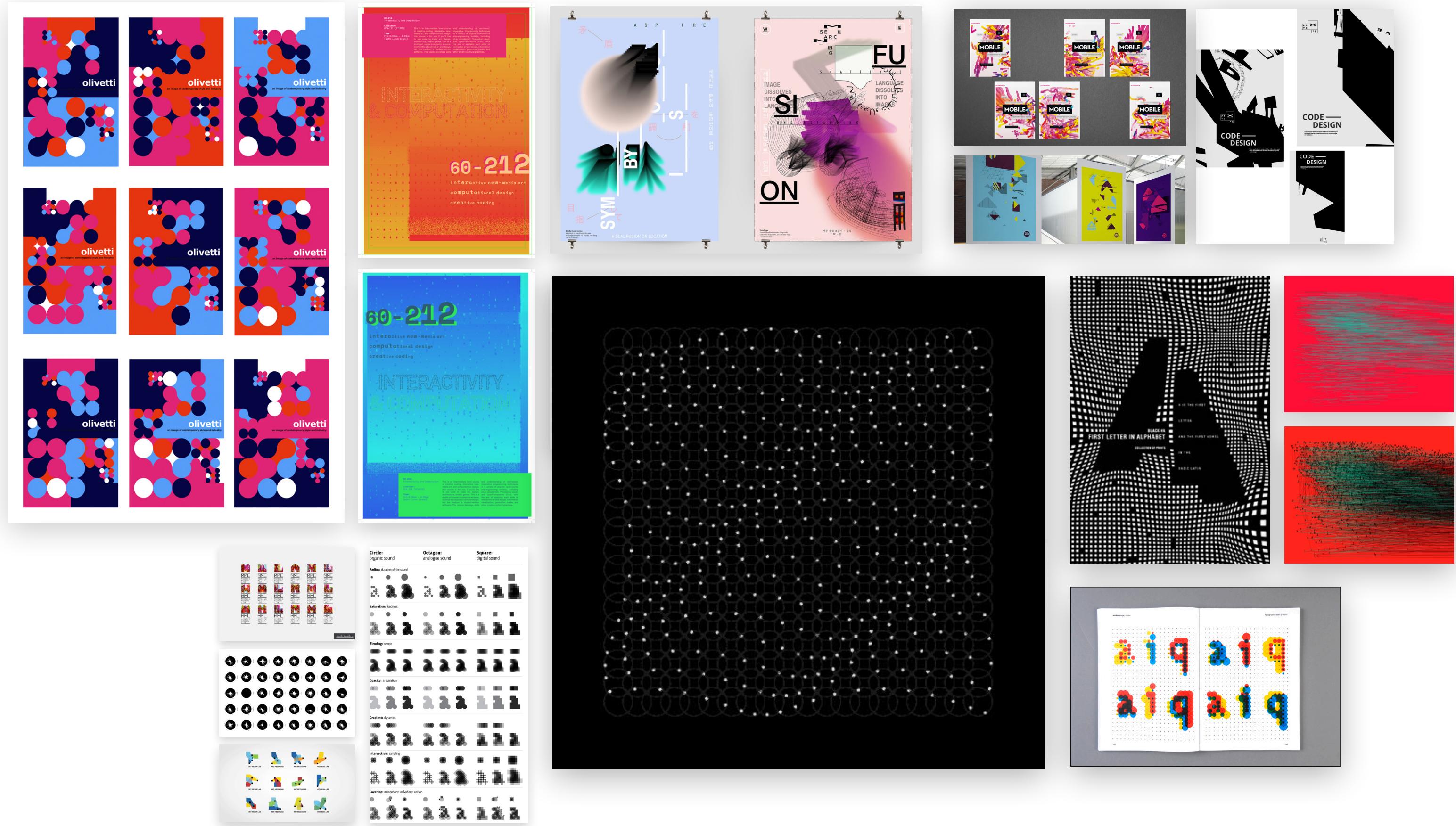


Drew Laskowski

Generative Typography  
Final Project

