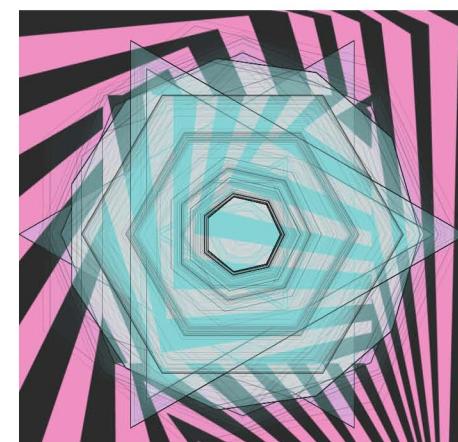
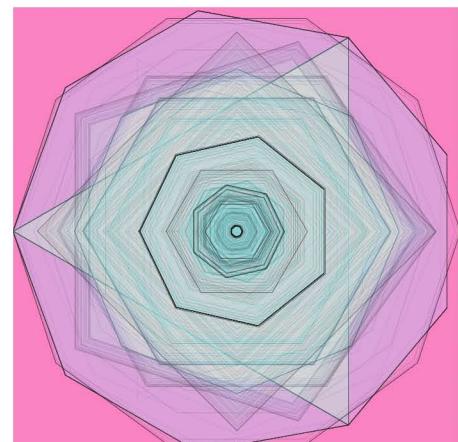
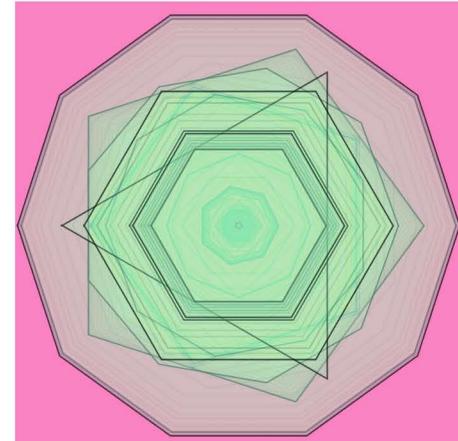
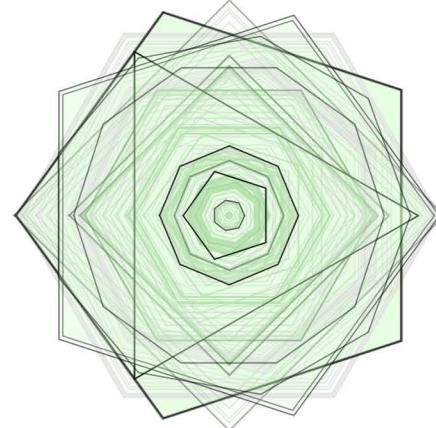
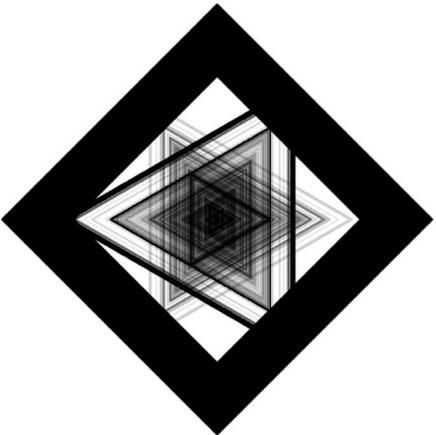


SKETCH ONE



I altered sketch P_2_0_02. I wanted to change this code to make it look psychedelic, bold and dramatic. I want it to create a heavier pattern as it progresses; it will create a more solid and impacting image.

1. In the first change I give the shapes a fill colour of a light green and a very transparency in order to see the shapes behind it and give it more dimensions. The shapes that are created earlier on will eventually fade, as the transparency gets denser as shapes are drawn over it; limiting the image so that it doesn't look too busy.

