

Clock !

Fractal L-system

tree

bigger recursion
by second

main branches grow
by minute.
trunk by hour

Flowers by millis()?
time of day?



12:01

12:02

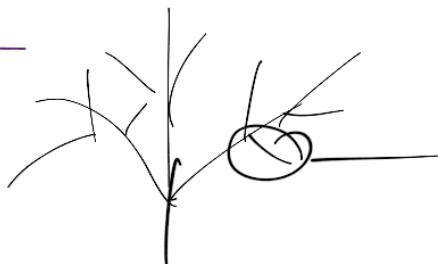
12:03

stylistically impractical ↗

~~strengthen w/ time~~

↳ Better

each
min update



each step

a second

* random walk



leave
trails/ghosts

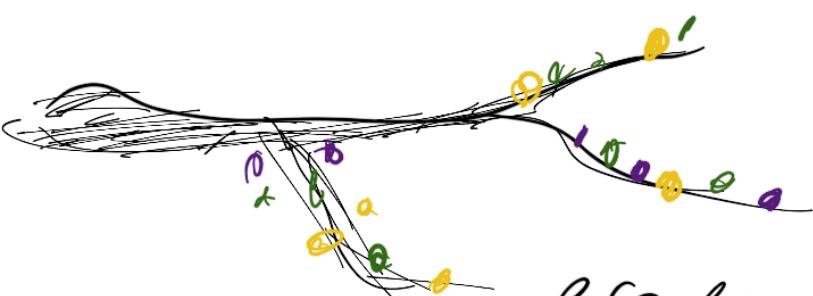
12:01

12:02

take paper (x, etc)
from how or min?

Starting
fracture

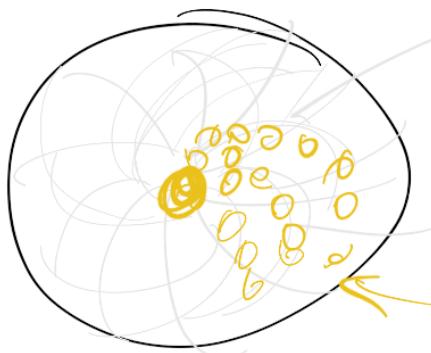
w/ how
still?



propagate leaves
and flowers w/
time? - millij?

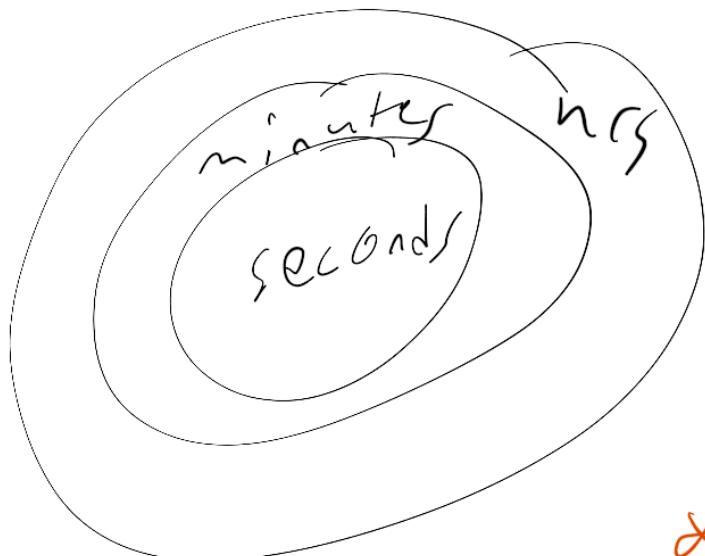
Clock 2

Flower + Fibonacci



use Fibonacci
as growth
tracks

add a new circle
each second



* @ minute, light
up appropriate
circle



petal falls off
when corresponding
hour passes
24 petal/day

Clock 3

It's nine → plaintext
(thirty two) → show particle effect/morph
and 30 seconds → thirty three
8 bit display  → rapidly changing ~ seconds → thirty three
thirty three

