A design document that describes the idea behind my design

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In order to present my own design work, processing development environment was employed during the idea generation process which was followed by the process where I created the static image of my final development in size 600x200 pixels by using some processing languages.

Initially, my inspiration came from the works by the abstract artist Chris Park and processing programmer Casey Reas. Chris Park is well known for creating and developing his work through the dynamic fluid media expressed in photography.

‘Hot spot’ by Chris Park

‘Process6 (2005)’ by Casey Reas

Among his recent designs, ‘Hot spot’, one of his liquid works, has greatly...
influenced my final design because it was passionate and intense as I would
like to express in my work. Casey's abstract processing works motivated me to
actualize my idea into reality through the design programming 'processing'.

The title of my design work is 'carbonation' which is designed to express the
sparkling liquid of soft drinks with colourful colours. I was interested in liquid
photos of Chris and the idea came to my mind when I was drinking soft drink.
In my final work, the repeated a big circle’s line which made it seem swirling
and moving, and very small rectangles and points emboss the sparkling of the
drink. The circular ellipse shapes, colour of background are static but the
others will be randomly modified when the processing is run each time.
Once I figured out how to control my drawing commands through the run
which compiles the codes that I made, I finally developed a series of
experimental sketches by changing codes and variables. In addition, I also
used randomness, conditional statements, loops, drawing commands and other
types of variations as well.
The sketch below shows how my final design has been developed in text editor.

```
size(600,200);
colorMode(RGB);
background(3,67,252);

int x=0;
noStroke();
for (int i=2; i<=255; i+=2){
  fill(245,104,10,i);
  rect(x,0,300,200);
  x+=20;
}

int a=420;
if(a>100){
  if(a<700){
    fill(225);
    ellipse(300,100,8,8);
  }else{
```
line(50,0,50,100);
}
} else{
rect(33,33,34,34);
}

noFill();
smooth();
stroke(182,184,188);
strokeWeight(0.4);
for (int d=800; d>0; d-=10){
ellipse(300,100,d,d);
}

for(int y=0; y<600; y++){  
float r=random(500);
fill(random(80),random(50));
rect(y*10,r*0.5,5,5);
}
for(int z=0; z<600; z++){  
float r=random(600);
strokeWeight(2);
point(random(700), random(300));
}

noStroke();
smooth();
float offset=100.0;
float scaleVal=20.0;
float angleInc=PI/4.0;
float angle =0.0;
for (int p=0; p<+width; p+=5){
float u=offset +(sin(angle)*scaleVal);
fill(37,7,240);
rect(p,u,2,2);
    u=offset+(cos(angle)*scaleVal);
fill(229,78,19);
rect(p,u,2,2);
angle+=angleInc;