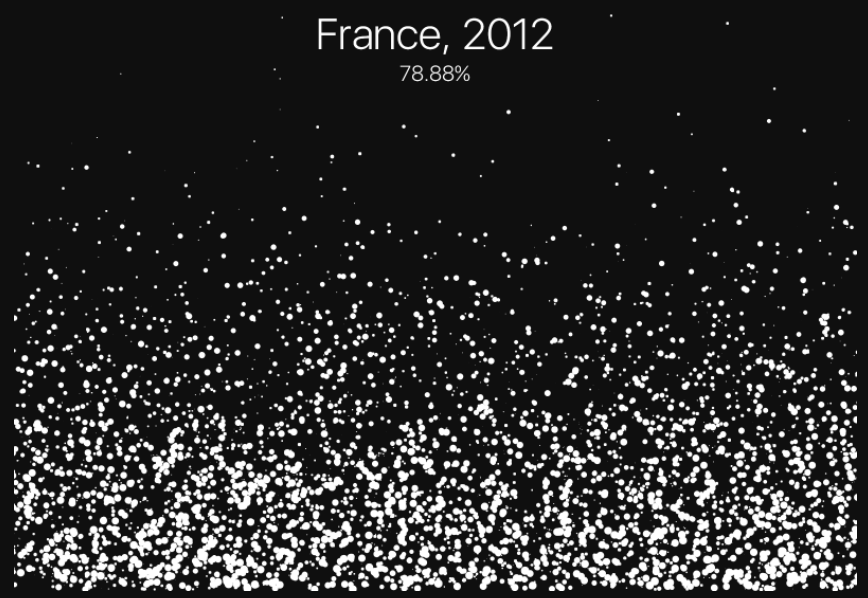
documentation

Starlit Streets of Suburbia .pde

By Seung Hyun (Kris) Jung

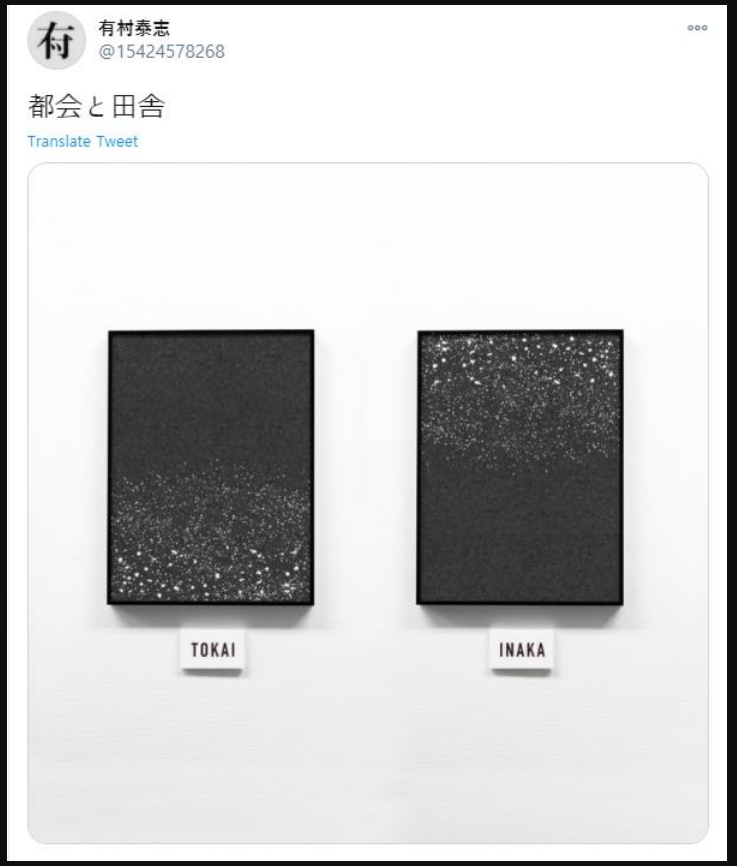


Concept

An homage to Arimura Taishi's "Tokai to Inaka".

Ideas:

- Urbanization rates
- By country?
- Borrow Arimura's style.
- Years?
- Percentage?