**daily log**

**research**

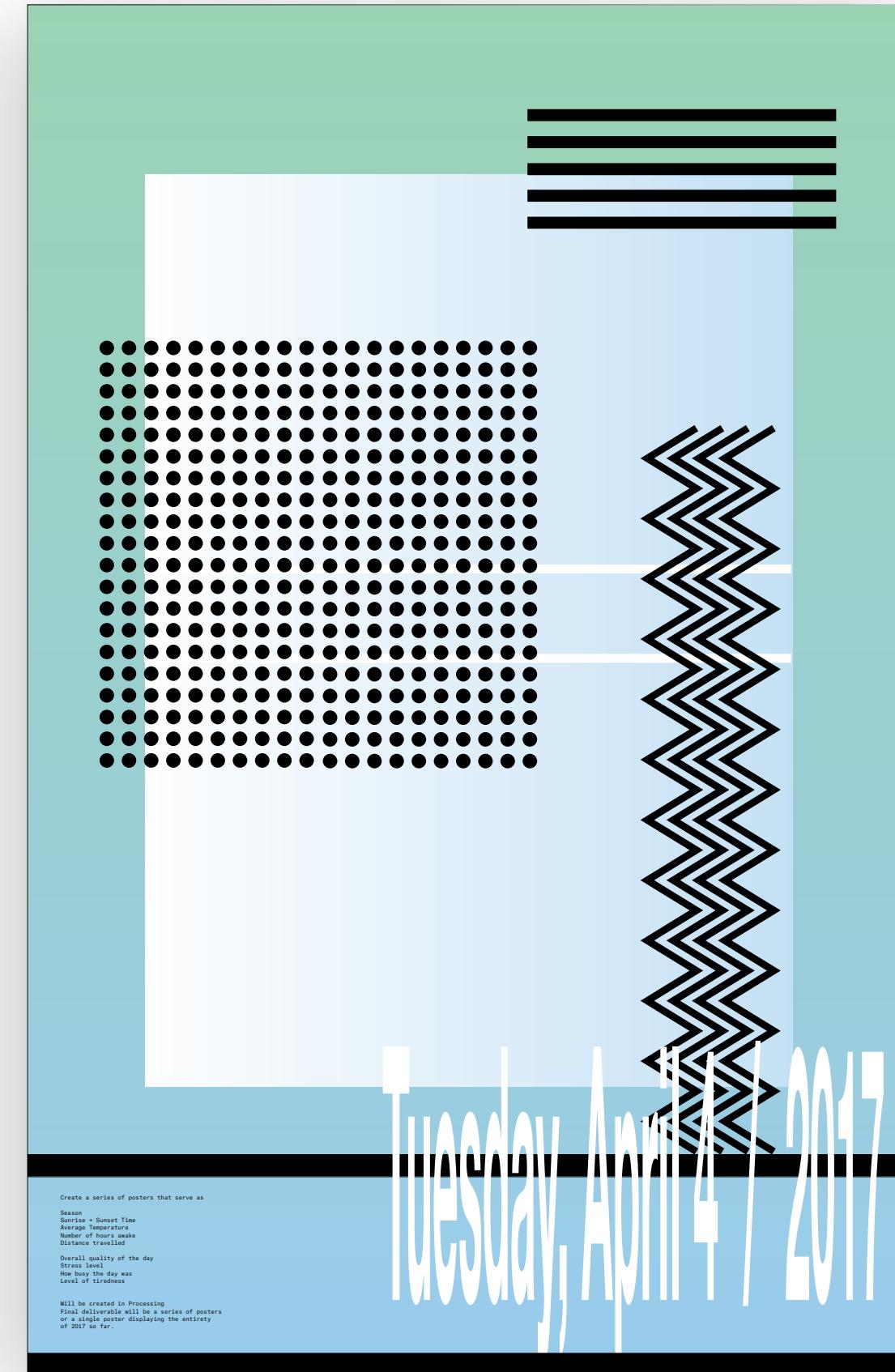
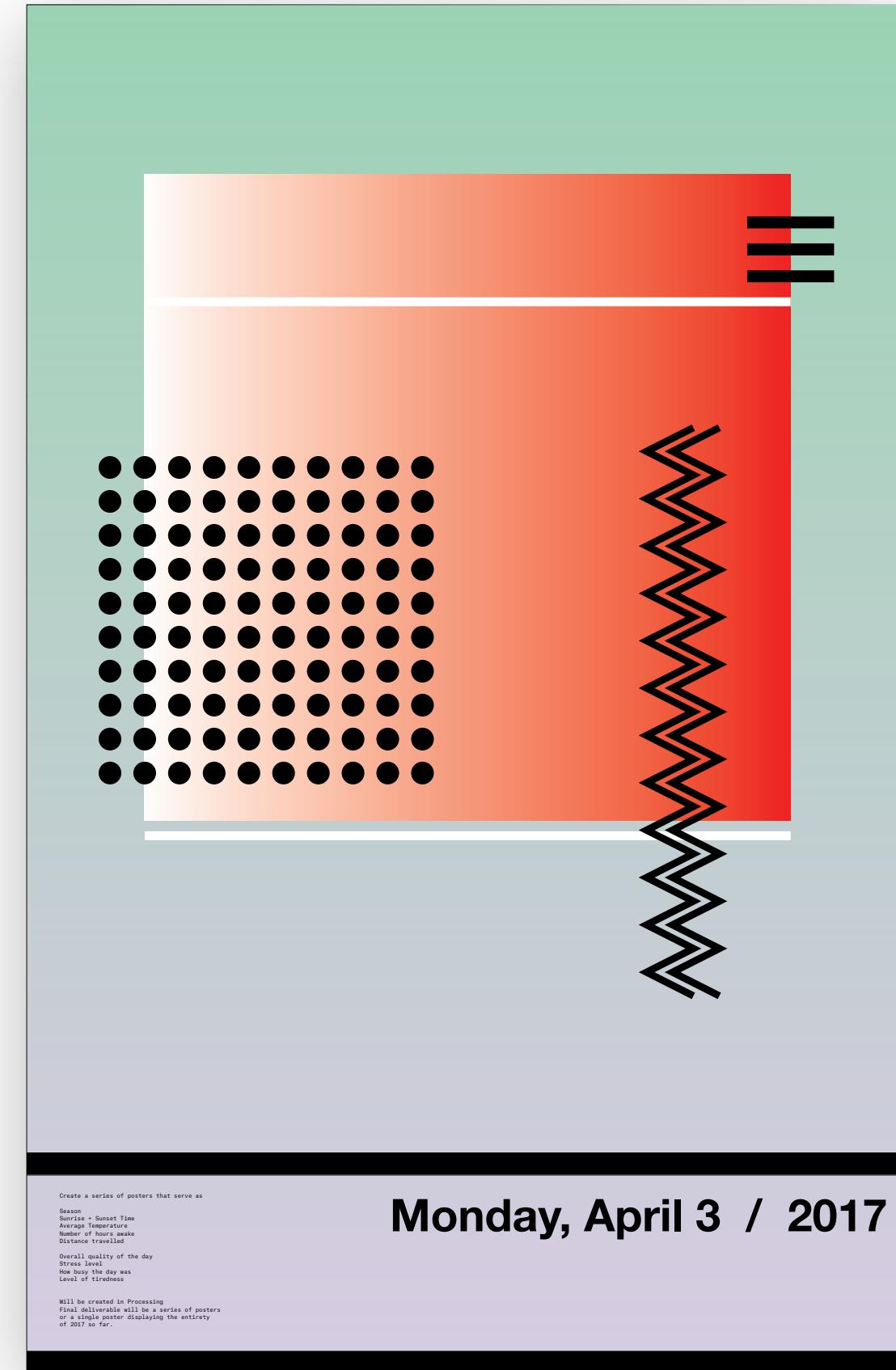


