Thuc Tran

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Project 4 Proposal

In our project we plan to create interactive computational art that can influenced by outside input. We will explore linking libraries together, using OpenCV to gather multiple types of data, and generating dynamic art based on these inputs. Our minimum product would be creating art based on rgb data collected from a seed image. A stretch goal would be creating dynamic art from OpenCV inputs and sound.

In this project we want to learn more about OpenCV, image processing, various mathematical functions that could create cool art, and optimization of function to create rapid art.

We plan to use OpenCV, pygame (if we make live-art), alsaudio/audioop (if we use audio as an input), and any libraries that we find for interesting math functions.

By the mid-project check-in we want to have explored possible inputs that could change the art that we create. This could be parsing already established images for rgb/other data, tracking movement with OpenCV, or tracking audio data.

One big risk to this project is that we could get everything working perfectly, but it just doesn’t generate interesting art. Another large risk is the possibility of not being able to generate live-art quick enough (frame rate).