

# CART-263

## P2 - Evolution of Visual Interface

### From Hydra to Music Box

Hydra: If you remove the problem, there is no problem.

Communicating on a local network with OSC seemed perfect in concept but wasn't easy to implement for a browser project. (I'll try again in 351 in September)

The prototype folder contains a working hydra-example, one we could use for live coding directly within Atom and use our full screen as a projection. I liked hydra for its pseudo-library functions of oscillators, kaleidoscope effects and shiny colors, yet it wasn't obviously compatible with jQueryUI and p5.js .

### Time management

Team projects were beneficial this semester in the sense that it allowed me to work on a specific part iteratively and then tune in with the team and the other aspects of coding that were still unknown but fascinating. I did not manage my time as well on projects where I was the only dependent - asking google the right question is how I did it, often reading a lot more than what I really needed for the project. I was able to realize most exercises in time, and tried all the proposed libraries, except Phaser to be honest. I loved learning about all the possibilities of different API, and seeing what people made with them.

References from codes online are directly in the project comments.

### Overall experience

I am highly inspired by things that seem intuitive, yet are not; like `sine()` or counting by prime numbers. I am on a quest to mine beauty from famous equations but still need a lot of practice before I really master the whole language. ( : Generative math art seems to be a different approach in writing than pure gaming with cause-effect interactions, they are both sides of the same coin and I am glad to have tried it. I wish to explore further the possibilities of line art.