# Iterative Contextual Qualitative Informative

## **daily log**

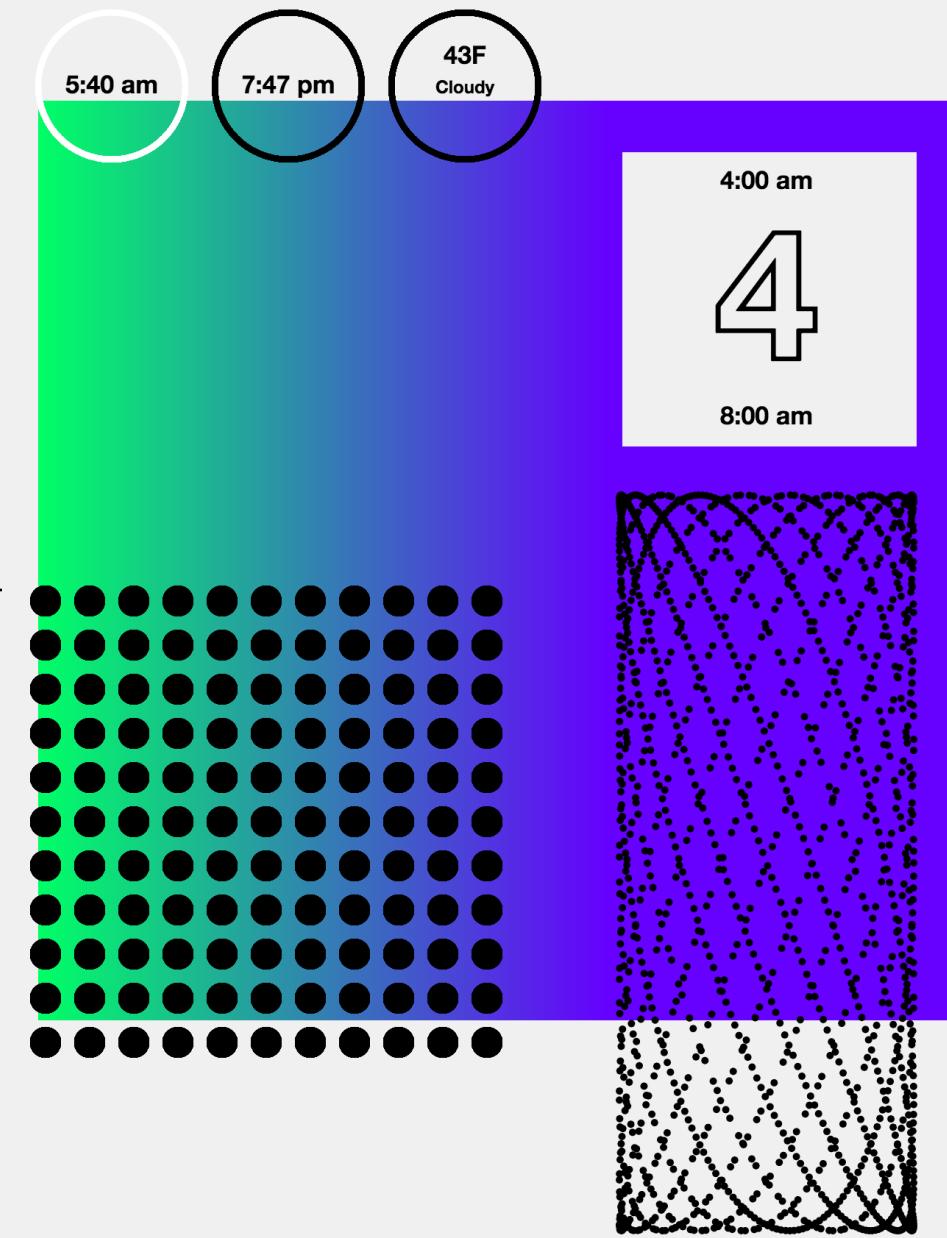
A program designed to visually represent qualitative and quantitative data input by a user and pertinent to properties of a given

