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Image Arrays Design Document

For this assignment, we were instructed to use Glitch behavior in order to achieve a non-predictable effect with photos and shapes. Through timers using millis() we employed the concept of erratic behavior. Further we utilized state machines to maintain good code hygiene.

Since this is my first time working with p5.js, the assignment appeared a bit daunting at first. That being said, I took it step by step. First I chose 7 photos that served as the main focal point for the project. I then implemented state machines so that my photos would seamlessly change with the press of buttons 1-7. From there I added a slide show effect and set the image position to a random height and width so that it appears randomly on the canvas. For the graphic elements, I added rotating stars and text stating the location of each photo. The colors I chose were picked from the images with eye dropper tool in Photoshop.

Overall, I am extremely pleased with my final product. I am proud of myself for the progress I made and the understanding I gained while completing this assignment. The photos and colors feel personal to me and the image arrays feel dynamic and well thought out.

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