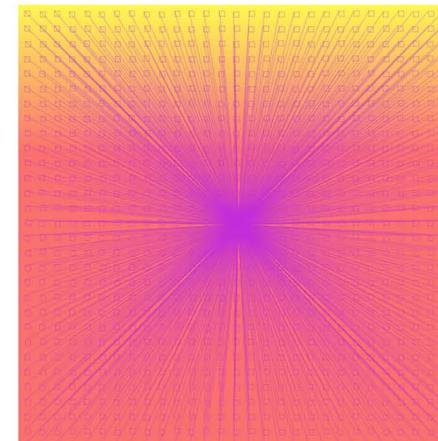
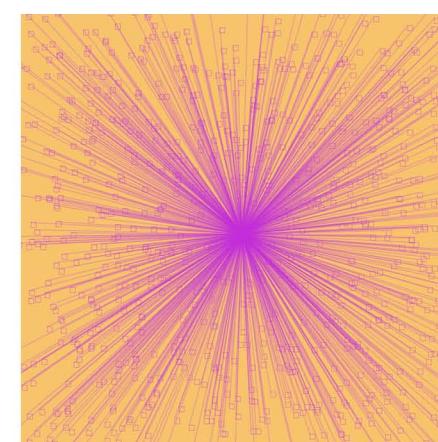
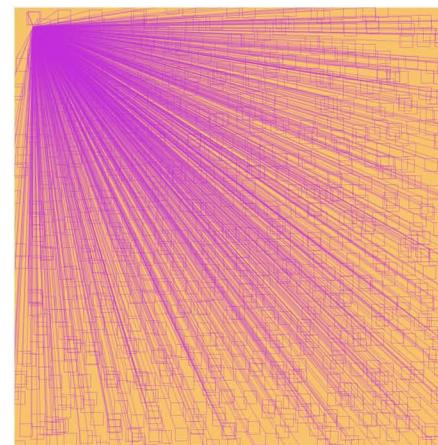
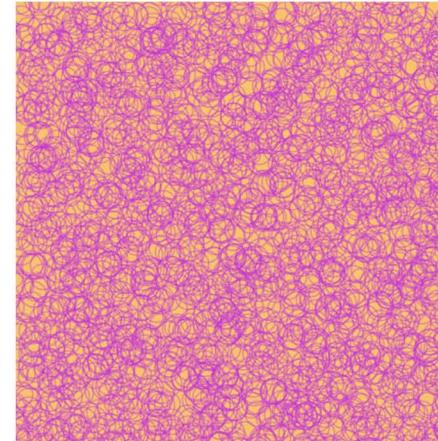
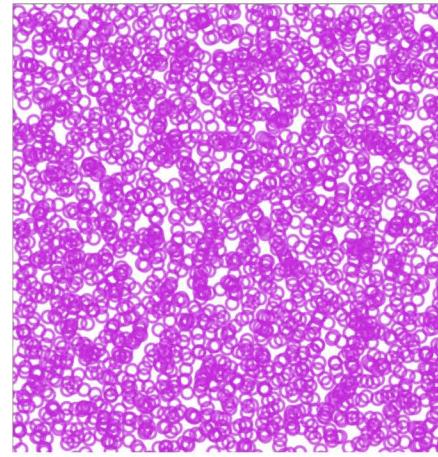
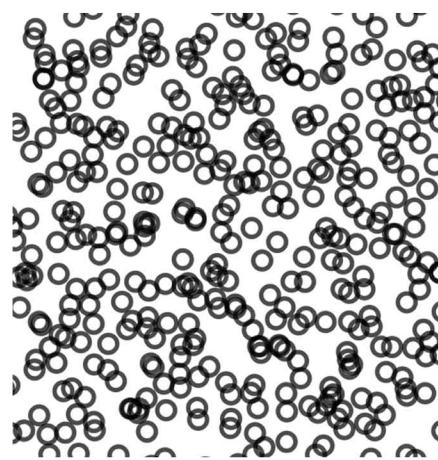
2. To make it look more psychedelic I've given it a pink background colour, a colour that is somewhat on the opposite side to the colour wheel to green. This will make the image stand out more and appear brighter.

3. In the third change I've taken away some of the direction and control the user has on the shapes drawn. I've changed the command on how they are drawn, instead of drawing a shape when the mouse is pressed, the sketch will create a new shape when the cursor is moved. Depending on where it is moved on the screen and how quickly a range of different shapes can be drawn. I also changed the stroke and stroke weight to give a different effect but was later changed again to better fulfil my aim.

4. To create an image that attracts the eye and stands out, I added an image into the background and adjusted the code to keep the pink background in the white space of the image. I made sure the image started in the top left corner and fit the size of the sketch accordingly. The image consists of black and white lines that are assembled in a way that intrigues the eye.

5. I made final changes to the stroke and stroke weight to tie in with the bold lines of the image behind and to improve the overall visuals to represent the psychedelic and entrancing lines and movements. I also had to manipulate the code in the circle resolution part in order to get the different shapes back and not just have the one octagon shape. The fading effect that happens from shape to shape adds to the psychedelic feel of the movements of lines and colours.

SKETCH TWO



I altered sketch P_2_1_2_01. I wanted to change this code to make it look futuristic. I want it to create an image that represents something along the lines of a female time machine. It would be the image that appears in a movie when a young girl decides to transport to the future. It should appear light-hearted, fun and bright. It will be called the 'sunset to the future'

1. In the first change I altered the density of the circles; increasing the tile count to 50, so there are more of them. This will give more dimensions in the final outcome. I also changed the colour to purple colour to appeal to young girls and the 'actRandomSeed' variable to 10, which made the circles slightly opaque and more visually interesting.

2. The second change was to the background, making it a light orange colour, thought that would depict a 'sunset', which also relates to the future and the ending of one day and then the beginning of a new day. It's also bright and happy, attractive to little girls. The stroke weight was also changed to a much larger number, which made the circles thinner and lighter looking, linking nicely with the look intended.

3. The third was quite a visually dramatic change as I replaced the circles with squares and added lines. The squares have straight edges and points, appearing more 'futuristic' and the lines are all starting from the middle point that follows the mouse and reaches out to each square, giving the sketch page a huge push into a futuristic dimension. I also reduced the tile count back down a bit to 30.

4. Here I played around with some of the values, I increased the 'random' value, I increased the shiftX and the shiftY value slightly and made the squares a lot bigger and the lines thinner/smaller.

5. Finally I altered the background to make it look more like a sunrise/sunset and appear more intriguing for little girls. I faded the yellow down to a peach colour from top to bottom. I also change the random position command to pressing the key 'ENTER' or 'RETURN' rather than when the mouse is pressed.