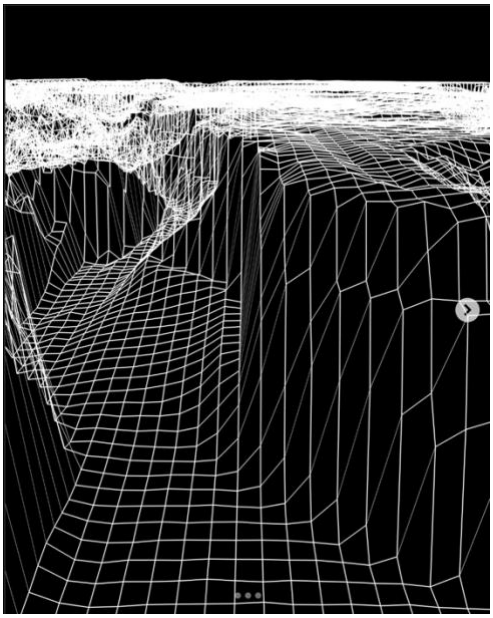
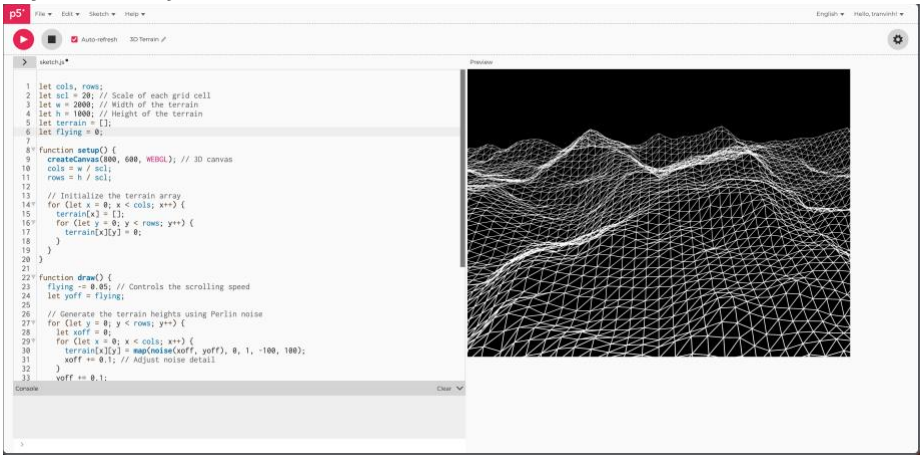
Week 2: Jan 16
This week, I explored the Genuary prompt: "Pure black and white. No gray," observing how others approached this challenge in unique ways. From there, I researched more about Perlin noise and its implications.

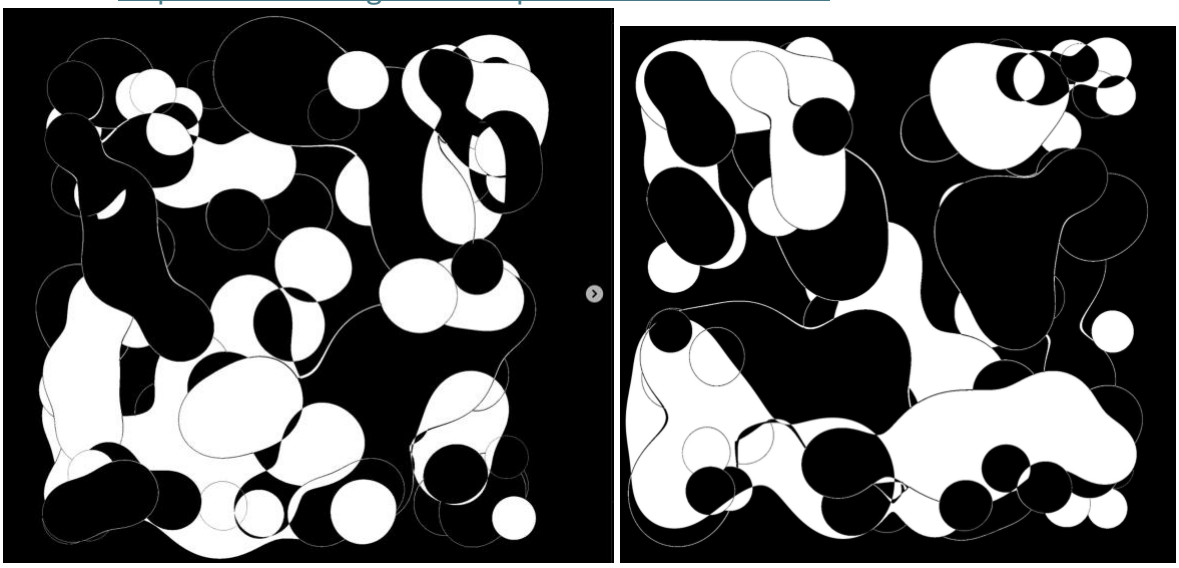
Piece 1: https://www.instagram.com/p/DEaoHMbiS9c/?hl=en



Through mesh manipulation, the creator crafted a surreal 3D terrain with a sense of depth. Inspired by this, I researched methods to achieve similar results in P5.js and discovered this video, which explains how to use Perlin noise to generate terrain. I tried recreating it myself in P5js.

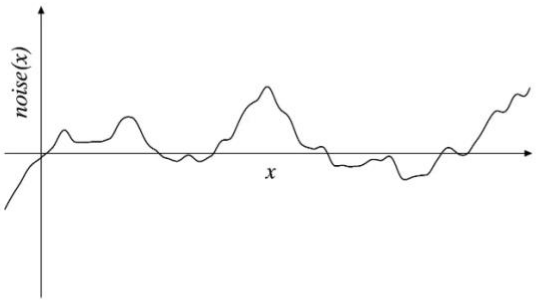


Piece 2: https://www.instagram.com/p/DE2SJaYxKvv/?hl=en

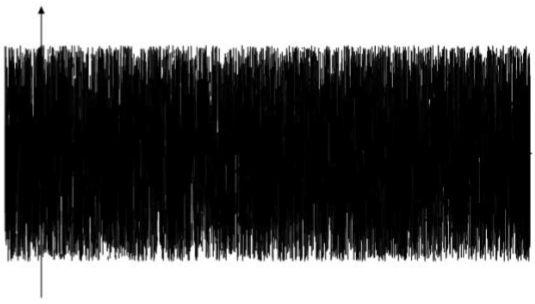


I found this piece captivating as its progression involves parts merging and separating, forming visually engaging shapes. I interpreted these forms as akin to clouds, sparking the imagination to see them as anything.

Perlin Noise research:
Tutorial: https://genekogan.com/code/p5js-perlin-noise/
Perlin noise is fascinating to me because it brings a sense of natural randomness, creating smooth, organic patterns that mimic textures found in nature, like clouds, terrain, or flowing water. Its ability to produce continuous, visually appealing variations without abrupt changes feels ideal for creating dynamic and immersive digital art. Also, the comparison of Perlin noise vs true random made me think of situations where we should use one instead of the other.



(a) plot of Perlin Noise



(b) plot of random numbers