**compositions**



City Name  
Sunrise, Sunset, Condition

## Manchester



Sleep Module

Activity Level + Wellness

Stress Level + Engagement

Slider controls

Monday, May 1 2017

Date

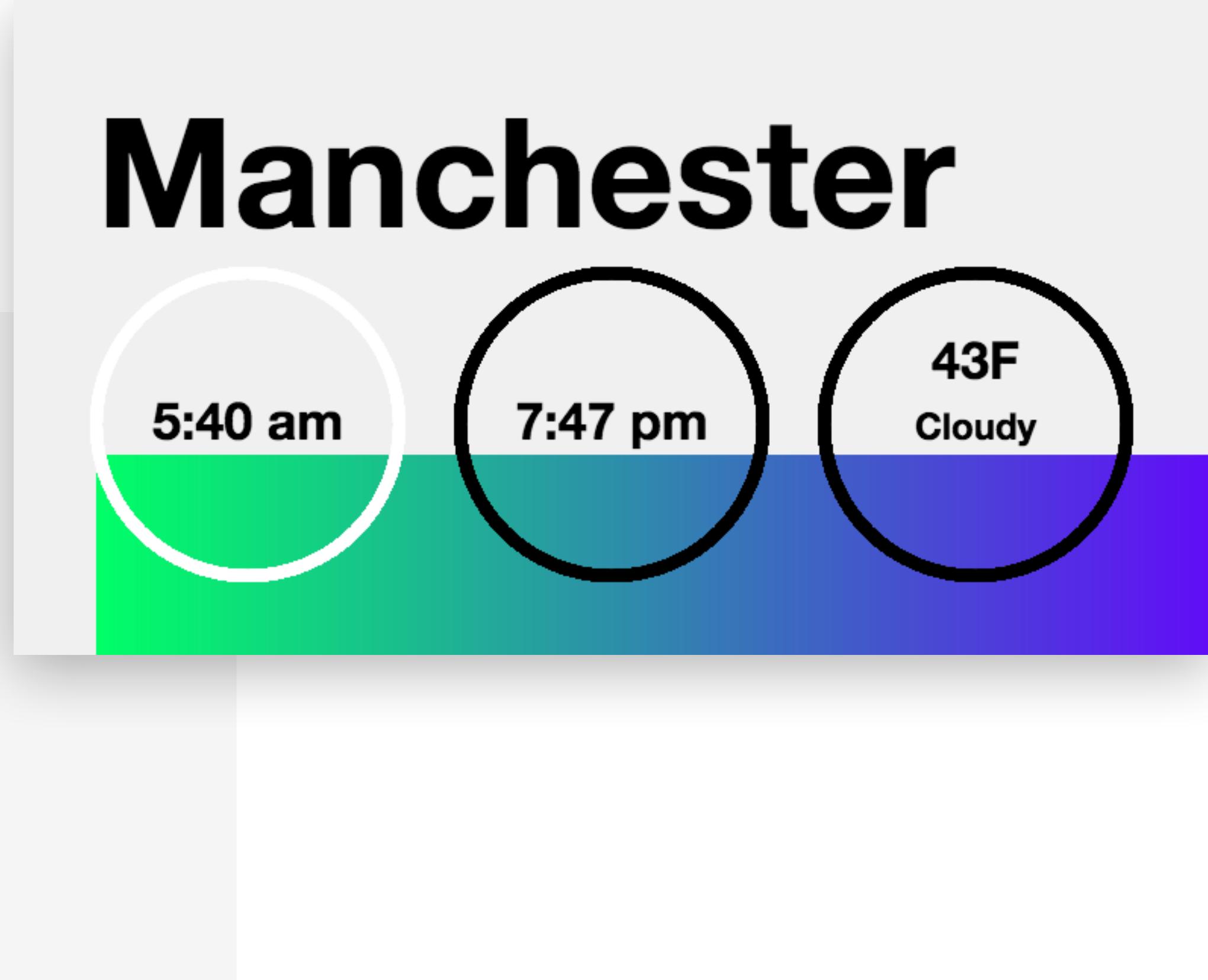
- How would you rate the quality of your day?
- How would you rate your mood today?
- How would you rate your stress level today?
- How busy were you today?
- How would you rate your activity level today?
- Would you repeat today?

simpleWeather.js calls weather data and was used to update the information in the weather module. City, sunrise, sunset, temperature and forecast are updated upon loading.

```
9  //weatherSetup
10 //
```

```
11 function weatherSetup() {
12   $simpleWeather({
13     location: '03102',
14     unit: 'f',
15     success: function(weather) {
16       drawCurrentValues(weather);
17     },
18     error: function(weather) {
19       console.log('error calling weather');
20     }
21   });
22 }
```

```
23
24 //drawCurrentValues / calls and draws weather data
25 function drawCurrentValues(w) {
26
27   //initial styling of weather data
28   textAlign('center');
29   noStroke();
30   fill(0);
31
32   // calls and draws weather data
33
34   textSize(50);
35   text(w.city, 100, 75);
36
37   textSize(17);
38   text(w.sunrise, 150, 145);
39   text(w.sunset, 270, 145);
40
41   textSize(17);
42   text(w.temp + w.units.temp, 390, 125);
43
44   textSize(12);
45   text(w.text, 390, 145);
46
47 }
```



The gradient field represents quality of day and overall mood.  
Created using lerpColor();

```
66 ▼ function setup() {
67   createCanvas(825, 1275);
68   weatherSetup();
69   background(240);
70
71   var rInt = 4; //SCALE 1 - 10, WHAT IS YOUR OVERALL
72   var bInt = 4; //SCALE 1 - 10, HOW WOULD YOU RATE TH
73
74   var r = ((255 / 10) * rInt);
75   var b = ((255 / 10) * bInt);
76
77   c1 = color(0, 255, b);
78   c2 = color(r, 0, 255);
79
80   drawGradient(100, 150, width/2+74.5, 625, c1, c2, x
81 }
```

