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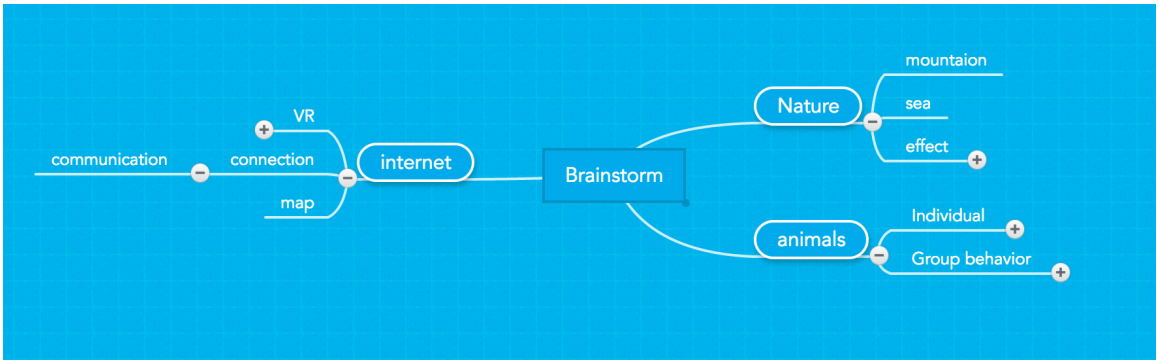
Midterm concept statement

My original idea is to make something related to projection mapping, and after doing some research about some OF projects, I feel I should change my domain a little bit, because our OF class is focusing on Algorism. Then inspired by the book "The Nature of code", I switched my idea to do something more related to code about nature, and create nature phenomenon by exploring and coding the dynamic Particle system. Not only inspired by "The Nature of Code", I think the Algorism of code we have learned during the past 7 weeks are helpful for me to come up with new project based on the logic of them. Then I started my project with a mind map.



It is hard to decide what I exactly want to do, so I list out some key words of topic I am interested in, such as "Nature" just stated above. We have learned about using OF to imitate a nature phenomenon, and during that week, I did very simple coding by using Sin, or Cosin, to imitate the wind blowing, so I feel I would like to explore this domain and direction a little bit more, and to explore the beauty of coding. The another key word I choose is "Animals". We have already learned about the movement logics of a group of birds, and some dynamic movement of an object, such as the Spring, and the small cars which chase the target every time and change its direction with smooth turning around. When I have all the information and knowledge we covered in class, I want to challenge myself to combine one phenomenon with one kind of animal, so I can create a more interesting dynamic piece of our nature. Then I did some research about how to create smooth movement of different animals by using flash. After knowing basic logic of creating the body for

some animals, I decide to choose “Fish” as my main character for my project. Then the nature phenomenon could be sea, or even just water. It is a challenge for me to code something I have never learned before, so I spend a lot of time on doing research about how to create the water effect by using processing or OF. Then I decide to use ofMesh. An ofMesh represents a set of vertices in 3D spaces, and normals at those points, colors at those points, and texture coordinates at those points. Each of these different properties is stored in a vector.