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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? <a href="https://github.com/kynd/reactive\_buffers\_experiment">https://github.com/kynd/reactive\_buffers\_experiment</a>

alternative: particle systems and collisions<sup>4</sup>, lines and sine() <a href="https://github.com/bobcgausa/cook-js">https://github.com/bobcgausa/cook-js</a> alternative: use this list to inspire my own shapes and skip the plugin <a href="https://ojack.xyz/hydra-functions/">https://ojack.xyz/hydra-functions/</a> with <a href="https://npm.runkit.com/p5.createloop">https://npm.runkit.com/p5.createloop</a>

## +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

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

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

https://www.w3schools.com/whatis/whatis\_npm.asp

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

## Source & example of interfaces made for hydra:

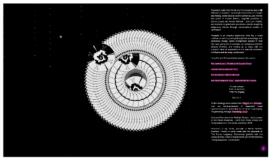
https://videodromm.com/The Force/

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 <a href="https://rednoise.org/rita/">https://rednoise.org/rita/</a>

`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.