Miriana Nicole Grixti idm6.1

Task 3 Reflection

Challenges

As a first idea I wanted to create a function using randomness so that when the user clicks a circle is created and changes size, position and colour. This idea had to be emended for the fact that when i added all the components together they clashed and needed to be changed and improved, So I removed the Mouse Click() random shape function and instead added the random colour to the circle on the data stream.

Debugging & Refinement Reflection

1.When I first created a pattern in a loop, and tried to change colour randomness 1 square always turned white on click.
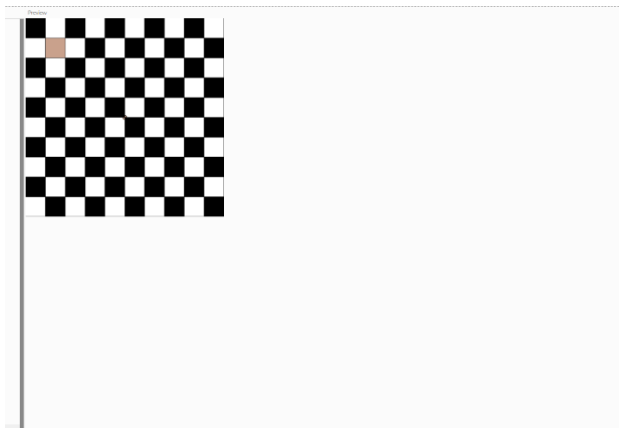

```
//draw the first loop
for(var  a = 50; a <= width; a += 100 )
  {
    for(var b =50; b <=height; b+=100)
      {
        //draw the rectangle
        fill('▪black');
        rect(a,b,50,50);

      }
  }
//shift everything on the other side
for(var  c = 0; c <= width; c += 100 )
  {
    for(var d =0; d <=height; d+=100)
      {
        //draw the rectangle
        fill('▪black');
        rect(c,d,50,50);

      }
  }
```

The issue was that I had to declare the colour fill before the actual rect size and add a noLoop(); function in the Setup canvas function in ps5.js.

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2.When I added the data stream microphone, I didn't work as the function noLoop(); was creating some issues so then removed the mouse click ()to create random circles, size and position and instead added only the data stream but with the randomise colour to the circle . And remove no Loop();

```
//loop for clicking on the shapes and making a shape
function mouseClicked()
{
console.log('clicked');
//make it once
x=random(10,500);
y=random(10,500);
//this is a varible
//array
fillcolor = random(['red','pink','blue']);
  rColor = random(0,255);
  gColor = random (0,255);
  bColor = random(0,255);
circleSize = random(10,50);

strokeWeight(2);
fill(rColor,gColor,bColor);
stroke(rColor,gColor,bColor);
circle(x,y,circleSize);
}
```
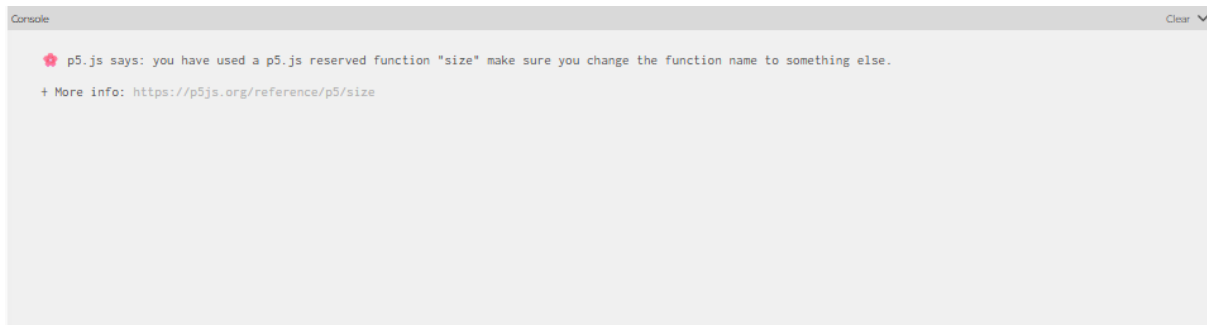
3.When used randomness for the colour of circle in the microphone data stream, it changes very rapidly then tried to make the framerate to 1 but then I had an issue ,that the circle was not growing when there was a high level sound.

```
1  let mic, amp;
2  let ellipseColor;
3
4  function setup() {
5    createCanvas(500, 500);
6    // noLoop();
7    frameRate(1);
8
9    userStartAudio();
10    //the microphone settings
11    mic = new p5.AudioIn();
12    mic.start();
13
14  }
15
16
17  function draw() {
```

This was arranged by the fact that removed the framerate();

4.While trying to do the data stream as I did the code, in the console I had an error for a variable so I needed to change all variables accordingly

```
Console                                                                                                          Clear ⌄

    🌸 p5.js says: you have used a p5.js reserved function "size" make sure you change the function name to something else.

    + More info: https://p5js.org/reference/p5/size
```

5.As I downloaded the script and run it with live server the microphone didn't work. I tried changing the default browser to Chrome but it didn't work and then opened the Developer tools and then clicked console an had an error 404 library was not found. This was solved by adding this line of code in the p5.js userStartAudio();

```
function setup() {
  createCanvas(500, 500);
  // noLoop();

  userStartAudio();
  //the microphone settings
  mic = new p5.AudioIn();
  mic.start();

}
```

Reflection:

These refinements helped for the fact that by the changes implemented in this project made the project better and can match the final scope of the idea. All the debugging technique was crucial for this project for the fact that by these one could identify the issues through out code and arrange them.

Overall, I can say that I liked the end result of this project and learned new things along the way. What interested me the most about this artwork was the creation of the Pattern Design, as it was something I had always wanted to create a pattern using code.

On the other hand for Generative Art one can say that it is a really interesting topic for the fact that in generative art one has the freedom and ability to draw shapes simply using points on screen and that is really interesting.

Critical Reflecting on Contemporary Media Influence

In my opinion this artwork aligns with digital media for the fact that pattern design is something which is used, today we see this even on clothes, shoes and wallpapers. By the merge of data stream with microphone, this added another different feature as this pattern has a circle which changes depends on the voice level of the user. By this feature the pattern has a unique feature added to it as it became interactive.

Yet again my opinion generate art is something that for sure one will see in future for the fact that with the advancements in technology it is something that will take over several things. Another aspect to mention is creativity for the fact that these innovative tools and techniques can be administrated by artists to create amazing work.