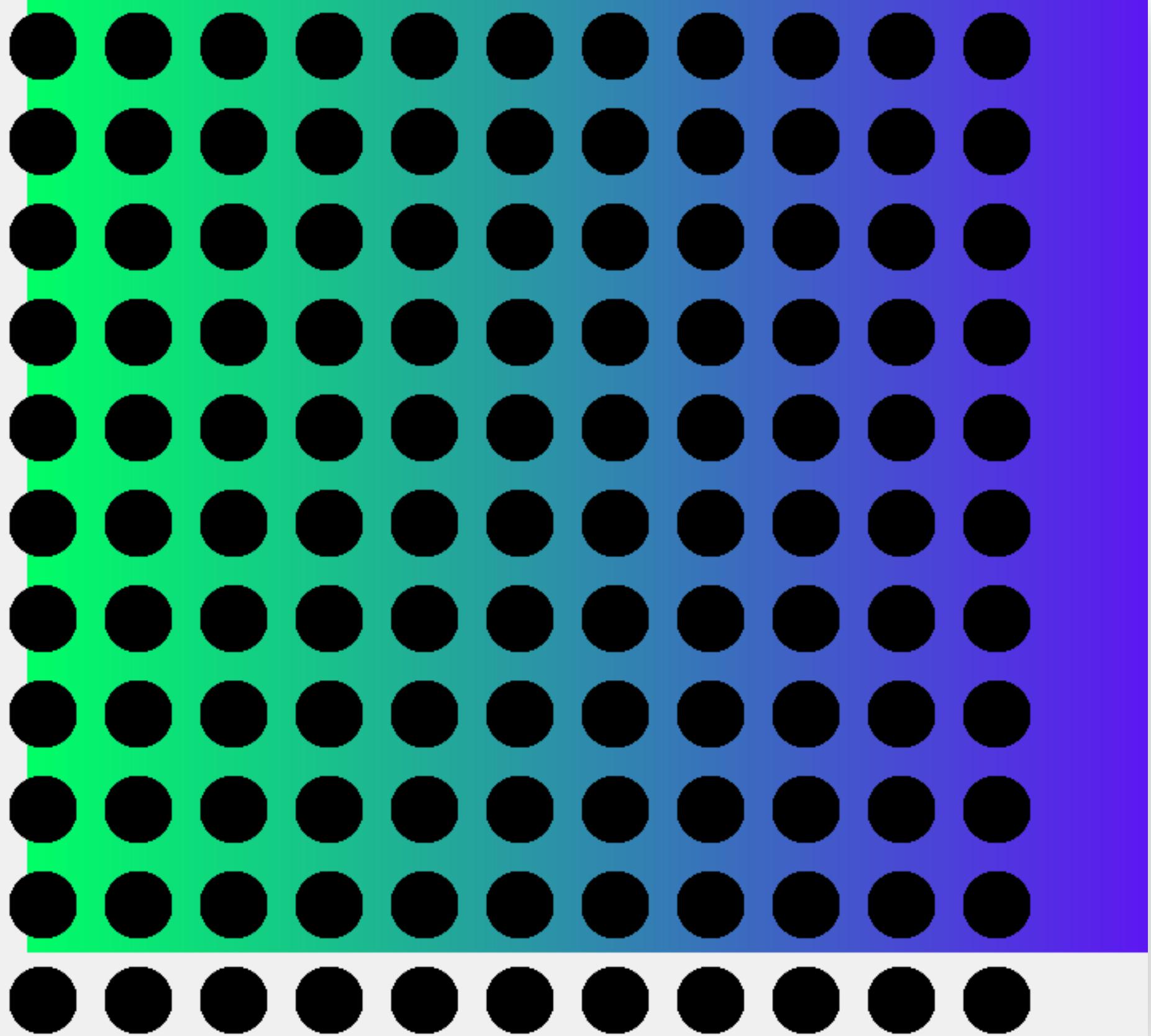
  

```
181 // sets the gradient field
182 ▼ function drawGradient(x, y, w, h, c1, c2, axis) {
183   noFill();
184
185   if (axis == xaxis) {
186     for (var a = x; a <= w; a++) {
187       var inter = map(a, x, w, 0, 1);
188       var color = lerpColor(c1, c2, inter);
189       noStroke();
190       fill(color);
191       rect(a, y, w/2, h);
192     }
193   }
194 }
```



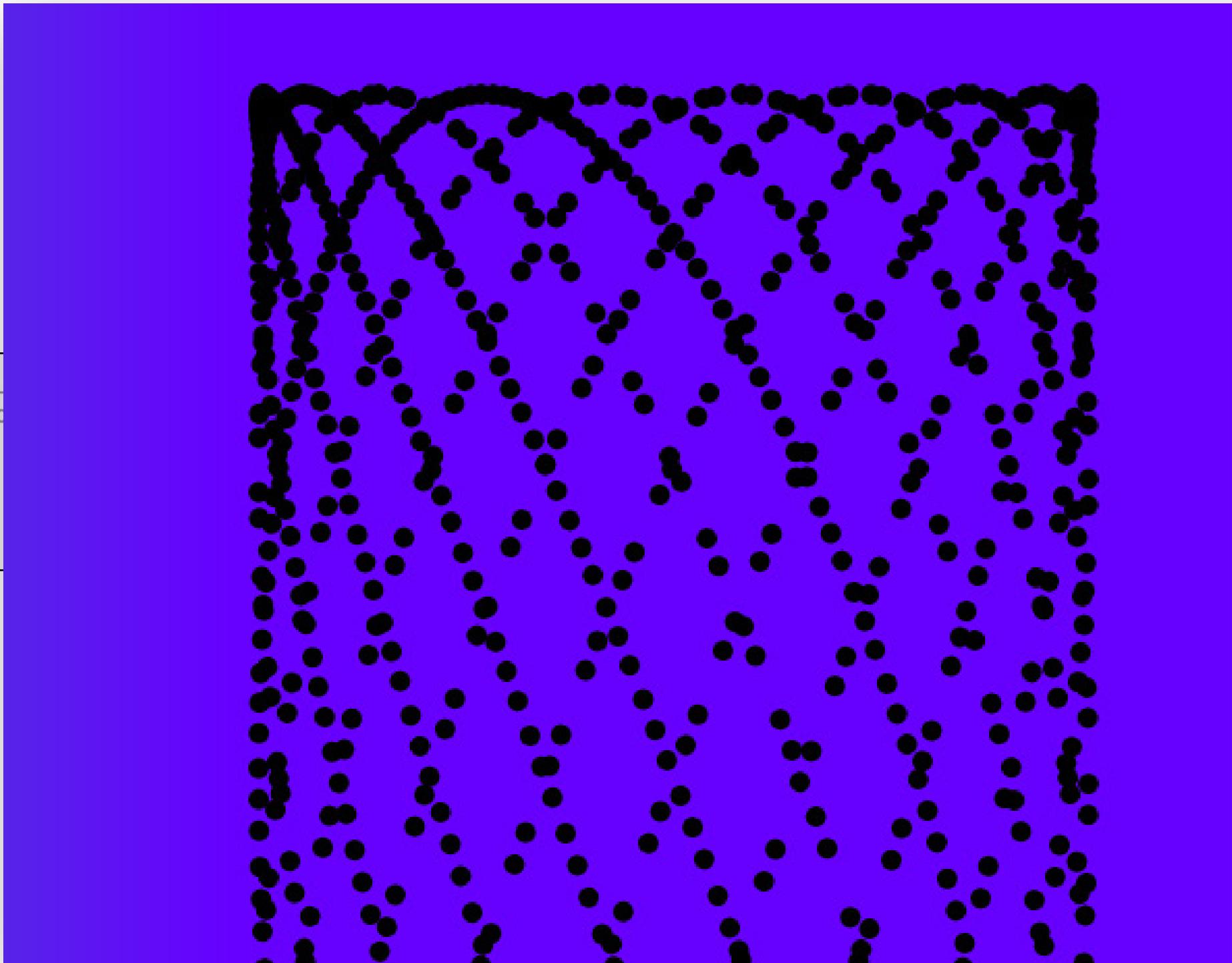
The nested loop creates a pattern that represents wellbeing and activity level. Activity level is represented by the size of the circles, wellbeing represented by distance between them.

