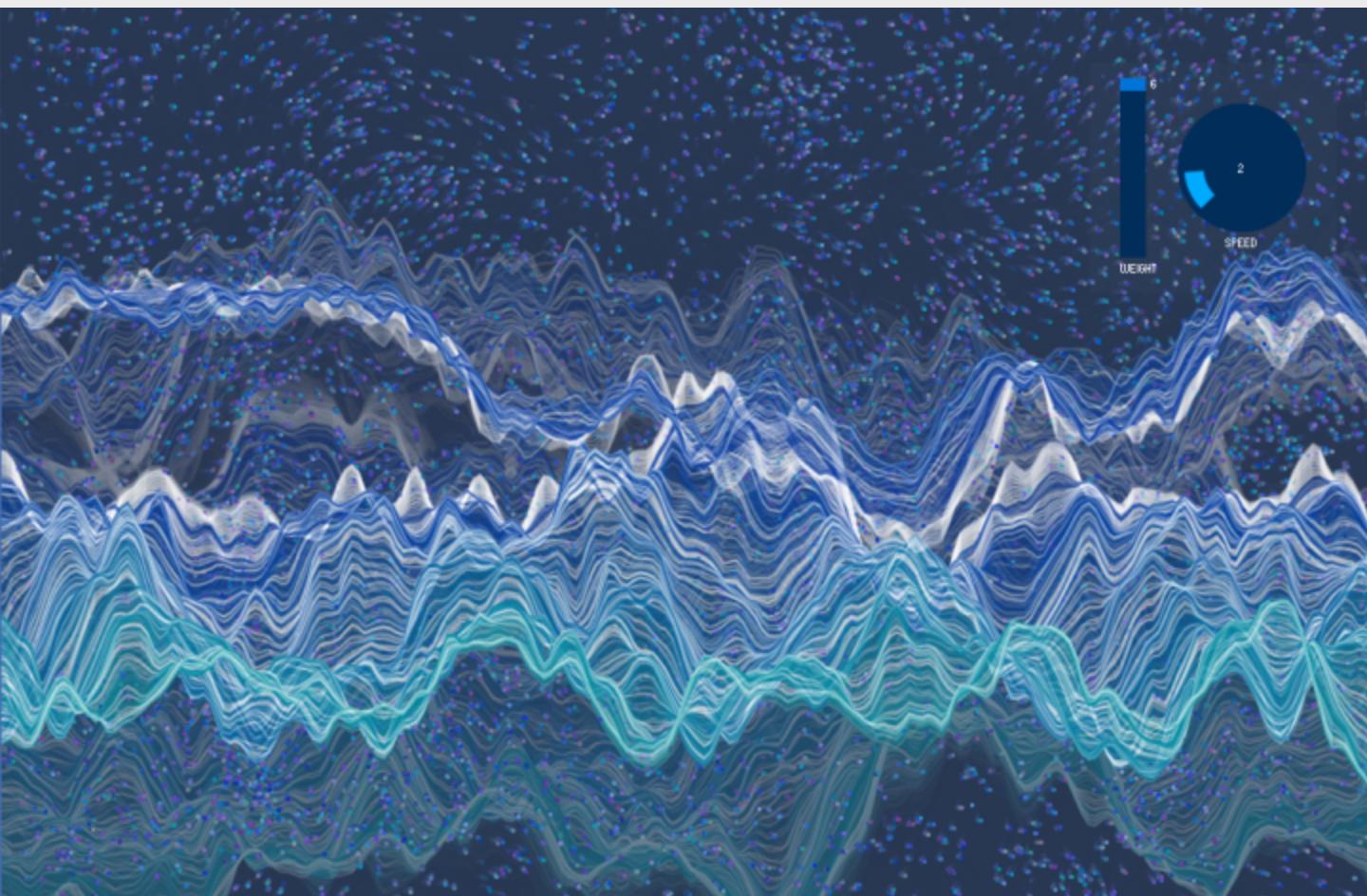
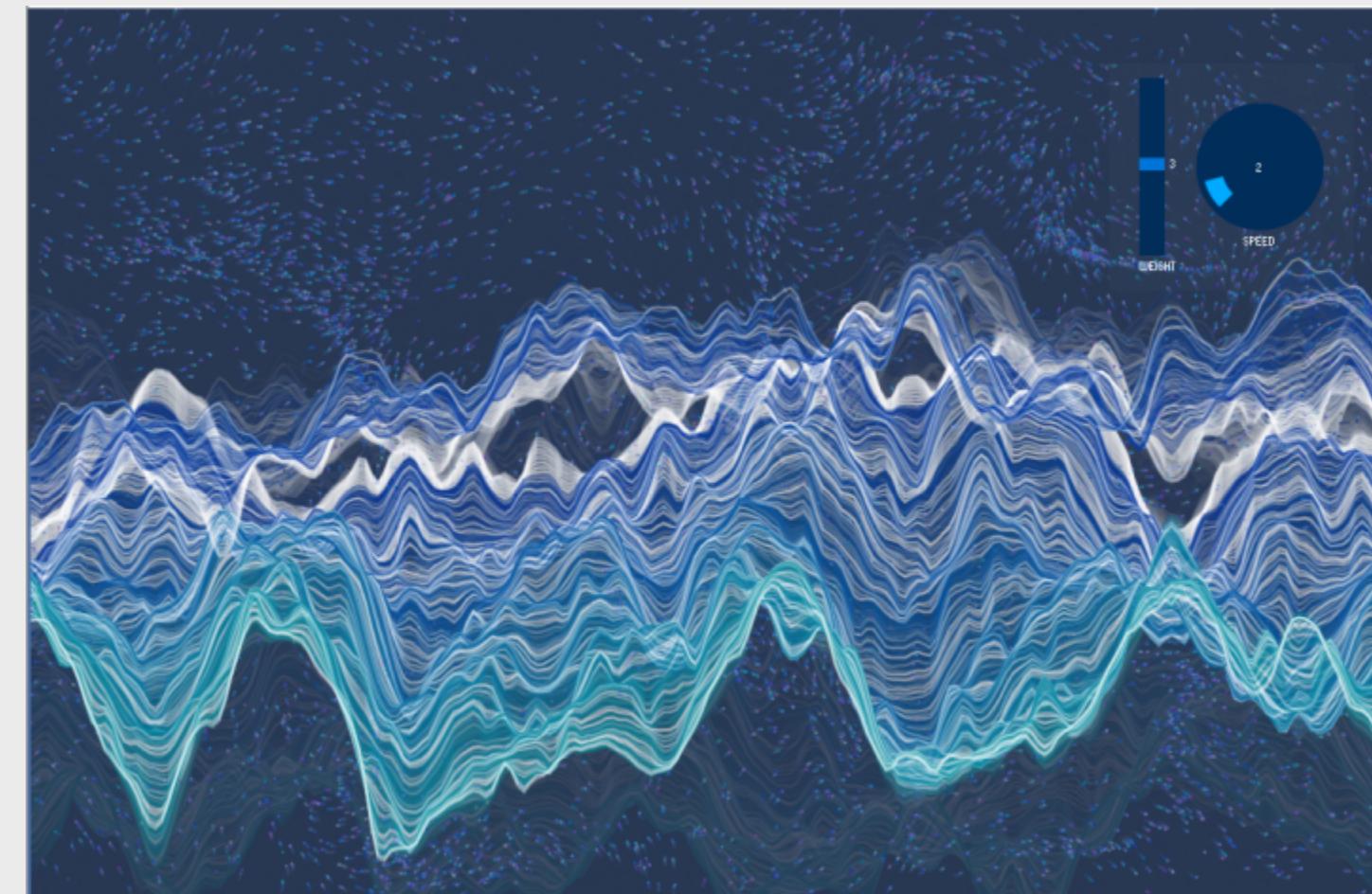
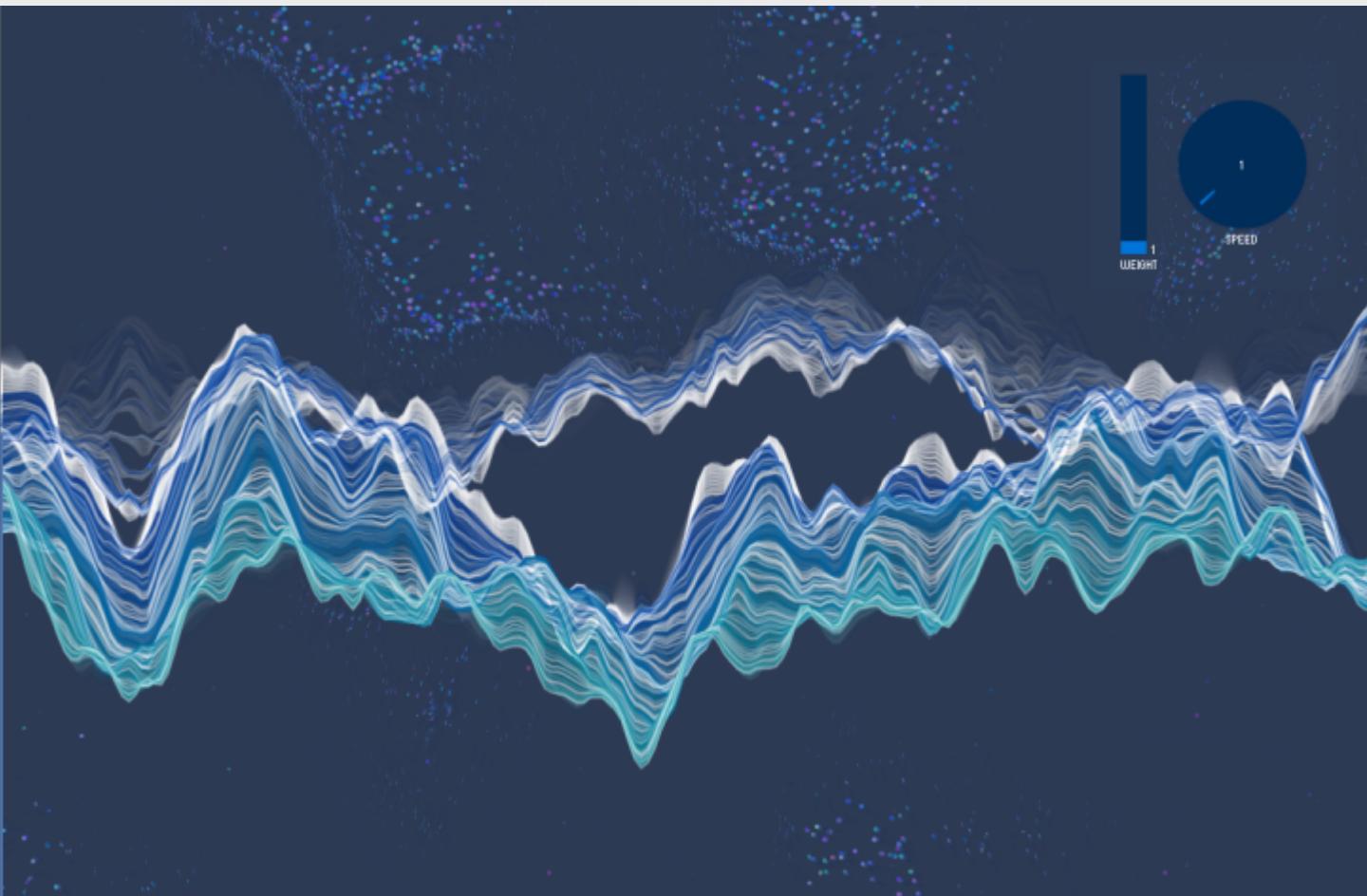
→ **Cp5 slider** is used for changing the values of parameter weight, and **Knob** is used for parameter speed.

By Slider and Knob, you can change each value used in various functions.

**Screenshot
& Preview**

05





Thank you