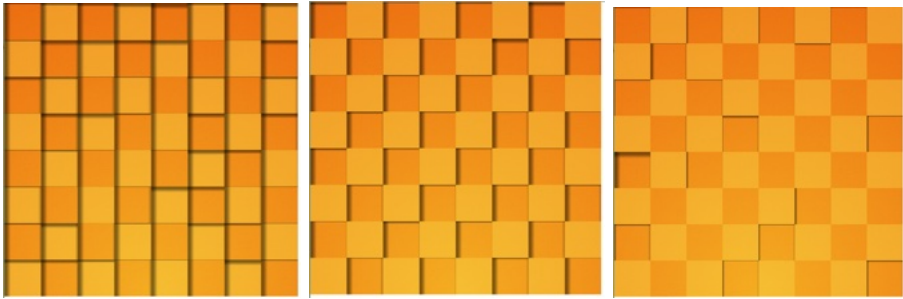
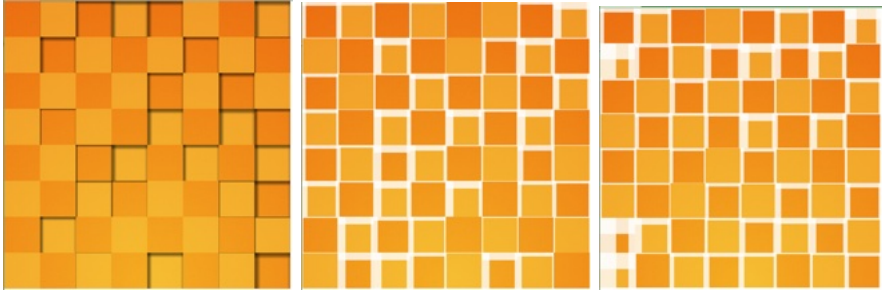
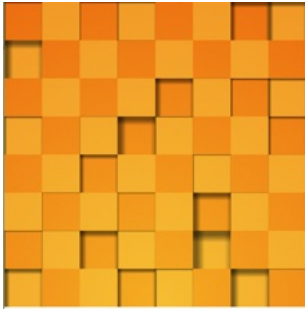
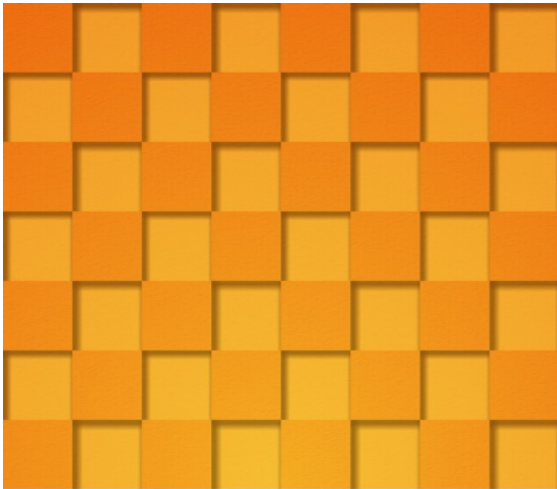


Apr 9th - Apr 16th

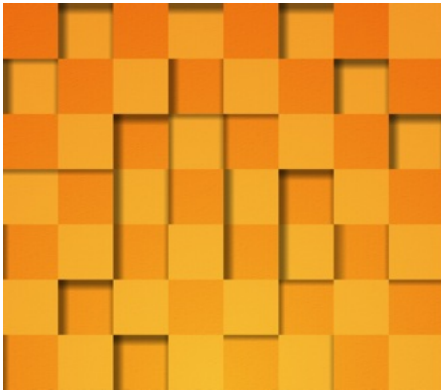
Thought for next iteration	Continue working on Animation Dot animation poster		
Goal	Recreate a wallpaper		
Did 1)	Animate shadows in the wallpaper with repetitive motions		
Thought	<p>Python svg generator!</p> <ul style="list-style-type: none">• just change the parameters you want, and click, and here you go• inspiring design to play with, striking appearance <p>Can be extended to the thoughts we have about svg generator</p> <ul style="list-style-type: none">• similar to filter.ink to have preset examples• change the parameters, sizes, colors• click and beautifully generate svg file• wow		
Method	<p>Put svg script into python and writes to a new svg file</p> <ul style="list-style-type: none">• hardcode the parts that don't chang (background, shadow parameter, pattern, some format)• randomness in parts that change (shadow change duration, color, time, size)		
Porocess			
	Every block moving a little static, also too dark	whole movement, shadow always exists, some tiny changes	okay now only orange ones change, and some time duration, but might be not realistic