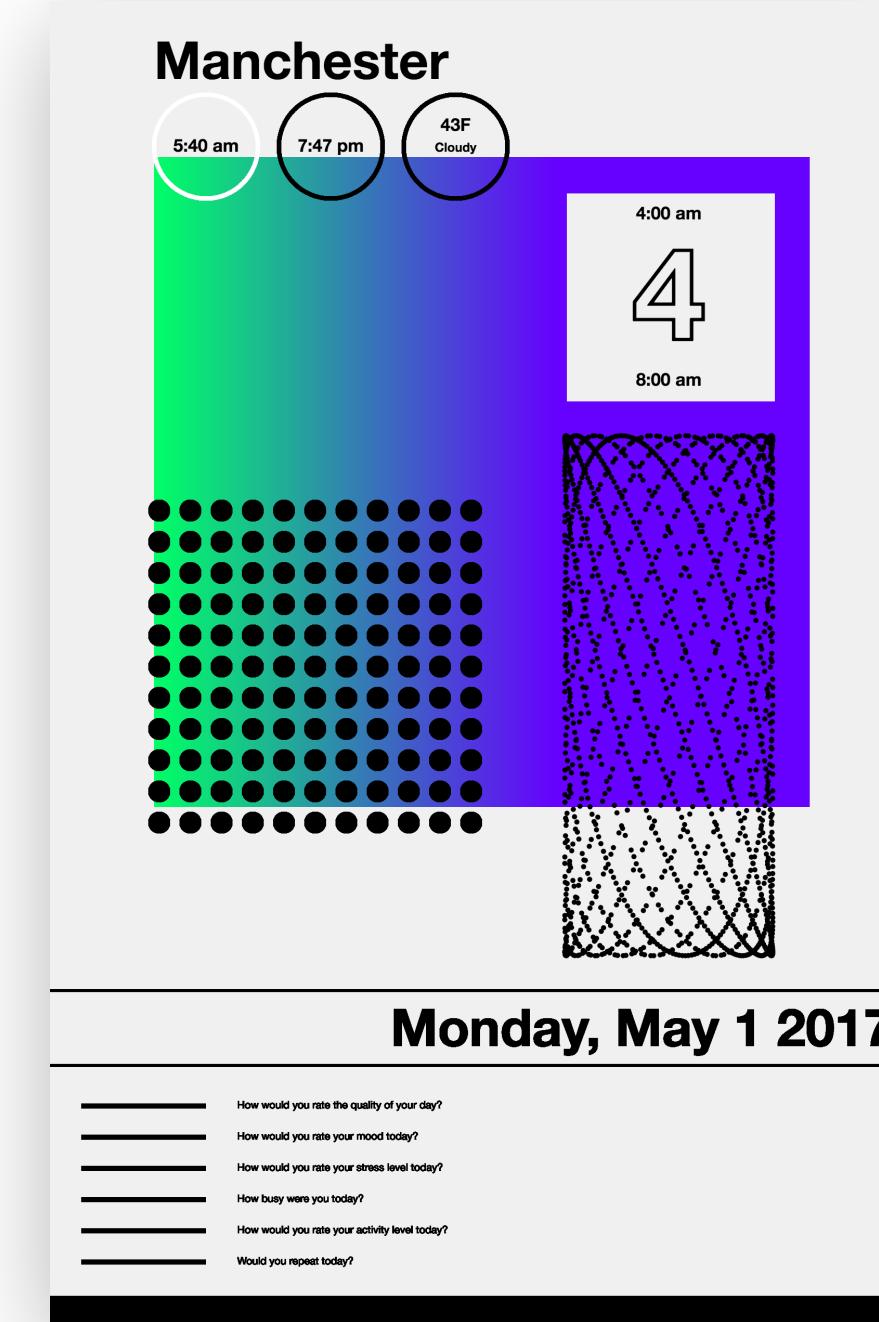
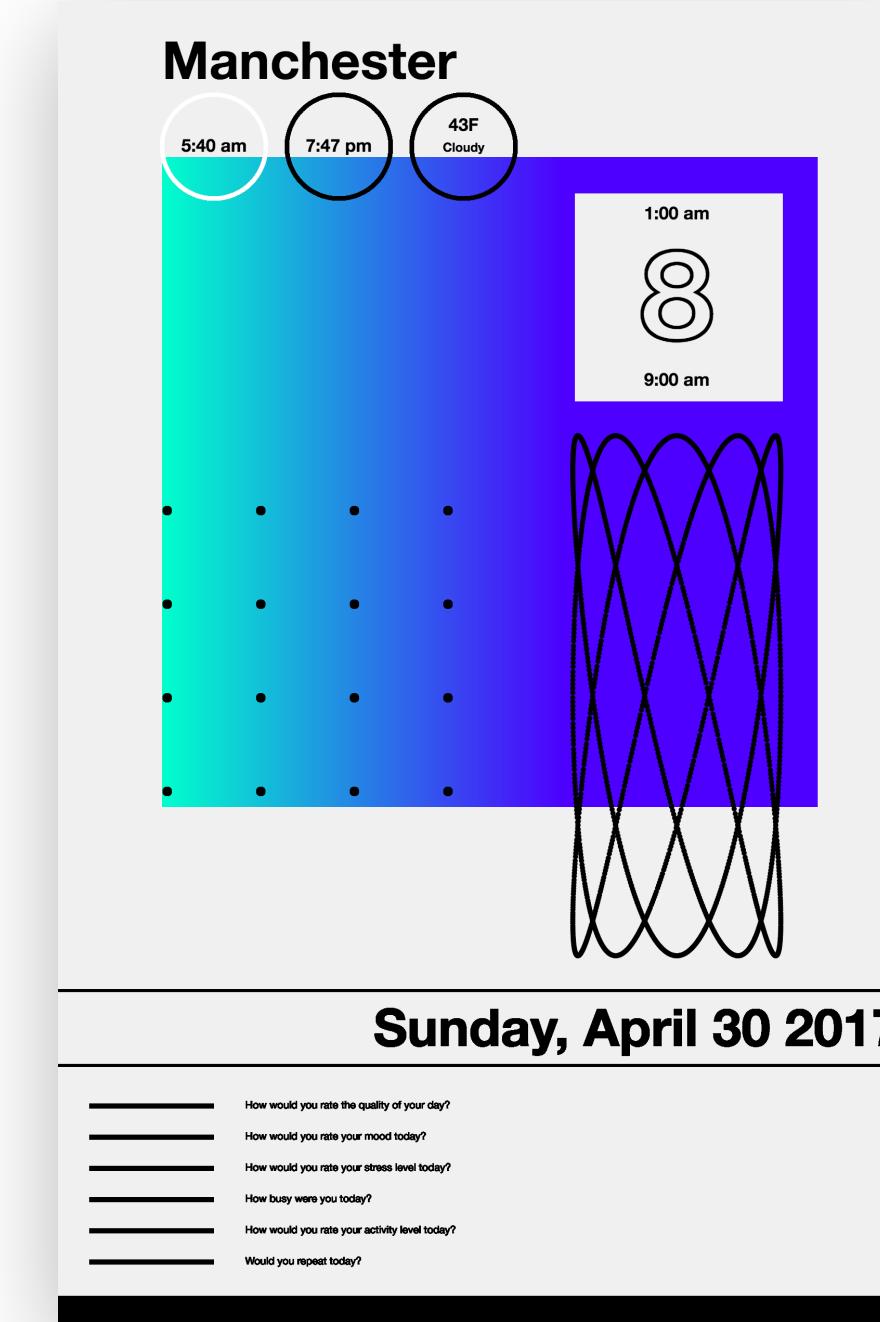
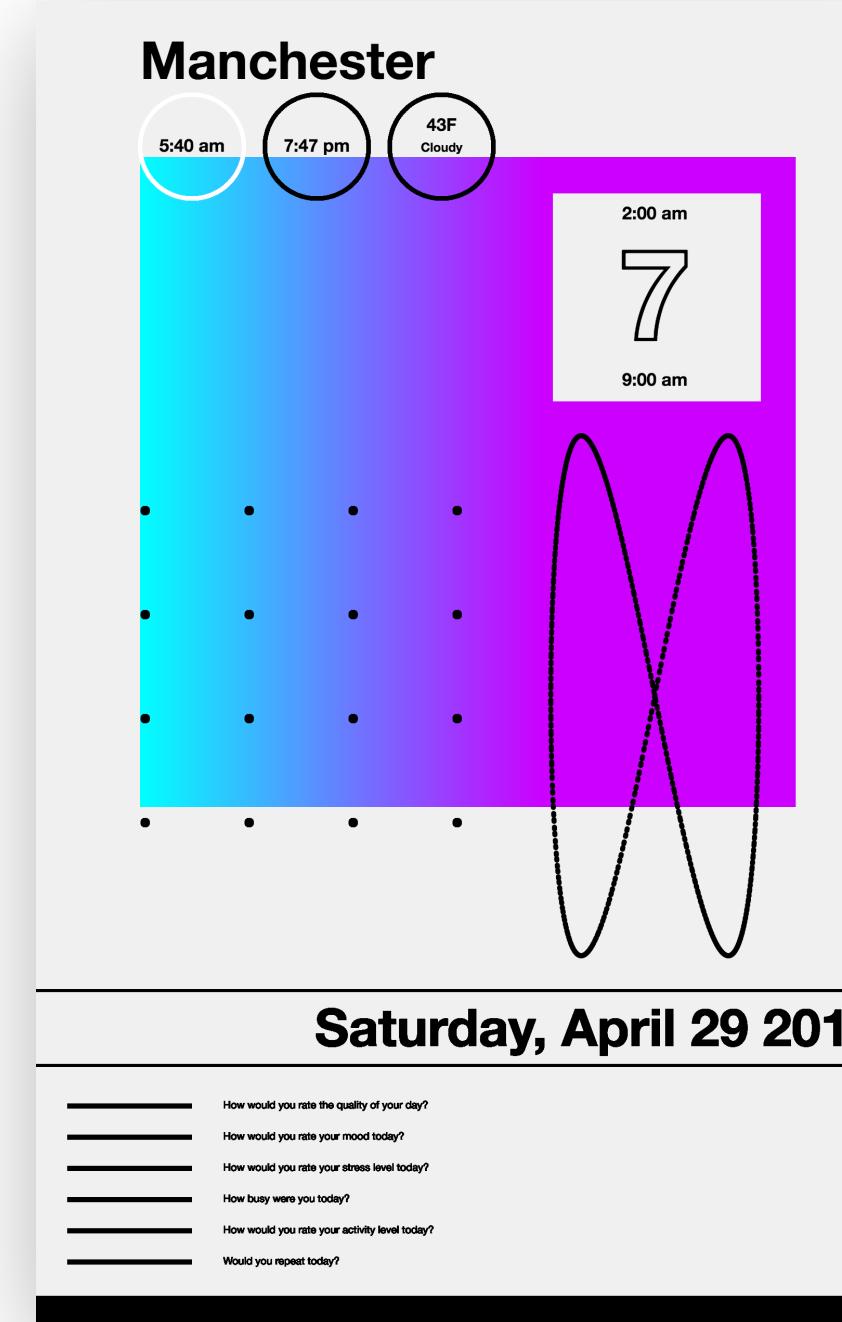
```
166 //activity loop
167     var szInt = 3;
168     var btwnInt = 10;
169     var sz = szInt * 7; //SCALE 1 - 10, HOW ACTIVITY IS REPRESENTE
170     var btwn = (btwnInt * 3); //SCALE 1 - 10,
171
172     for(var b = 0; b <=300; b += btwn) {
173         for(var c = 0; c <= 300; c += btwn) {
174             fill(0);
175             ellipse(b+105, c+490, sz, sz);
176         }
177     }
178 }
```