「都会と田舎」、有村泰志

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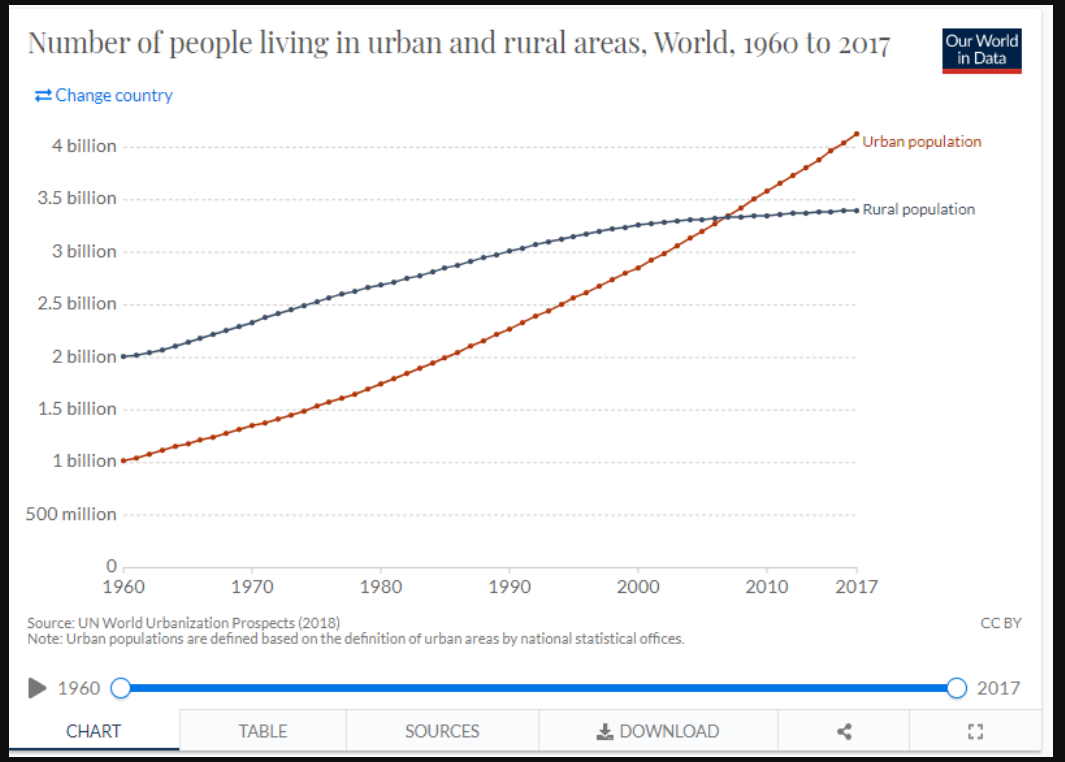
Data

"How urban is the world?" by Hannah Ritchie, *Our World in Data*, September 27, 2018.

Four types of data:

String country: Country name
String code: Country code
int rPop: Rural Population
int uPop: Urban Population



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String code

Generates the seed.

A simple one liner.

```
randomSeed(int(str(byte(code.charAt(0)))+str(byte(code.charAt(1)))+str(byte(code.charAt(2)))));
```

Takes ASCII numbers and concatenates them.

AFG (Afghanistan)

to

657071

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String uPop, rPop

Gets urban population ratio.

```
int perc = (uPop/(uPop + rPop))*100;
```

If over 50%, draw lights.
If under 50%, draw stars.

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Others

Animation

Each light object has an offset depending on its y vector, which is fed into a sine wave to create a wavy pulse-like effect.

A buffer is also used for transition.

Font

“San Francisco Pro” by Apple Inc.
(Also the font used here)

Distribution

The distribution of the y vector is made through a Gaussian random, which is then multiplied by a constant (150).

Keys

UP and DOWN to change countries.
LEFT and RIGHT to change year.
P to take a screenshot.

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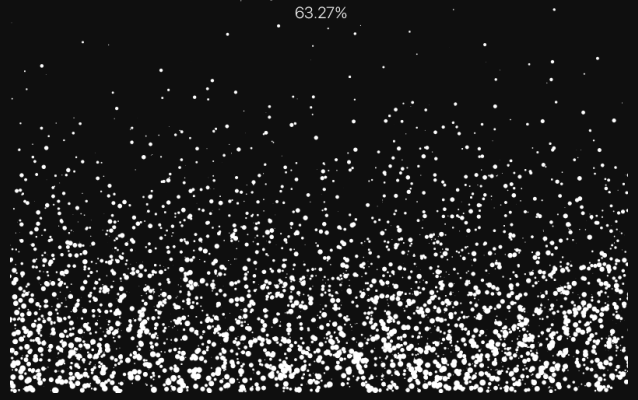
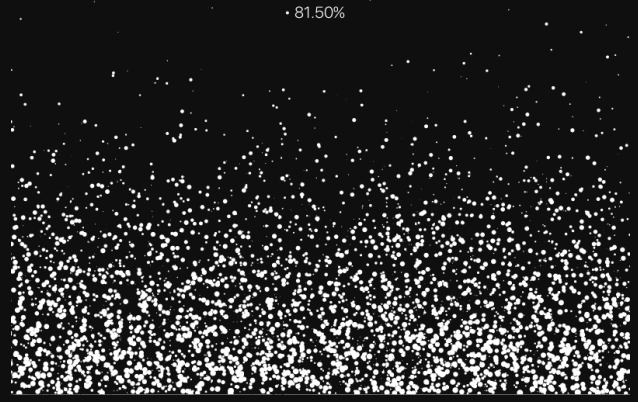
Screenshots

Japan, 1960
63.27%



South Korea, 1964
31.37%

South Korea, 2017
81.50%



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