Notes

2 Scenarios: Day Spring + Night Winter

* mapped by mouseX

Daytime Spring Scene

* far left mouseX
* Sounds: birds
* Sun along path

Night time Winter Scene:

* far right mouseX
* movement: stars, comets, or snow
* sounds: wind

Backgrounds:

* Gradients - randomize per gradient color palettes for each scene

Load images + p5 shapes

* Two.js: vector loader, svg loader
* Lerp/tween between points for shadow movement on mountains
  + tween: <https://github.com/sole/tween.js/>
* color changes: <http://haptic-data.com/toxiclibsjs/examples/tcolor-pjs>
* shapes: http://drawscri.pt/

Project Elements:

* Gradient background (Sam)
  + paper.js
* SVG elements (illustration) (Emilee)
  + p5.js
    - export scenes as SVG img and load img with p5 (minus sky)
    - use opacity to change scenes, overlap imgs
* Sound (Emilee)
  + p5.js
    - birds chirping
    - ambient night sounds
* Slight motion (when we can!)
  + p5.js
  + tween
    - day: clouds move
    - night: comets, star twinkles (scale, opacity)