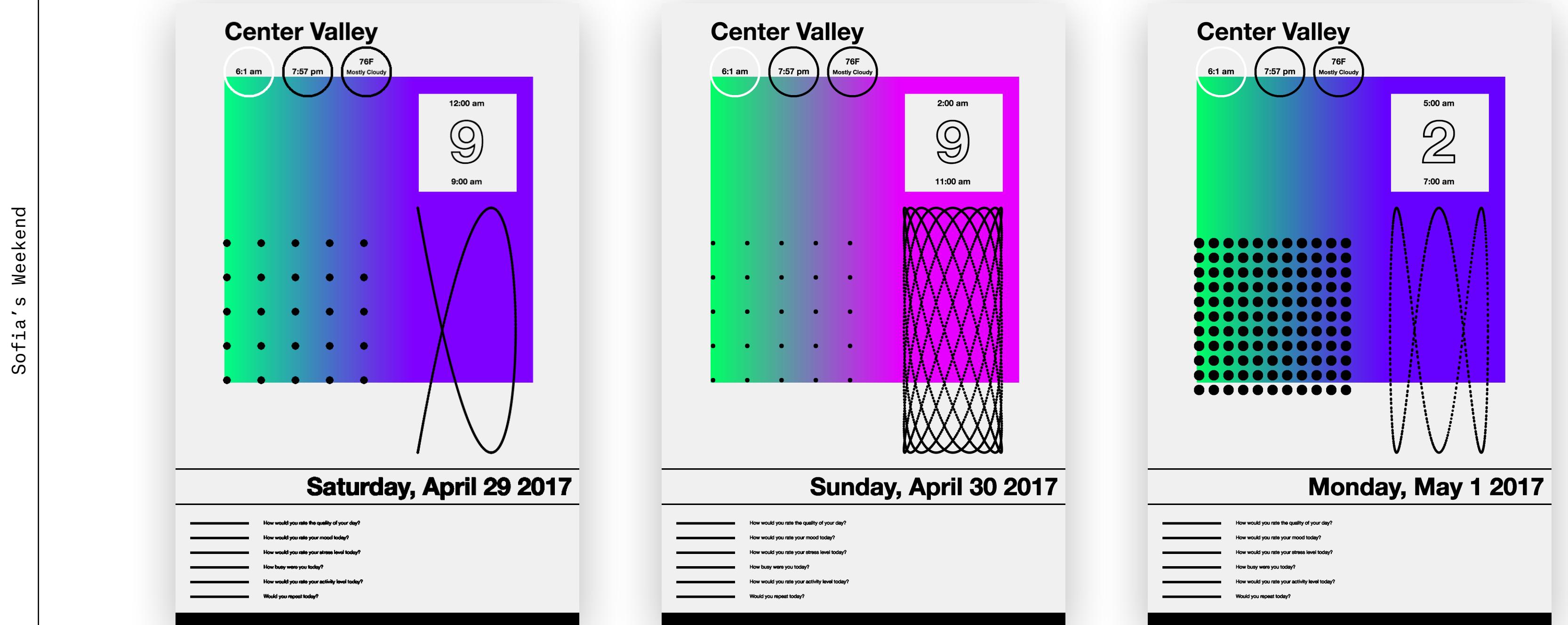


The wave component represents the daily levels of stress and engagement. It was created using sin and cos functions.

```
156 //stress wave
157     xpos = 595 + cos(angle * 9) * 100; //H
158     ypos = 668 + sin(angle * 10) * 250 //HO
159
160     ellipse(xpos, ypos, 5, 5);
161     fill(240);
162     noStroke();
163
164     angle += 0.01;
```







**what next?**

**reformat for iPhone  
add interactive elements  
add more parameters  
color palette options**

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**thank you**