Norah Wilcox
CART 253
Art Jam Response

Edmond - *Fragments of the Self*
https://edmondpeng123.github.io/cart253/topics/art-jam/
My initial perception was of the stunning design quality of the elements. I've always adored the
"simple" black, white and beige aesthetic that combines industrial and tech elements. The
various interactive elements encouraged me to spend additional time with the floating orbs and
recognize minute details. For instance, I adored how the bitmapped images cross over one
another and create unique dotted designs. The element of self-portrait tied in well working
harmoniously with the piece's concept. I appreciated the elements of broken images of a body,
all mixed and rotated around in a way to emulate the planets around the sun. I would love to see
this project and concept done at a larger scale, possibly as an interactive map on a large touch
screen or a website with a much larger expanse of images to explore.

JJ - (don't have a title or link)
Brought me back to classic arcane 8-bit style games with the use of two colours and the square
border. The mechanics were reminiscent of the mobile game "snake" except with added
expression and character I seemingly invent while watching. I felt the travelling line had a given
personality, speeding up in open spaces and slowing down as it would encounter itself. My brain
immediately attempted to rationalize the behaviours of the program, creating pictures out of the
lines randomly drawn similar to how we recognize shapes in clouds. I would love to see this
piece fleshed out and exhibited in a public setting, as I feel capable of staring at its creations for
hours. The never-ending quality could be attributed to many different interpretations.

Leah - *Stardrops*
https://leahiscoding.github.io/CART-253/art-jam/
Lovely visuals that created a childlike and wondrous feeling from the falling stars and colours.
They reminded me of the glow-in-the-dark ones found on the ceilings of children, innocent with
a faint glow. The scattered descent is oddly satisfying and entertaining, creating a feeling of
happiness and an energy that grew as the stars fell faster. I felt the urge to push the code to its
limit, wondering how fast the stars could fall but at the same time, a bit afraid of what would
happen if they spiraled out of control. I feel a strong urge to interact with this program, wanting
to hold a bucket below the stars and catch all the magic for myself. Although one could argue
the interactive element is applied through time, as the visuals change the longer you wait. I can
also imagine a sweet soundtrack playing behind the scene and adding to the dreamy effect.
Simple, but effective in the design and execution!