			
	<p>okay now every box randomly shadows, but not as interesting</p>	<p>(inspired by Catherine to pop out the box?) every box is changing at different times! so cool</p>	<p>Every box is changing and to different sizes!!!! Love it :))))))</p>
			
	<p>hmm shadow in this way just does not make too much sense</p>		

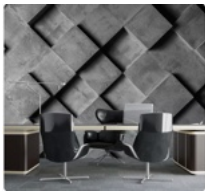


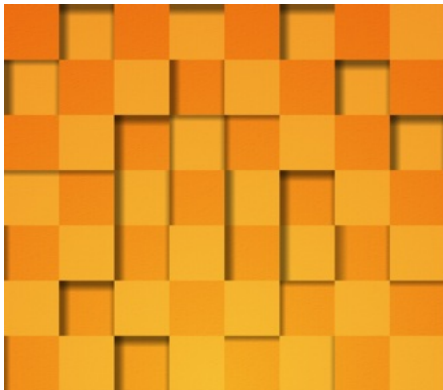
Mar 29th - Apr 9th

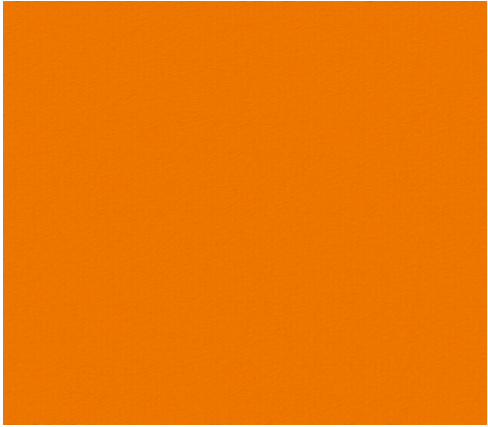
Thought for next iteration	Continue working on Animation Add randomness in the wallpaper maybe dots animation?
Goal	Recreate a wallpaper
Did 1)	Animate shadows in the wallpaper with repetitive motions
Thought	Easier to code, less work Also striking motion in some way It would be so cool if randomness can be included in the animation <ul style="list-style-type: none">most existing randomness in svgs are pre defined before the image was produced (svgbackgrounds.com example, filtered.ink example) Maybe using python to randomly generate lines of svg code can be an interesting way to do random creations? <ul style="list-style-type: none">make number a blank for random numbers, and then generate circles of different colors, different sizes, different opacity
Method	Hardcode animation but in the pattern tags
	

Mar 24th - Mar 29th

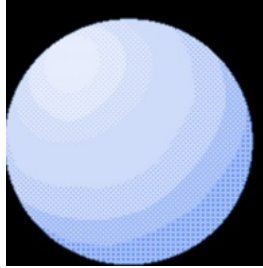


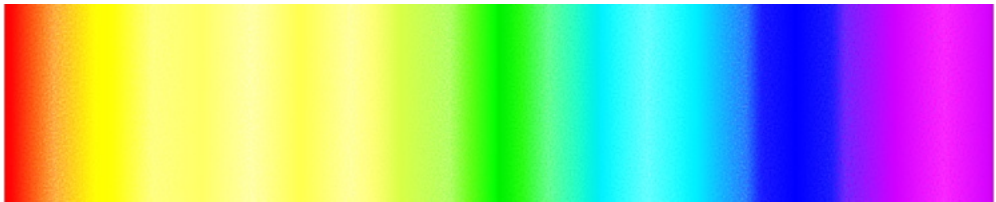
Thought for next iteration	Continue working on filters Animation
Goal	Recreate a wallpaper
Did 1)	Animate shadows in the wallpaper
Thought	Add some variations in how it can interact <ul style="list-style-type: none">• same hardcode in the https://loading.io/background/m-trianglify/• add randomness when the shadow changes?<ul style="list-style-type: none">○ don't know how to do at this moment
Method	Hardcode svg animation tag
	


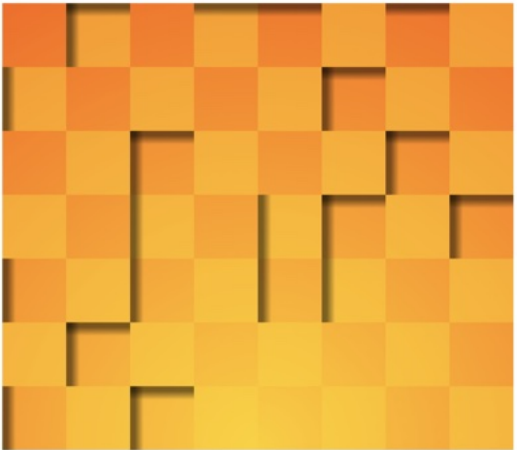
Mar 24th - Mar 29TH

Thought for next iteration	Continue working on filters Animation	
Goal	Recreate a wallpaper	
Did 1)	Combine shadow + filter to recreate a wall paper	
Thought	<p>Starting idea seems wrong, should start with box-like patterns?/ start with the gray one</p> <div></div> <p>The filter itself is nuanced enough, and the shadow doesn't really add on highlights</p> <ul style="list-style-type: none">gradient + filter can be an interesting and simple play of texture + color <p>Accessibility is very very limited, almost not at all? but it can be a thing built in one page when coding as primitive background?</p>	
Display	Some variations of this wall paper	
Method	Without texture (gradient + pattern + hardcode different shadows)	With texture as the base of the rectangle The texture gives some invisible sense
		

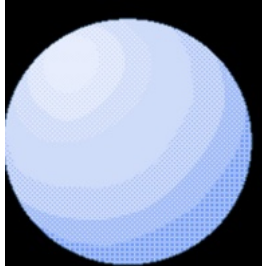

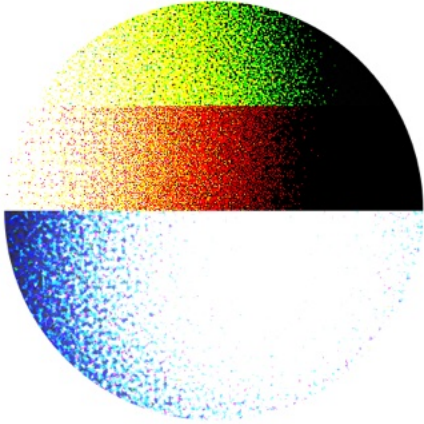
	The texture itself is so nice :))	
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Mar 19th - Mar 24nd



Thought for next iteration	<p>Create the following?:</p> <div></div> <ul style="list-style-type: none">• try other fe effects other than dithering?
Goal	Create layered version dithering
Did 1)	mix-blend-mode background color + turbulence & linear gradient color + 0.7 transparent transition
Thought	might combine cloth pattern with the background for fabric effect? Dithering effect on different colors vary
Display	simple nuanced background
	
	Rainbow ish color changing palette
	

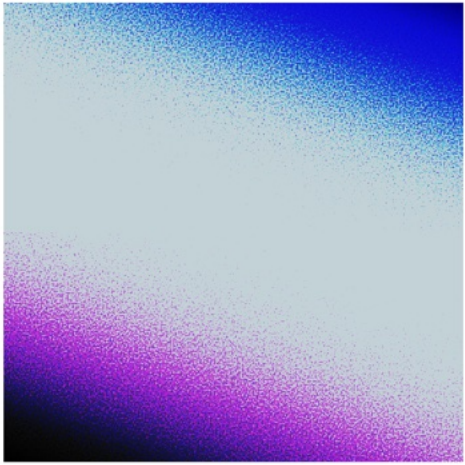
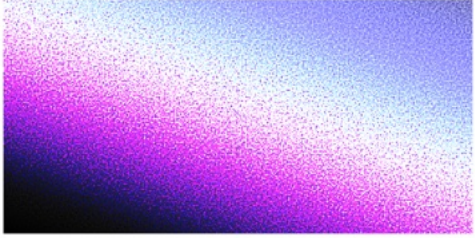
Did 2)	Go over some svgbackground.com :(
Though	<p>Similar thoughts on possible svg backgrounds like where we are going</p> <ul style="list-style-type: none"> • color layers • gradient • 3d effects • patterns <p>Mostly regular/ patterns → predictable</p> <ul style="list-style-type: none"> • Not as interesting as this? bgjolt.com  <ul style="list-style-type: none"> • maybe hardcode some random patterns <p>Background?</p> <ul style="list-style-type: none"> • more like pattern created as svg • maybe create more emotional things/evoke feelings
Did 3)	Hardcode a wallpaper suggested before – random + lively + striking
Display	 <p>for now :)</p>