morphing + animating
the ~written visual
of time



~~Clock 4~~
~~dripping paint~~

- goes over current time
- blend together

1 min each drip thing



| : 4 }

next color
start

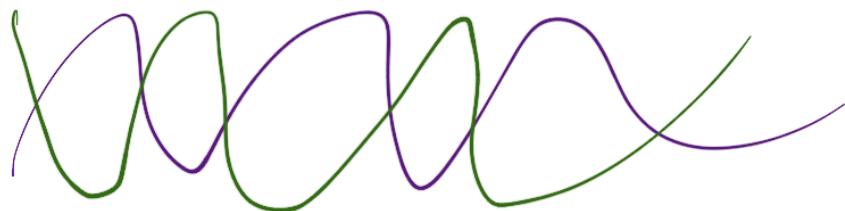


← colors
compile
below

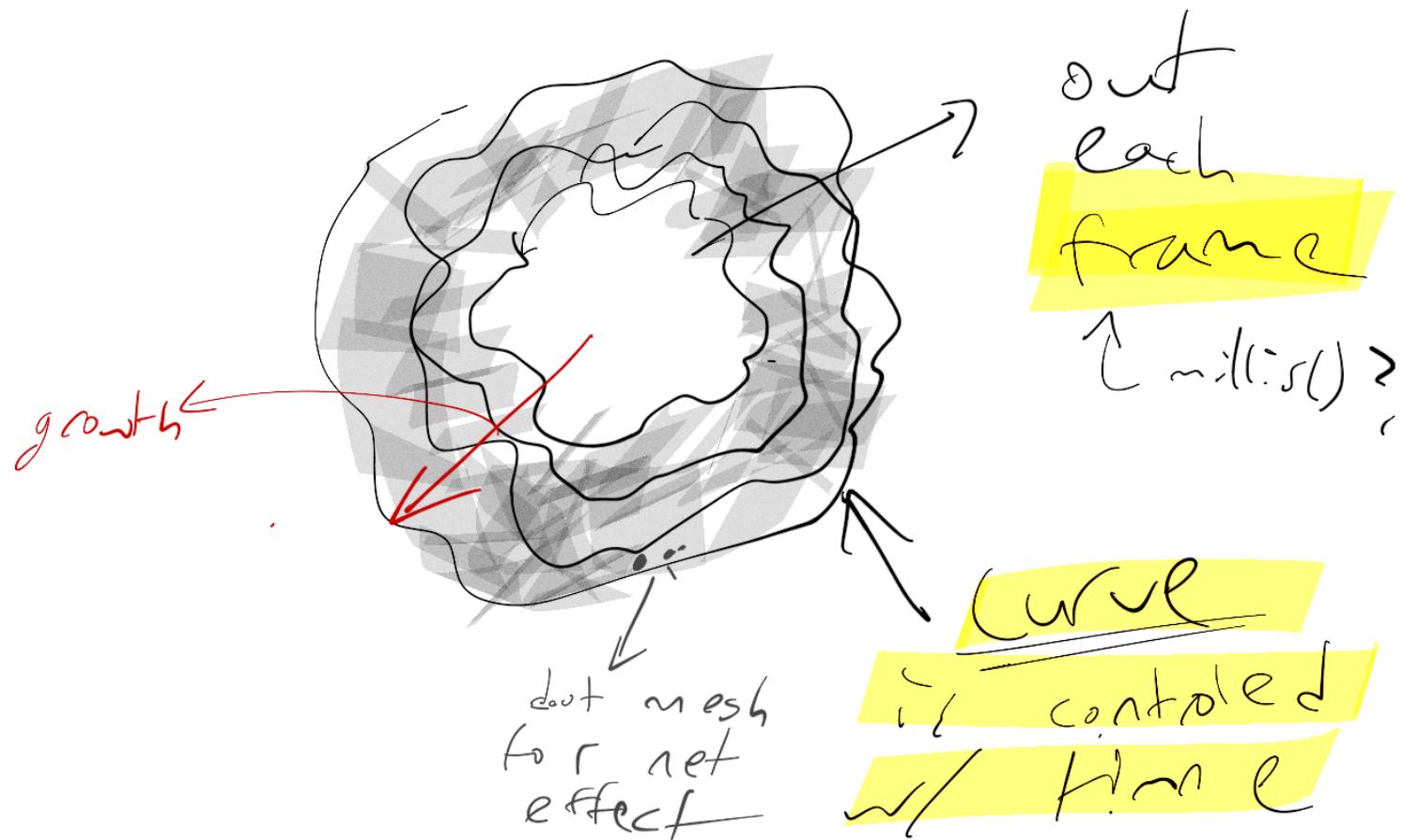
*think about how to
create realistic drip
effect
↳ blending colors

Clock S

cool stuff ✓
sin and cos

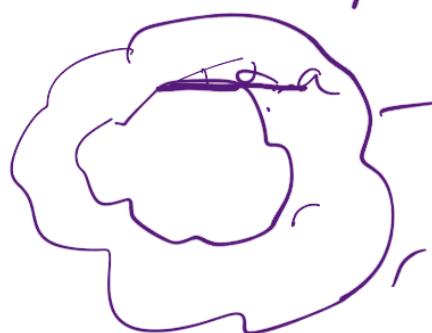


- Several previous work
the mesh
of point
• θ curve
 - instead of random noise
functions, use the
- as isle signals
rotating
- 



