

# Constant Change Design Document

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## Project Outline

The “Constant Change” project was created using the multiple P5 libraries and a simple Arduino set. The main design aspect of the project was having a theme of constant change.

## Project Description

In order to create the theme of “Constant Change”, I created three different states for the piece. On state create a series of circles that constantly change in size, color, and place on the screen. Each circle bounces around the screen at varying speeds. Another state in the piece is when a group of rectangles spawn and flip constantly at different speeds. The rectangles color is based on a random color which is generated during the circle state. The final state is a state where there are no objects. Each of these states uses a different sequence with different instruments. When an Arduino button is used to activate a state change, a led is activated on the Arduino board.

## Project Showreel

Video of Project - <https://youtu.be/msMSlwK6bl4>

Start Screen -

## Constant Change

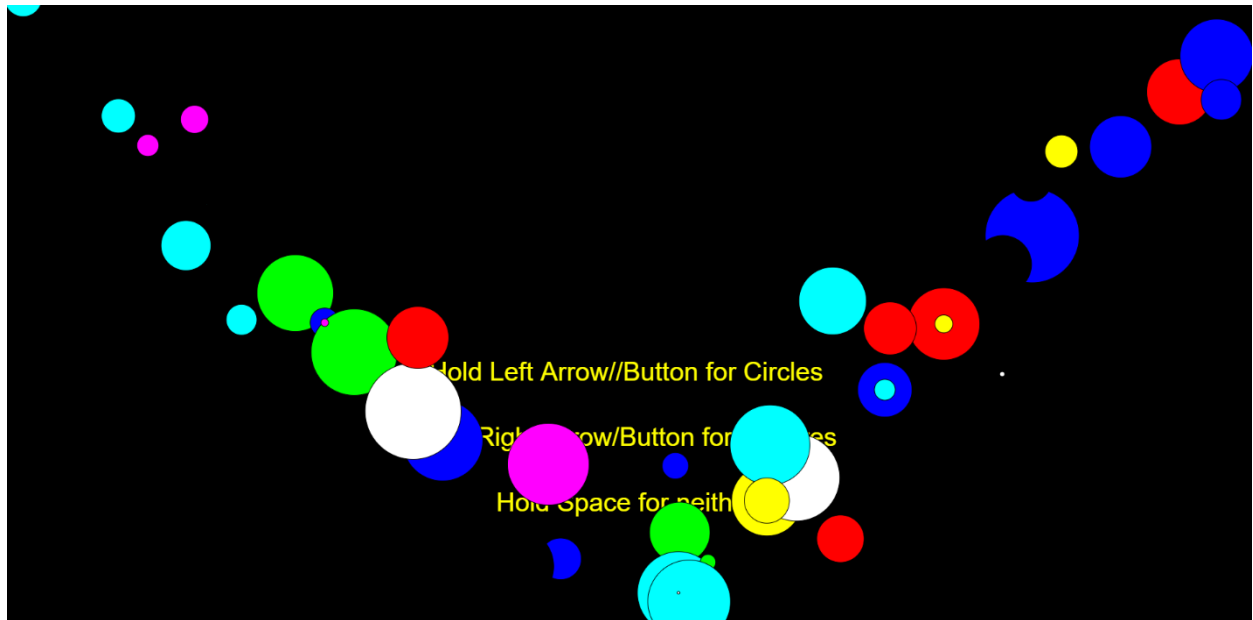
Epilepsy Warning, many flashing colors!

