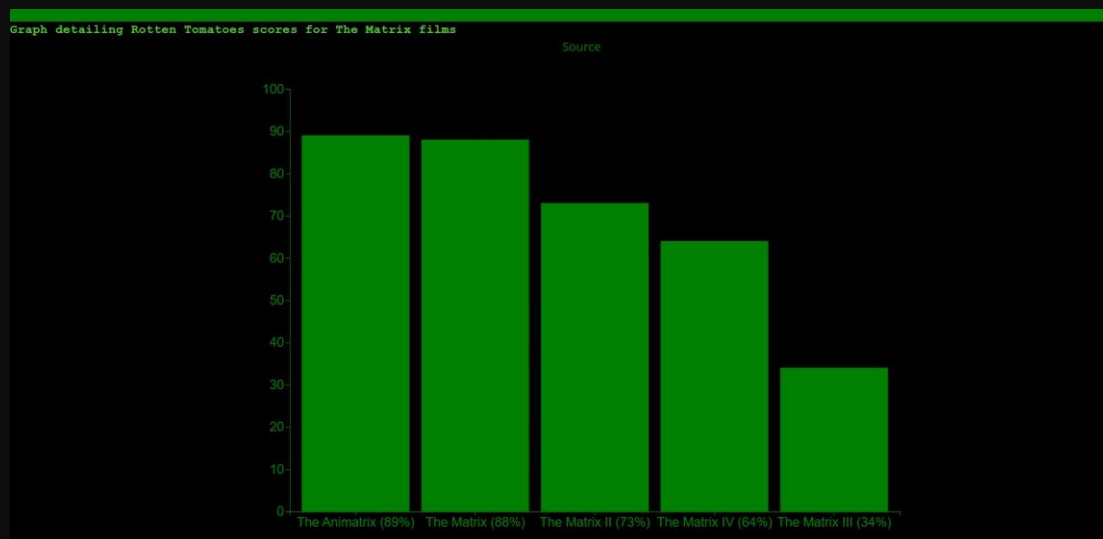




For this iteration, I actually did not get a chance to submit my work because I was battling personal issues and the site was not

coming out the way I wanted it to. I did however have some time to reflect on feedback from my previous assignments and all the ways I could improve my site, one of the most overarching creative issues was the issue of consistency. In terms of the UI that seemed to be in order and now it was about focusing on the navbar consistency and the overall page layout, some of which felt out of place and even came across as badly designed.

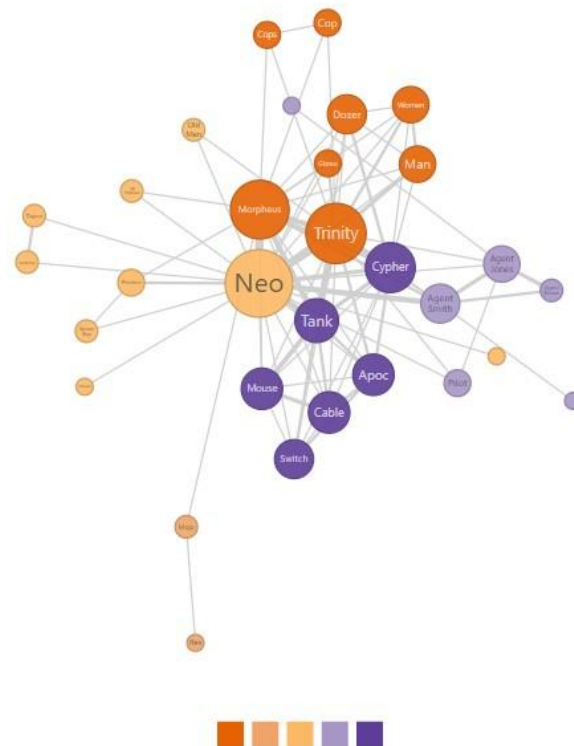


Another aspect I took into consideration was how niche the site actually was, granted I made this because I wanted to, but it also dawned on me that not everyone has a deep knowledge of the Matrix and so for them, the site looks like one of those websites people use on how not to design a website. This also made me think about ways I could convey that this is The Matrix to people who have no idea what that is. At the time of writing, I am still unsure of how I can go about this.

