"Portrait" by Lucas Meldrum:

https://lucasmeldrum.github.io/CART253/topics/assignments/art-jam/

Lucas Meldrum's work "Portrait" made a very strong impression on me. The interaction of the 3D artwork, the whole frame having many small balls making up a big ball organization, and the sphere being distributed with innumerable eyes—these eyes follow the mouse move, seemingly looking for an audience. Every time you click the mouse, The colors of the scene change randomly each time you click the mouse; at the same time, the whole cube space will have the light "pulsation" result, creating a sense of life and movement within the artwork.

I think the funny places used the very easy graph and color change, making a vivid "multiple personality." Lucas, on this code, says "many faces and eyes." I understand this as a symbol of the self or identity—each sphere seems to represent a part of our nature or emotion. From the technique, I found Lucas used a for loop to draw the ball grid and used

the `sin ()` function to make the breath rhythm. In this way, `although the` structure is simple, the visual effect is very rich.

Finally, I think "Portrait "not only shows the author's grasp of 3D space and code logic but also expresses self-observation.

"Window to the Soul" by Anthony Patient's:
https://a-potat0.github.io/Art-Jam/template-p5-project/

Anthony Patient's work "Window to the Soul" This work uses the classic saying "The eyes are a window to the soul" for inspiration, made to be brimming with life interaction eyes. The audience can use mouse movements and clicks, and eyes can blink, change color, and sparkle, and sometimes it turns into a disco-like effect. These visual feels mysterious and has energy.

My favorite part of this work is that it made the eyes, the most emotional human organ, become a digital interactive object. It's not only looking; most it's looking and responding. When the audience moves the mouse, it's with eyes set up to "focus relationship"—you are observing it, and it is looking back at you. These self-observations and this experience of mutual gaze make us reflect on the relationship between technology and perception. From the technique, Anthony's works have very plentiful code organization; he used multiple loops, for loops to make the area around the eyes revolve radiantly, utilized map () code control and saturated from time pulsation change, and added a timer with the mousePressed/mouseClicked lets eyes blink; these details embody he to p5.js. The project shows a deep understanding of animation logic and interaction design.

"Window To The Soul" is not only a "eye" 's image, but rather a symbol — it represents how we are observed and responded to within digital space.

" A Cyclist Struggles" by Émile Bédard'

Émile Bédard' s work" A Cyclist Struggles" is a with city cycling subject interactive artwork. The works used a cartoonish geometric style to draw people cycling on a mountain slope up and down the hills. The audience can move the mouse to control the mountain angle. This interactive design makes the viewer immediately feel the "struggle" in the title and gives the virtual cycling experience a sense of reality.

For this work, what supers me the most is that he made "the feeling of efforts in movement" become a visual language. The cyclist's body, legs, and hand are broken down into separate geometric parts through animation logic. And through loop statements and map () to imitate reality's rhythm and gravity change. When cycling uphill, lean forward slowly; on a downhill path, the speed is fast, and the movement becomes lighter and more relaxed. About these

codes, "dynamic narrative" made this work only a static image, but also something that can convey rhythm and create a sense of space. The program structure is very clear. He uses objects to manage the road, cyclists, background, and instructions, which makes the logic easy to follow. He even adds simple keyboard controls—pressing "D" to enter sprint mode and "H" to hide the instructions—which makes the interaction more fun and engaging.

For me "A Cyclist Struggles" does not only describe a person who is riding a bicycle in the MONTRÉAL; it be seen as a metaphor for the rhythm of everyday life. It is made from programmed control; the work allows us to feel the cycle of "effort" and "relaxation" and lets the audience experience a subtle sense of balance through interaction—just like life itself, sometimes easy, sometimes difficult, but always moving forward.