Final Project

Brain emotion visualization

p5js link: https://editor.p5js.org/1029190079/sketches/sQZVk9F6n

In that final project, I created a series of animated effects on the theme of emotion visualization.

I created several sub-files with different themes and eventually brought them all together. I used many different functions to construct the different themes, for example, I used a particle system to simulate the emotional state of the brain when it is concentrating on a thought, an autonomous agent to simulate the emotional state of the brain when it is not awake, and particle dispersion to simulate the state of the brain when it is thinking out of the box. The use of particle dispersion simulates the state of the brain when it is thinking differently. At the same time, I wanted to use different colors to represent different emotional states, and use different color initials on the keyboard to switch between different visualization effects. This was eventually accomplished.

In terms of motivation, I first learned about the concept of emotional visualization on the internet, and then I wanted to create a series of emotional visualization animations that reflect my common emotional states throughout the day, taking into account my daily emotional states. In the final gameplay, the black and white square animation represents the state of just waking up and activating the brain in the middle of the square, and then in the key interaction, P represents the purple leisurely and free dispersing emotion, R represents the focused emotion when concentrating on thinking, and G represents the happier and more joyful emotion.

I encountered a series of challenges during the production process, the first was about the conceptualization of how to visualize my emotions, I browsed the internet for some natural objects (such as burning flames, flickering lights), and finally used them as inspiration to visualize my emotions. Secondly I started by making different emotion visualization animations individually, and I also encountered a challenge while doing the integration, I used different class functions to define them and combined them with keystrokes to bring them together.

video: https://youtu.be/ub2N1Dpf0j8

gi thub: https://gi thub.com/xi hengcheng/codi ng2-el ement2