

# Design Document for GlitchImageArrays

## Information

Name: Toff Nguyen

ART385

Project: GlitchImageArrays

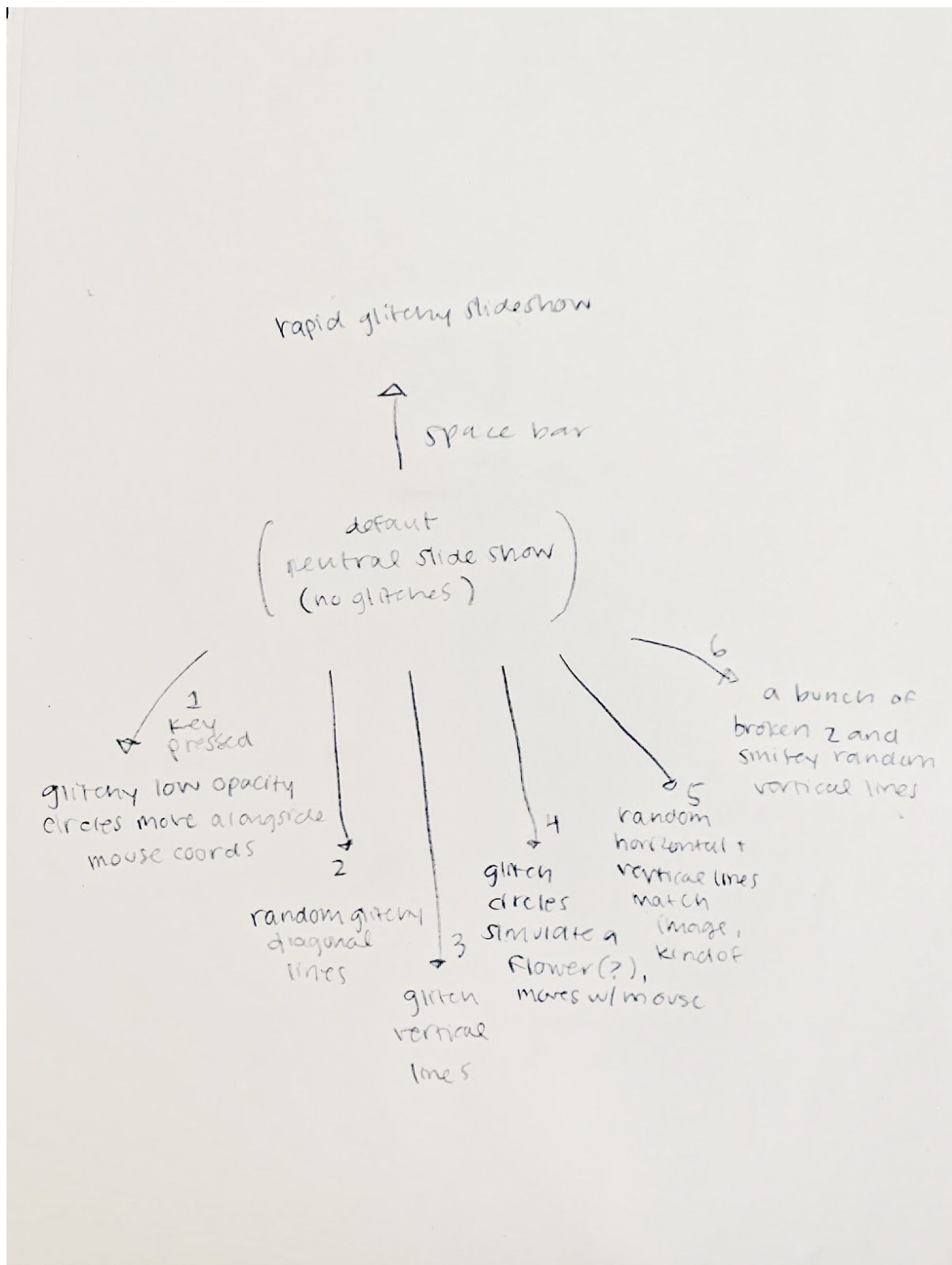
Due Date: 20 February 2020

## Restated Assignment

This assignment features 6 random images displayed with P5. A state machine is set up so that images can be alternated with key commands (1-6, spacebar). All of these images glitch in some way, shape, or form:

1. Glitching circles
2. Diagonal lines
3. Vertical lines
4. Circles in a flower shape
5. Horizontal and vertical lines
6. Broken text

## Interaction Diagram



## Reflections

I was pretty worried that this assignment would break my computer, given how many things I attempted to spawn on the screen and/or visually break.

It was fun to experiment with swapping variables in and out to see what would do what, but it also got tedious trying to work with coordinates (since my canvas is bigger and has some white padding). I realize belatedly that most of my images were around the same size, so I could have just shrunk my canvas, but it was a little too late for that.

I'm satisfied with the glitchy behavior I created, but also wish I had more time to look into something besides spawning flickering items at random coordinates in large quantities. I'm mostly bothered by how repetitive some glitches seem.

I actually really wanted to figure out how to get text to look like this without literally copy-pasting a string from a glitch generator, but as you can see it didn't work out all too well:

