**Daily summaries**

**16 March**

* Yesterday we came up with our idea to use creative coding with a raspberry pi to make an interactive art installation. Coming up with the idea went quite well because we did some searching, and we discussed our individual projects. The feedback we got was to look for inspiration and do a lot of experiments. We made a planning and individually looked for inspiration which went well for the both of us.
* Today we will continue looking for inspiration and discuss it with each other to see if there are similarities. After this we will both do some experiments with Processing and discuss this as well.

**17 March**

* Yesterday we individually looked for inspiration and there was one project that looked a lot like what we would like to make and inspired us a lot: (<https://www.behance.net/gallery/72383155/SK-II-Future-X-Pop-Up-Store?tracking_source=search_projects_recommended%7Cinteractive%20art%20installation>). Besides that, we both experimented with the possibilities of Processing and using OpenCV and python. Anas tried some things to get OpenCV to work with Processing but so far this only works with Java code. He also worked on emotion detection with Python to detect your emotion to detect if you're laughing or crying. Rachelle experimented with the different kinds of ways you can make visuals in processing with the help of some tutorials and went quite well. Also, we looked if it would be possible to use regular Python to animate instead of using Processing, but this hasn't worked out yet.
* Today we will do research to see which libraries we could use and what all the possibilities are. We will also do more experiments to see if everything we would like to make is possible.
* If possible, we would like to get some help with figuring out how to run OpenCV in Python in Processing and how to use the libraries that are not available in Processing.

**18 March**

* Yesterday we got some help from Geert Jan and Erik with how to use python and processing together. Anas made a connection between python and processing with a server and was able to communicate. The animations in Python, such as matplotlib, didn't really have any good libraries to make nice animations because most of them were just graphs so this wouldn't be a good option. Rachelle worked on OpenCV in java but there were some issues with getting the camera to work since it often couldn't find it. Besides that, we tried to read the emotions, but we haven't got anything working yet.
* Today we will continue working on the connection between python and processing to see if we can send the data we would like to use. We will also see if we can get the emotions to work in processing. We would also like to work on our concept.

**19 March**

* Yesterday Anas experimented more with the connection between Python and Processing where he was able to send emotions to Processing. This isn't very accurate yet so that's something to look into a bit more. He also did some experiments with Java and besides face detection he tried eye and mouth detection, but this wasn't very accurate. Rachelle made some sketches to give a better idea of how we imagine it to look and made the presentation. Also, she used the workshop from Judith about impact to answer three questions. During this workshop we realized that our project is for almost everyone to experience but to include even more people we could add sound. We also had some help from Judith with our idea and defining our concept a bit more and figuring out the ways we could use it, which was very helpful for us. She also gave some good input on how we could connect people.
* Today we had our pitch where we explained the idea and got very positive feedback. For the rest of the day, we will continue experimenting with Java and Python. We will also do research into the types of animations we could make, the colours we could use and the kind of sounds that would fit with certain emotions.

**22 March**

* Last week we presented our idea, and we did some research into colours and sounds and how they match emotions.
* Today we updated our planning and discussed it with Mijke. After this we made our [planning](https://teams.microsoft.com/l/file/5D0E18E3-076B-46BB-B411-7C72E0941773?tenantId=c66b6765-b794-4a2b-84ed-845b341c086a&fileType=pdf&objectUrl=https%3A%2F%2Fstichtingfontys.sharepoint.com%2Fsites%2FS4CreativeTechnologySpring21-DuoAnas-Rachelle%2FGedeelde%20documenten%2FDuo%20Anas%20-%20Rachelle%2FPlanning%2FPlanning_v4.pdf&baseUrl=https%3A%2F%2Fstichtingfontys.sharepoint.com%2Fsites%2FS4CreativeTechnologySpring21-DuoAnas-Rachelle&serviceName=teams&threadId=19:7e4ac0264bd04579836ba0a5733dc670@thread.tacv2&groupId=0ad488e1-2226-4088-920e-12214225b809) a bit more detailed with the kind of feedback we would like to have. We also made our [requirements](https://teams.microsoft.com/l/file/7F569201-AE69-42B7-91C4-C5D3825F74D6?tenantId=c66b6765-b794-4a2b-84ed-845b341c086a&fileType=docx&objectUrl=https%3A%2F%2Fstichtingfontys.sharepoint.com%2Fsites%2FS4CreativeTechnologySpring21-DuoAnas-Rachelle%2FGedeelde%20documenten%2FDuo%20Anas%20-%20Rachelle%2Frequirements.docx&baseUrl=https%3A%2F%2Fstichtingfontys.sharepoint.com%2Fsites%2FS4CreativeTechnologySpring21-DuoAnas-Rachelle&serviceName=teams&threadId=19:7e4ac0264bd04579836ba0a5733dc670@thread.tacv2&groupId=0ad488e1-2226-4088-920e-12214225b809) which we will update on Friday. Anas will experiment with the server-client connection. Rachelle will continue doing research into the kind of animations, sounds and colours we could use and how the match with each emotion.

**23 March**

* Yesterday we finished the research about sound and colours and how to match emotions. We can now send the correct emotions from Python to Processing and are able to read them in Java. It's working a lot better now and is no longer breaking. Some small things need to be done on the Processing side to properly read it.
* Today we will experiment with making visuals in Processing and we will have a meeting with Ronald to discuss our project. Also, we will work on the Processing side of reading data to make it more accurate.

**24 March**

* Yesterday we experimented with making visuals in Processing by following some tutorials. We also discussed our project with Ronald to get some feedback on how we were doing. Besides that, we took a bit of time for our assignment but didn't finish it yet.
* Today we will continue experimenting with visuals in Processing and reading the data, but we also want to take some more time to finish our scope of focus assignment.

**25 March**

* Yesterday we finished our assignments and experimented with Processing. We also can send the location of the face from Python and are able to draw on the Processing side. We also created the git repository and pushed the first versions of Python and Processing.
* Today we pulled the files from git and installed all the packages. We also had a feedback session with Judith and discussed our idea for the lo-fi prototype, and she said we should test the interaction part and not ask for suggestions. For the rest of the day, we will continue experimenting with making visuals in Processing.

**26 March**

* Yesterday we tried to get the emotions with the data so we can use it to change colours. We did figure out how to add sound to it, so now we can use our research to find the right songs.
* Today we will work on our lo-fi prototype and will test this as well. Besides that, we will work on visuals in processing and see if we can use the emotions to change colours.

**29 March**

* On Friday we made a lo-fi prototype and tested it with two users, who gave us some good feedback.
* Today we will figure out how to read the emotions and how to use them. Besides that, we will work on the actual visualizations.

**30 March**

* Yesterday we worked on visualizations in processing. We are also now able to change colours based on the emotion.
* Today we will continue experimenting with visualizations.

**31 March**

* Yesterday we added the correct colours with each emotion. We also worked on visualization and the performance.
* Today we will continue working on the visuals and we will sketch some of the ideas. Besides that, we will continue trying to improve the performance of the visuals.

**1 April**

* Yesterday we tried to adjust sound to the emotion. We also made some sketches for the animations and did some visualization.
* Today we will continue working on adjusting the sound and we will work on visualization.

**6 April**

* Last week we did a [brainstorm](https://padlet.com/rachellevdkar/yyonc3c45771edfh) about the word 'fun' to help get ideas for the visuals. We matched the words from the brainstorm with emotions and thought of ways to turn it into nice visuals. We came up with the idea to give all the emotions a visual that fits with it or shows the opposite emotion. This way we can make the negative emotions more positive and a bit more exciting. We divided all the emotions and made sure we both have similar visuals/emotions to work on. After that we made a start with the visuals.
* Today we made our planning for this week and we will continue working on the visuals.

**7 April**

* Yesterday we worked on visuals and made some for the happy, angry, fear and disgust emotions.
* Today we will continue working on the visuals and improve some of them with feedback we got from Geert Jan.

**8 April**

Yesterday we worked on our visuals and will continue doing that today. With that we will also use the feedback we got, to improve it.

**12 April**

* Last week we worked on our visuals. We made some for sad and fear and improved the happy emotion and sketched some things for the disgust emotion. While doing this we also focused on how we would express the emotions, to get a better idea of how we could make the visuals move/look.
* Today we will continue to improve our visuals and possibly start working on some new ones.

**13 April**

* Yesterday we worked on our visuals and we asked some people to show which emotions they would most likely show when using our project. This gives us a better idea of which emotions are the most important to make our product lovable.
* Today we will continue making visuals and we will ask a few more people for some feedback on which emotions to use. After that we are able to decide which emotions are the most important.

**14 April**

* Yesterday we added the angry and happy visuals to the actual project. We also worked on the sad visual and we got some more feedback from people about which emotions to use for our MLP. Now we know that fear and disgust are emotions people are less likely to show and will focus on the other five for now.
* Today we got some feedback from Geert Jan and will use this to improve the visuals. We will also prepare our presentation and make a 3D sketch of how the product would look. Besides that, we will continue working on our visuals.

**17 April**

* Last week we worked on our visuals and almost finished the sad visual. We also used the feedback from the rehearsal presentation to think of ways to not put people on a spot, like in our concept, but a way to make it something more comfortable for the user.
* Today we spent some time thinking about how to present our project next week. We will also work on visuals and take some time to work on our portfolio.