Hold Left Arrow//Button for Circles

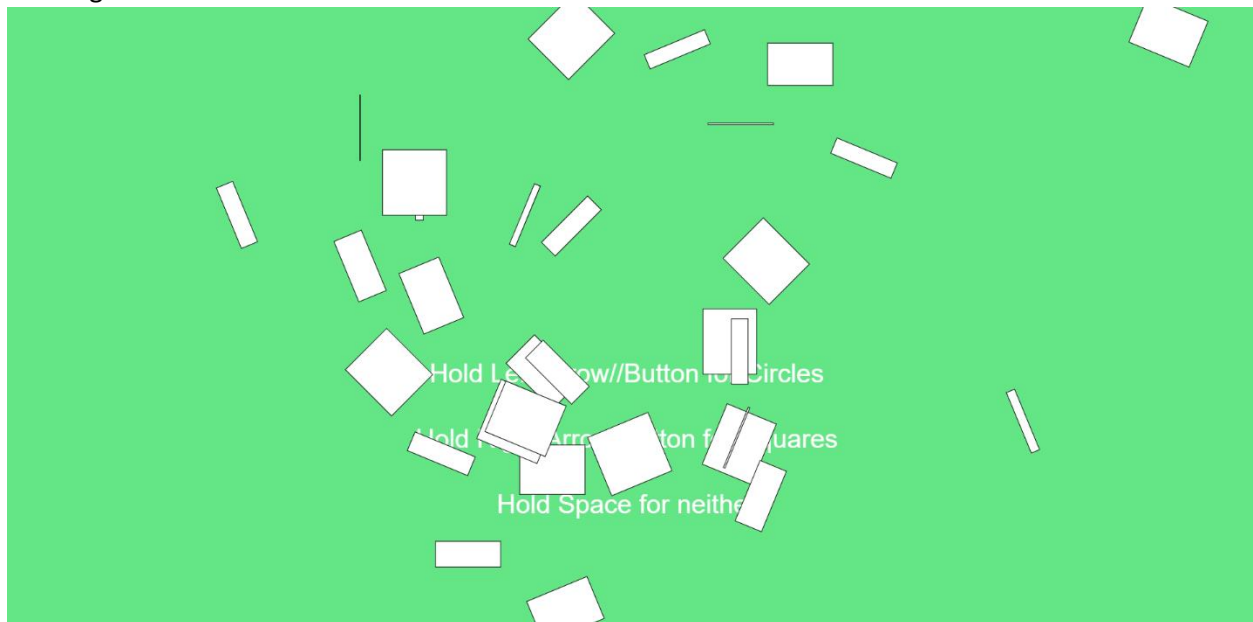
Hold Right Arrow/Button for Squares

Hold Space for neither

Circle State -



Rectangle State -



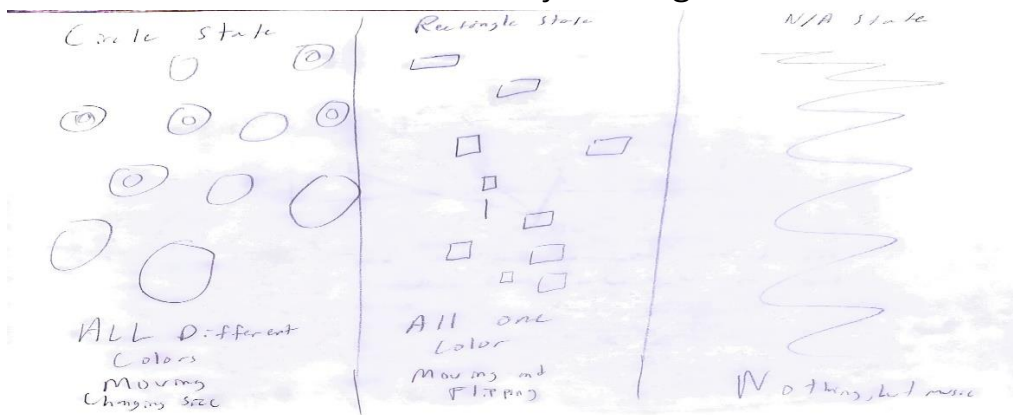
No Object State -

Hold Left Arrow/Button for Circles

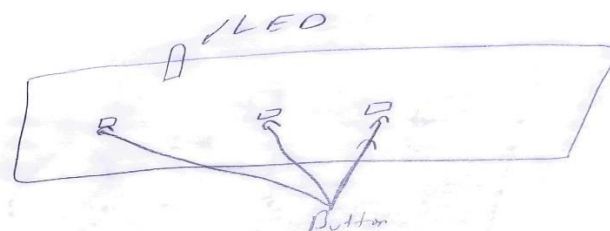
Hold Right Arrow/Button for Squares

Hold Space for neither

## Project Diagrams



## Arduino Design



Each button represents one of the 3 states. LED flashes when my state is active.

## Future Development

Things I would like to add to this project in the future are different states that utilizes different shapes and transformations along with new unique songs for each state. I would also like too add a state that uses random animated characters.