Final Project Proposal - Yejin Kim
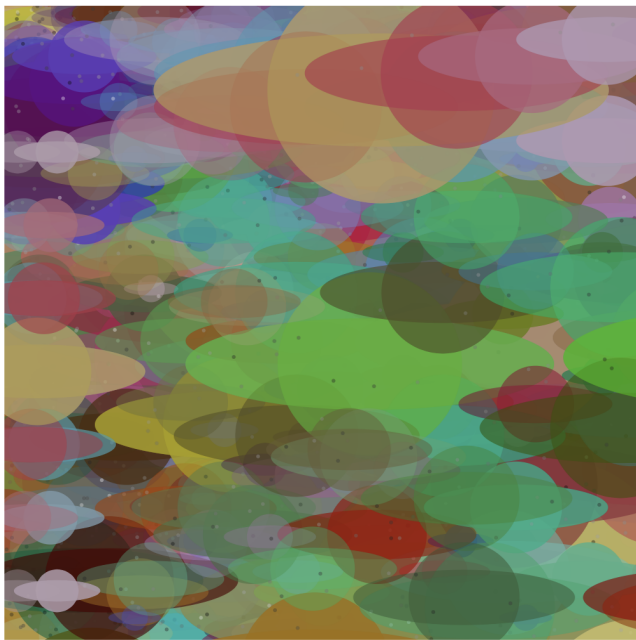
Link to the generative pattern sketches :
1. https://yejinkime.github.io/SP21-PUFY1225-DIGITAL-CRAFT/homework/p5jssketch1.html
2. https://yejinkime.github.io/SP21-PUFY1225-DIGITAL-CRAFT/homework/p5jssketch2.html
3. https://yejinkime.github.io/SP21-PUFY1225-DIGITAL-CRAFT/homework/p5jssketch3.html
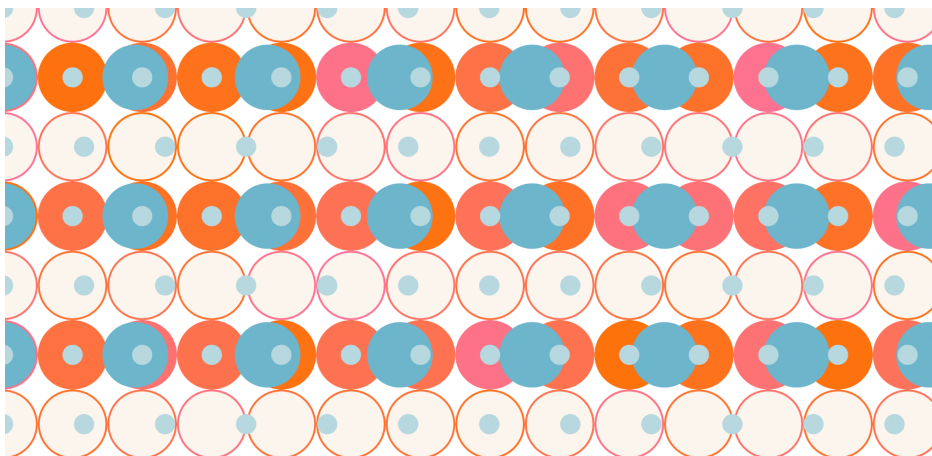
After learning about random values and functions, I wanted to make diverse interactions with random values, while dramatically reducing the length of the code with functions. Below are the updated sketches.

Find your own universe. Click hard!

Updated Generative Sketch 1.

The first sketch is finding a space among many planets in the universe. As we live, I think people gradually lose their own things and space, and others fill them. But still we need to try hard to find our own empty space. In the sketch, the planets are filling up quickly, and users can click on a canvas to create space.

Updated Generative Sketch 2.

This sketch is meaningful in that it is made of functions to generate code very briefly. Previously, I coded each circle and a very long code

came out. But now, the pattern can be seen as it is even if the canvas is freely adjusted. And I put random values in the form so that users can see their own patterns when they click.

Create your own universe.

Updated Generative Sketch 3.

This sketch allows users to create their own artwork. My overall theme is the world and universe surrounding me, so I wanted to make users freely move their mouse in this canvas and create their own universe. Both the size and color of the circle are random values.

As you can see in the sketches I made, interactive sketches can give different experiences to each person who finds it. So I want to highlight this interactive part in the final work.

So the final project I'd like to make is...

- The final project will be an interactive sketch with html/css/p5js.
- Random objects fill a canvas. - As it fills up, it shows that user's space disappears.
- In the background, there is an object or image that delivers a message to the user.
- Users click quickly to see this object or image to find it. (Methods for finding objects can vary.)
- Find the meaning behind the canvas and capture the moment. It becomes a souvenir to the user.