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Concordia - 40100401  
Presented to Pippin Barr

# CART-263

## P2 - Project proposal

Following-up on the symbolic visualisation of the movements inside recursive functions, I will link the Hydra live coding plugin for atom<sup>1</sup> to a web page with simplified interactions. In the case where hydra isn't an option, I will draw my own shapes.

### Current state evaluation:

jQueryUI for interface + using p5 to generate shapes  
atom plugins: hydra and nodejs for osc signals<sup>2</sup> - What's an npm?<sup>3</sup>  
then debug WebGL error?

### Next Steps toward Final Project:

I liked the networked aspect of hydra but I'm not sure how to use it yet. This is what I'll ask Sabine.

Why would I need a buffer? Can I leverage frame rate?

[https://github.com/kynd/reactive\\_buffers\\_experiment](https://github.com/kynd/reactive_buffers_experiment)

alternative: particle systems and collisions<sup>4</sup>, lines and sine()

<https://github.com/bobcgause/cook-js>

alternative: use this list to inspire my own shapes and skip the plugin

<https://ojack.xyz/hydra-functions/> with <https://npm.runkit.com/p5.createLoop>

### +Synch to audio !!!

Final state should be interactive with the canvas with tuning **buttons** calling:

0 - render sketch = ctrl + shift + enter

1 - time/frame rate

2,3,4 - RGB

5 - kaleidoscope or rotate variable

6 - another cool variable influencing sine()

7 - no CSS animation, not here

8 - and so on

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<sup>1</sup> <https://github.com/ojack/atom-hydra>

<sup>2</sup> <https://nodejs.org/en/about/>

<sup>3</sup> [https://www.w3schools.com/whatis/whatis\\_npm.asp](https://www.w3schools.com/whatis/whatis_npm.asp)

<sup>4</sup> <https://github.com/bobcgause/cook-js>

Source & example of interfaces made for hydra:

[https://videodromm.com/The\\_Force/](https://videodromm.com/The_Force/)

proof that communication is possible but it's way too dry to interact with

<https://veda.gl/> - wow

<https://foundation.app/ixshells/sewing-and-alterations-724> - wow

<https://lumen-app.com/guide/modulation/> - too much functionalities and too close to MaxMsp (button and oscillators)



Inspirations,

dart mdes student ex: <http://3e-pr0cess-s33dbank.com/niyolpaki/>

P1 trials:

made dom element and object-oriented animations

for text layer <https://rednoise.org/rita/>

`To make the code more interesting visually, I plan to divide my canvas into vertical sections, containing the tokenized poetry, and animate those sections with sin() to create a sine wave within a sine wave and perhaps create visually interesting loops. Having DanceSpan as a separate file allows me to conveniently add animations to my canvas elements, here words, later imagery? I also wish to create another visual ripple animation after the user interaction.`