Mar 8th - Mar 12nd

Thought for next iteration	<p>Create the following?:</p> <div></div> <ul style="list-style-type: none">• try other fe effects other than dithering?
Goal	Create layered version dithering
Did 1)	Followed tutorial and created ball with shadow
Thought	It's so hard to layer dithering bc it's based on css trick
Display	Some random ball with color changing, don't know how it happened...
	 <p>© 2014-2015</p>

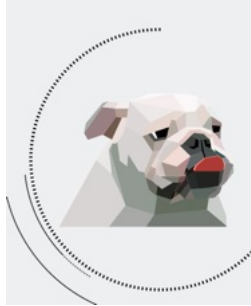


Mar 2nd - Mar 8th

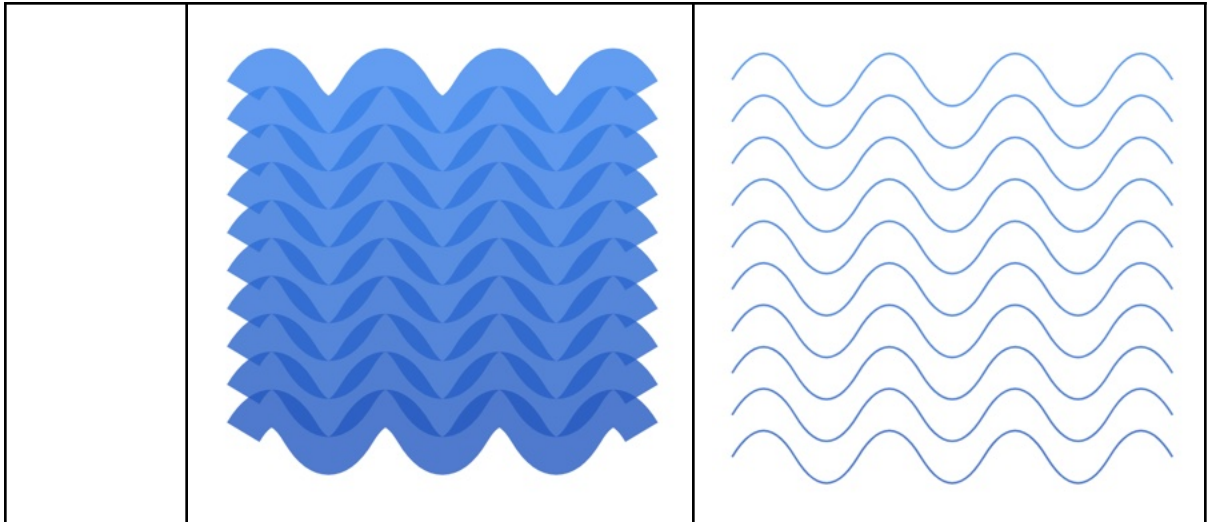
Thought for next iteration	<p>Create the following?:</p>  <p>Color choice towards emotion expression:</p> <ul style="list-style-type: none">• chose strong colors to express the strong need for spring break, but the blending has unexpected effects on different colors.• compromised on the final effect instead of the first color choice.
Goal	<p>See how animation is enabled in filter.ink to code Use noise to create some color punching</p> <ul style="list-style-type: none">• distinct/random color noises/ dithering
Why	<p>Fascinating color/visual effect Randomness that appears less computer generated Asymmetry + randomness but go to one mood?</p>
Did 1)	<p>Created a morphology motion in filter.ink and export to html Used animation tag to translate/rotate a heart path</p>
Backlog	<p>Can not translate & rotate at the same time</p> <ul style="list-style-type: none">• may need to combine the transformation matrix?• backlogged until animation is needed later
Did 2)	<p>Study and try Noise(feTurbulence) Dithering effect with CSS trick</p> <ul style="list-style-type: none">• turbulence.svg (picture that provides noise base)  <ul style="list-style-type: none">• use linear gradient of color with background of noise to produce dithering

