

Lab 1

Getting Started

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Microwaver59.com

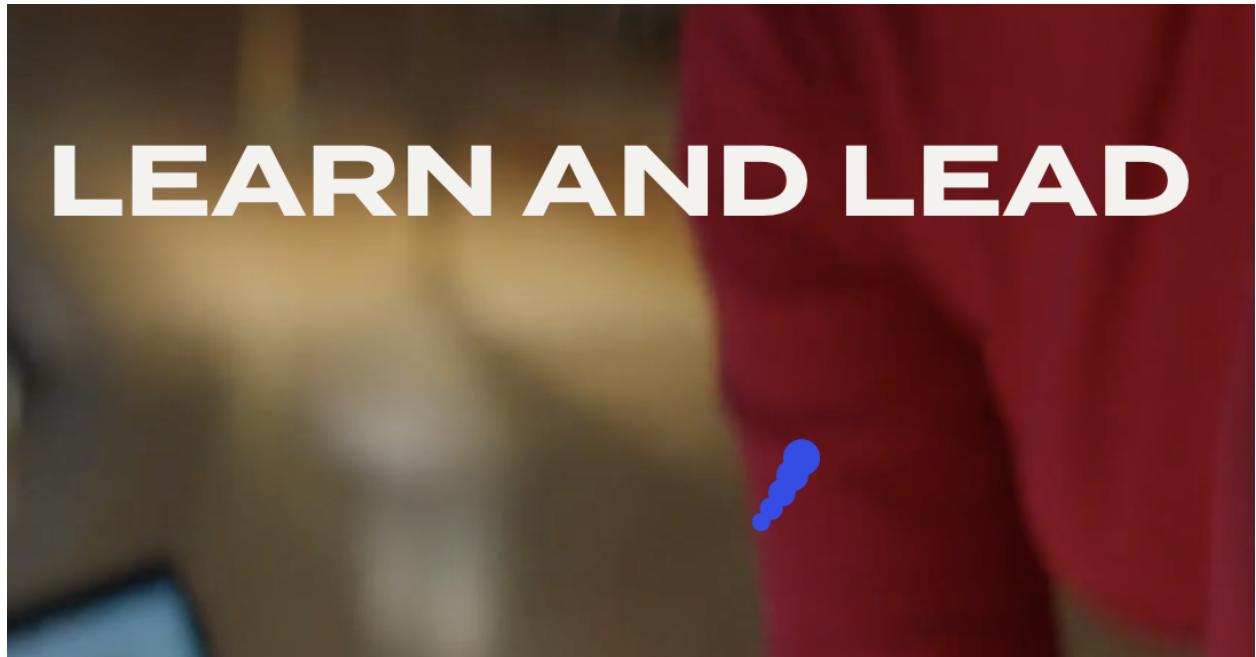


There are two features in Microwaver59 that piqued my curiosity. One is the 3d modeled microwave that the game is played in and another is the continuously waving floor that provides a seemingly endless and random sinusoidal topography.

The microwave stood out to me because the way it moved meant it must have been using a true 3d model. By inspecting the source I could see the microwave was being displayed through three.js, a 3d graphics library. I restricted myself from looking at the documentation so I can have a more wholesome interpretation of what is happening. I would assume that three.js accepts 3d model files in various formats and takes some dimensions and other parameters and displays them. Since the microwave rotates I would assume it also supports the active modification of these parameters to create various rotations and translations.

For the wavy grid floor, I'll make another assumption about three.js. I would assume that they allow lines to be drawn between different 3d points. These points probably have a fixed x and a linear z position with the y value being altered strategically to create the wavy effect. This y value could be based on its neighboring points or some mathematical formula that generates this.

Bienvillecaptial.com

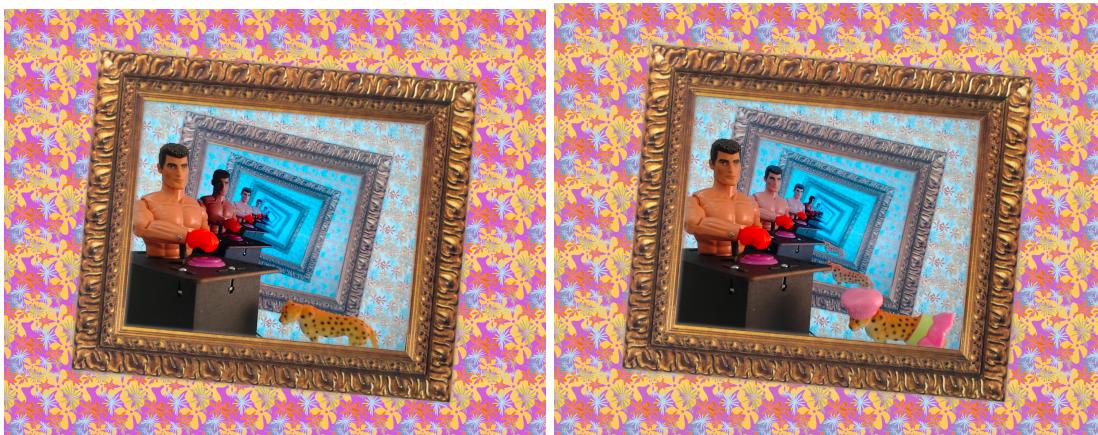


An effect I found interesting on this website was a circle that follows the cursor and has a trail of successively smaller circles that trail behind when the cursor is moved.

My guess for how this was implemented is that there are five individual objects each representing a circle. As the cursor is moved all the circles attempted to move to the cursor. The smaller the circle the lower the speed it is allowed to travel. This difference in speed creates the effect of the smaller circle trailing behind the cursor.

Itsdoing.it

Itsdoing.it is a website that has various artworks semi-randomly generated with a new iteration of the artwork each day. While there are multiple pieces I'll focus on The Selfie-Selfie-O-Matic.



Each day a new photo is added inside the previously added picture frame. It is possible that a new random change can be made to the first photo and it propagates through the mirror levels. I would guess the implementation of this art generator is a script that selects a new random frame and draws back the previous frames inside each newer frame from memory.

Self evaluation

ART101 Lab Rubric (v2.0)

Criteria	Ratings					Pts
This criterion is linked to a Learning Outcome Completion Minus 10% for each day late	4 pts Submitted on time	3 pts Up to 1 day late	2 pts Up to 2 days late	1 pts Up to 3 days late	0 pts 4 or more days late	4 pts
This criterion is linked to a Learning Outcome Collaboration Worked with partner	1 pts Worked with partner (or has exception)			0 pts No evidence		1 pts
This criterion is linked to a Learning Outcome Effort Earnest effort, articulate summaries	2 pts Excellent	1.5 pts Good	1 pts Satisfactory	0.5 pts Needs improvement	0 pts No Evidence	2 pts

This criterion is linked to a Learning Outcome Results Complete, minimal errors, correct output, good style	2 pts Excellent	1.5 pts Good	1 pts Satisfactory	0.5 pts Needs improvement	0 pts No evidence	2 pts
This criterion is linked to a Learning Outcome Excellence Demonstrates creativity and extra effort	1 pts Excellent		0.5 pts Good		0 pts Average	1 pts
Total Points: 10						