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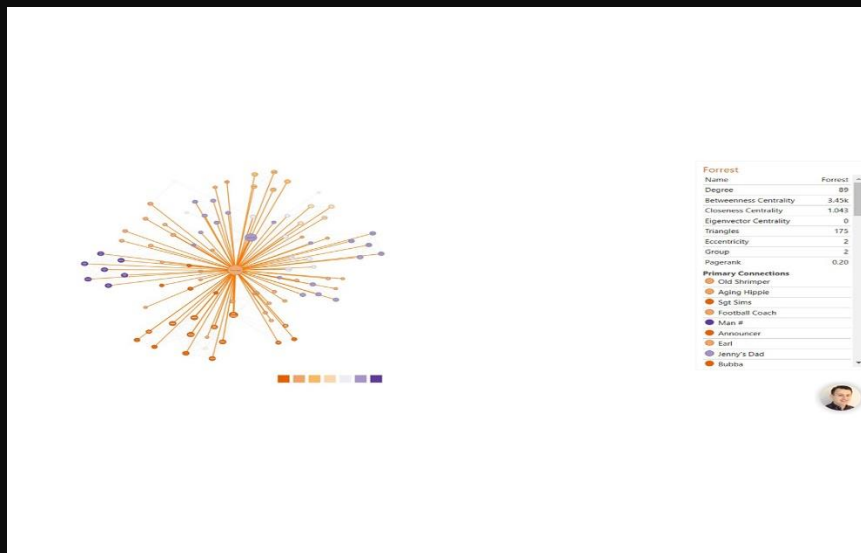
Trinity Matrix Nightclub Sewer

who is not familiar with or is a nerd about the movie and its general plot. The illustration is a bit clunky and the visuals are slightly all over the place, even for me who is an avid fan of the film and knows the plot the infographic is extremely incoherent and confusing. I use this example, though, because I think as far as visualizations for the movie go this was one of the better ones.



This visualization, however, is one of the absolute best ones I came across, essentially it is a mind map that is centered on Neo, the main character of the Matrix films, which radiates outwards demonstrating Neo's relationships from the most important and intimate to the least important and distant. The illustration is very in-depth, in that it is able to display all the interconnectedness of the characters within the movies.

Another interesting aspect of this illustration is how it also catalogs the characters' closeness with Neo through colors. For example, in the depiction, Neo is the biggest bubble (Light orange) while Trinity (Neo's love interest) and Morpheus (Neo's mentor) are depicted as Dark Orange bubbles closely related to Neo. One interesting aspect I was unable to take a screenshot of was how the relative paths of the characters connect to each other based on the color of the relation.



Another bit that better encapsulates the website and illustration as a whole, is Forest Gump, which if you have not seen it yet is a very complex story about a man who is seemingly larger than life. In the

movie, the titular Forest meets a vast array of people in his lifetime and all of them play a part in his journey I think this illustration does a good job of reflecting this. Ultimately I decided to rather go with my original idea of grossing figures and because of how specific my original graph was I decided to have it a bit more open-ended in the sense that it would not only include stats for the matrix films but grossing figures for a variety of films.



What you are seeing here is, a still image of an ASCII animation of a man riding a horse. The original video is an ASCII-rendered animation of Muybridge galloping horse, running on an (emulated) Apple IIe. I think in terms of ASCII art this is definitely one of the better ones I have seen, I like how fluid it looked in motion, and again it would have been great to implement on my site but the main issue was again it served no purpose and did very little to aid the site apart from looking cool. And as we already know, this course is not about looking cool, at least without sound justification that is.



Another avenue I wanted to explore was the idea of ASCII art in a 3D capacity. I think this interested me because I have always had a fascination with 3D modeling and just 3D art in general so I thought what better way to implement this than by having an online ASCII generator? The initial thinking was maybe having a generator that

created things procedurally or rather, at complete random.

The biggest inspiration for this came from an ASCII Art Generator by Tamino Martinus, the generator basically randomized a set of faces and would display a new face every few seconds. I liked this idea and really started playing around with it until I hit a brick wall. The brick wall came in the shape of how I would implement the 3D aspect of a procedurally generated interface. The short answer is I decided to crank down the heat a bit and maybe try to focus my artwork on something that relates to my site better.



It is often said that dice represent a means of control, or at least the illusion of control. I think given the subject matter of my website it is more than apt that its data art

section is in the most meta way possible an illustration depicting a symbol that has long been associated with ideas regarding fate, luck, control, and even the lack thereof. Initially, I had no idea what I wanted to do for my data art without compromising the website's overall aesthetic and thematic elements. I think a dice was a nice little compromise because the dice was not only an interactive piece of data art but more importantly, it ties in with the overall thematic element of my site being related to the fate-like nature of the Matrix.