**DOCUMENTATION**

**DAY 1**

**What was taught:**

* What is a computer? A tool, a medium to or with work. How computer is beyond a tool, ritual of interactions.
* Computational media is a raw material, tool and a medium for creation.
* What is p5.js, how its relevant to our course also how can we effectively use it as a tool.
* Co-ordinates in p5.js, basic explanation of functions, how to create shapes like an ellipse, rectangle or a triangle.

**What I did:**

* Used the p5.js web editor to create the shape like circle and triangle.
* Using these base shapes, we created an emoji of our choice and also used fill(),stroke() and noStroke() functions for the first time.
* Later we were given a project to create an artwork using basic shape that will represent an emotion.

**What I did Later:**

* I was given the emotion sadness I decided to draw a mural of a boy that is riddled with sadness and decided I will use a bluish color scheme to represent the emotion much better.
* I created the image in photoshop first and the translated each and every co-ordinate of the triangles and manually input them in the triangle() function to create the image

**DAY 2**

**What was taught:**

* We abandoned the p5.js online editor and started working on vs code, we also created a local git hub repository so that we can share our code very easily.
* We learned about draw() ,set() and background() and there interactions with the canvas.
* We learned about conditional operators and if statements.

**What I did:**

* We also created a MS paint like in which simulated a painting brush by creating a circle and pushing the background() in the setup();
* We also played the mouseX,mouseY variables to move the circle with our mouse.
* We were give a assignment to introduce animations in our shape compositions so as to transit the emotion form one to another.

**What I did later:**

* I used a rectangle to cover the image I have previously created to create a curtain call effect, and used a variable to measure the amount of time that has passed between the animations and utilizing if and else statement created an animation of circles rotating on it self and transforming as it does to create a moving artwork symbolizing peace.

**DAY 3**

**What was thought:**

* If else(){} statement usage : we explored the usage of if else if statements to simulate various scenarios and conditions.
* For loop basic understanding of the workings of for loop and its applications
* Button created a button using mouseIsPressed().
* Learned about creating patterns in a grid by first creating a circle and then duplicating it of x axis using for loop and then doing the same on the y axis through nested for loops
* Learned about 10print patterns and how to make them.
* Assignment was given to create a unique 10 print pattern using everything that was taught.

**What I did:**

* First I planned to create a pattern with random shapes namely circle square and rectangle , after accomplishing them I created a 10 print pattern that would show any given text in the center of the screen.
* To do this I used the create graphics() and wrote a text on the screen during step and then telegraphed the pixels on which those letters will be present.
* Then I made it so that when the 10 print pattern will pass through those pixels they will have a different color then the rest of the pattern ; thus highlighting the given text and making it appear as the part of the pattern.

**DAY 4**

**What was thought:**

* Learned about arrays, preload and image functions.
* Also played around with transformation of shapes using push(), pop(), translate(), rotate(), scale().

**What I did:**

* Using this I created a grit of square that are rotating while being distorted using sin and cos functions.
* Then we used images and used them instead the shapes.
* Then I used arrays to store the images and then called the array to display them.

**DAY 5**

**What was thought:**

* Use of 1d sprites using arrays to animate them by splicing the image into smaller individual images and storing them in an array , which was later called in a loop to display the images thus making a animation.

**What I did:**

* Used different types of sprites to produce the same effect and then made the animation work whenever I click my mouse with respect to its location.

**What I aim to do:**

* We were given the assignment to then utilize a 2d sprite and animate it with interactivity along with key presses.
* Also made a seamless image using the 10 print code but using 4 different images.

**DAY6**

**What was thought:**

**What I did:**

**What I aim to do:**

**DAY 7**

**What was thought:**

**What I did:**

**What I aim to do:**