Instead of animation w/ time
form is w/ time

Radial - polar system

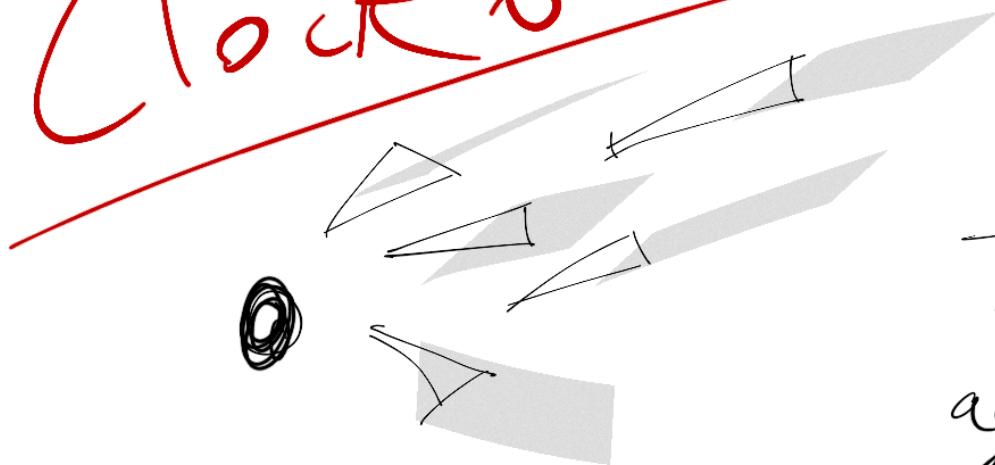


$$x = \text{shift} + a \cdot \sin(\theta) \cdot \cos(r)$$

$$y = \text{shift} + a \cdot \cos(\theta) \cdot \sin(r)$$

experiment w/
time values
in code

Clock 6



agents
trailing
agents following
target

ABM

each agent has

↳ origin

↳ destination

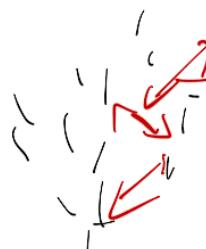
↳ position

↳ LIMIT speed

att active
force

velocity
and dest
and accel
update
it each
frame

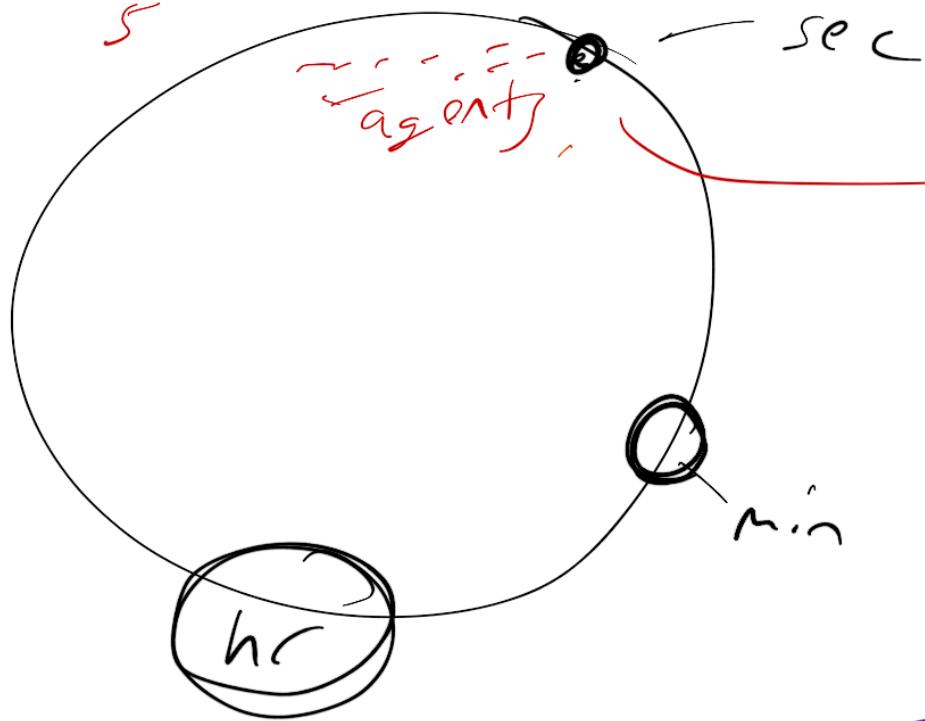
forces