Display	Separated two dithering of colors	Two dithering invading each other
Method	relative position with background color	absolute position without background color
		


Feb 26th - Mar 1st

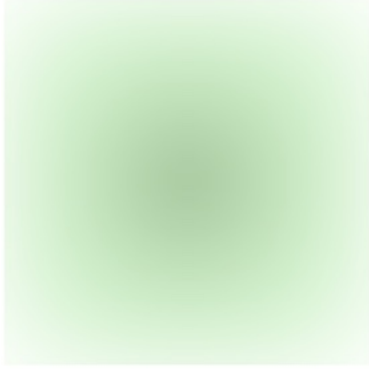

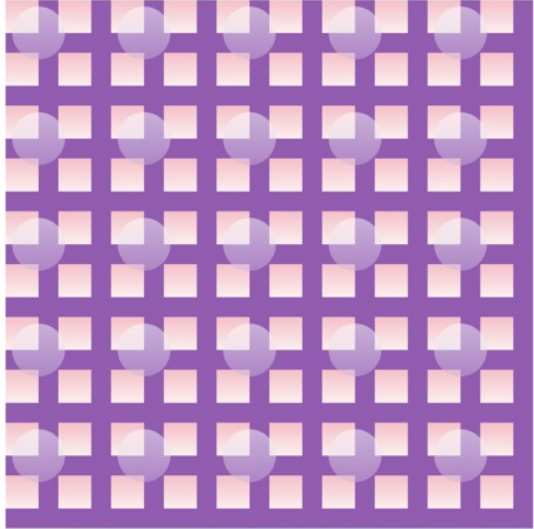
Thought for next iteration	<p>Hatching —√clear distinction, √visual effect, √artistic? Color patterns layering out like</p> <div data-bbox="469 386 776 604"></div> <div data-bbox="844 371 1019 590"></div> <p>Use thin line patterns with slight color change play Combine pattern into path?</p>
Goal	Use pattern/ arc to create wavy background with layered color distinction <ul style="list-style-type: none">• distinct color layers both natural and visually appealing
Why	See backgrounds that take advantage of the accuracy of SVG See how line art might help: needs accuracy, fixed/change place
Did 1)	Tried <path> and created a hatch box
Display	
Thought	<div data-bbox="418 1356 922 1467">Cross-hatching art</div> <div data-bbox="922 1356 1430 1467">might apply for line/ simplicity style, using line art as decoration</div>
	<div data-bbox="418 1467 922 1892"></div> <div data-bbox="922 1467 1430 1892"><p>bonus discovery: the dog is vector ish!</p></div>

		 <p>Create 3D feeling with distinct color differences and color play?</p>
Did 2)	Created wavy pattern with curves	
Method	(a) Every 20 height draw a curve, with stroke width 20, color layering on each other, green -= 5, blue +=5	(b) Draw two curve and use two vertical line form a closed path, then fill
		 <p>Thought: complicated to manipulate</p>
Extension of (a)	Change a to 80% stroke color	Change stroke width to 1



Feb 21st

Thought for next iteration	<p>No SVG advantage?</p> <p>Colors not pushing each other but simply laying on top of each other, which might be more interesting in raster color pushing – how to create this in SVG? maybe in filter.ink?</p>  <p>Maybe create Wavy image with clear color distinction that might use SVG advantages</p>
Goal	Create sample backgrounds in SVG tag Understand Filter.ink
Why	See possible effects
Did 1)	Read paper for filter.ink
Question	<ul style="list-style-type: none"> Is filter.ink based on SVG in html? <ul style="list-style-type: none"> If yes, maybe inspiration from existing art How is animation enabled in code Most benefit in SVG in terms of background? Studies on visual perception? <ul style="list-style-type: none"> do we recognize frame / color domain how do we understand an object/ pattern

Did 2)	Created two types of highly filtered(blended) background	
Method	a. One ball in center with 50% transparent fill and 80% stroke	b. two balls at $\frac{1}{3}$ $\frac{2}{3}$ center and $\frac{2}{3}$ $\frac{1}{3}$ center, 80%fill 1st, 60%fill 2nd
Display		
Did 3)	Try Pattern Design, not sure how to work yet	
		

Feb 13-20

Did	Practice SVG tag– circle, rect, polygon, stroke, pattern
Display	