between
one another
- separate



~~horde following point~~

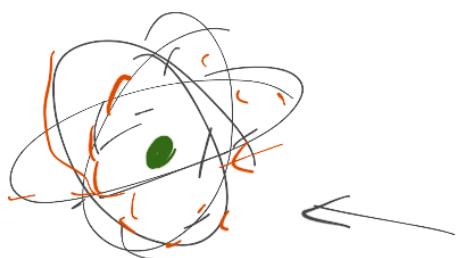
agents
• & Δ ← try diff icons
x ← 4

trail
shooting star

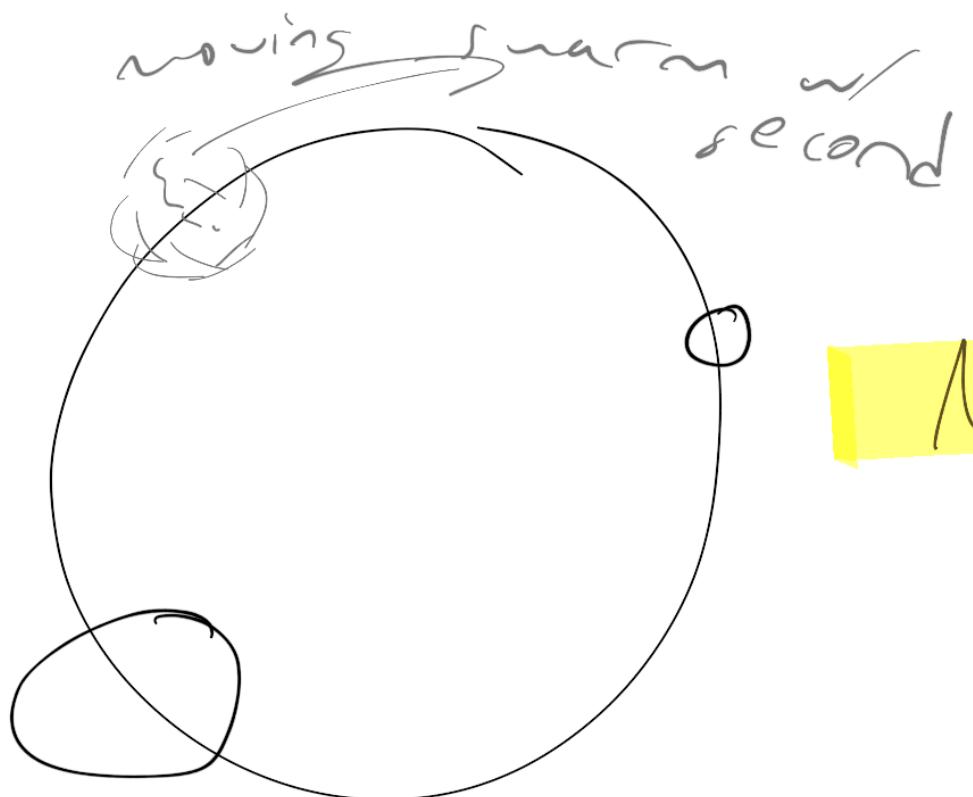


experiment
w/ code

instead of
trail in line
rotate each
agent,



follow axes,
create fake
3D



Minimising

Clock 7

similar to fiber concept

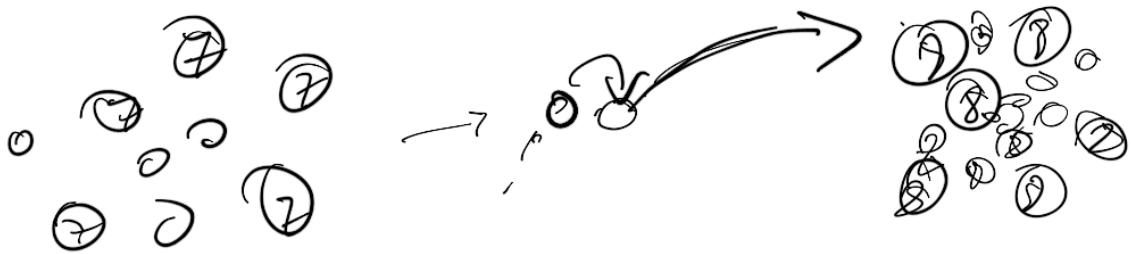
↳ propagating circles

↳ use Fib for flow



- Animate one time increment
- rest are stagnant





7:55



change after 60 iters

numerical \rightarrow radial

