



**Process Book for
Net Art Project**

About the Net.art Project

The Net.art project is a series of web-pages that are based on collage compositions made from images based on a randomized word list.

My specific project is based on Earth's plate tectonics and how it affected Earth's history, as well as the recent tornados sweeping the nation, and the crazy snow storms.

Research and Word Lists

	A	B	C
1	oceans	Residents	a
2	spread,	throughout	relied
3	one	the	dry
4	mountain	path	snow,
5	of	of	of
6	creeping	the	The
7	and	storms	natural
8	For	told	as
9	years,	stories	bounty
10	uplifting	of	water
11	plates	buildings	California
12	billions	and	critical
13	widening	cars	of
14	plunged	getting	mountain
15	and	sucked	long
16	collided	into	as
17	birthing	the	on
18	Earth's	twisters	which
19	another,	and	has
20	splitting	carried	comes



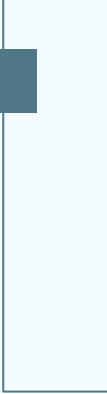
These are my word lists based on my news articles I chose.

One is based on plate tectonics and the moving of the earth, another is based on the recent tornados in the U.S, and the last is about the recent snow and rain storms in California.

I wanted to focus more on the environmental news because I don't really care for political news.

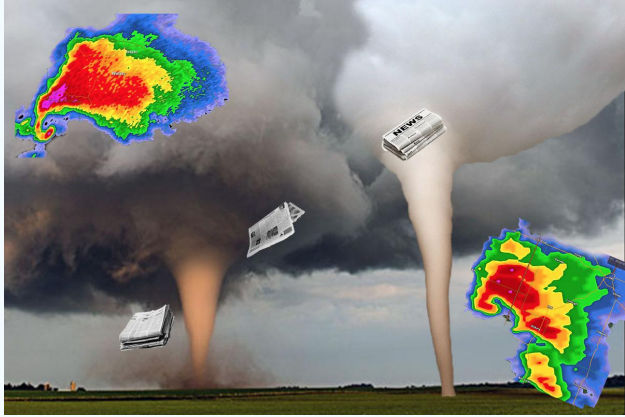


Sentences

- Billions of oceans and mountains, birthing, widening, plunging, and colliding.
 - Path of the storms sucked stories into twisters.
 - A mountain of snow as the bounty of the weather.
- 
- 
- 

Page Drafts





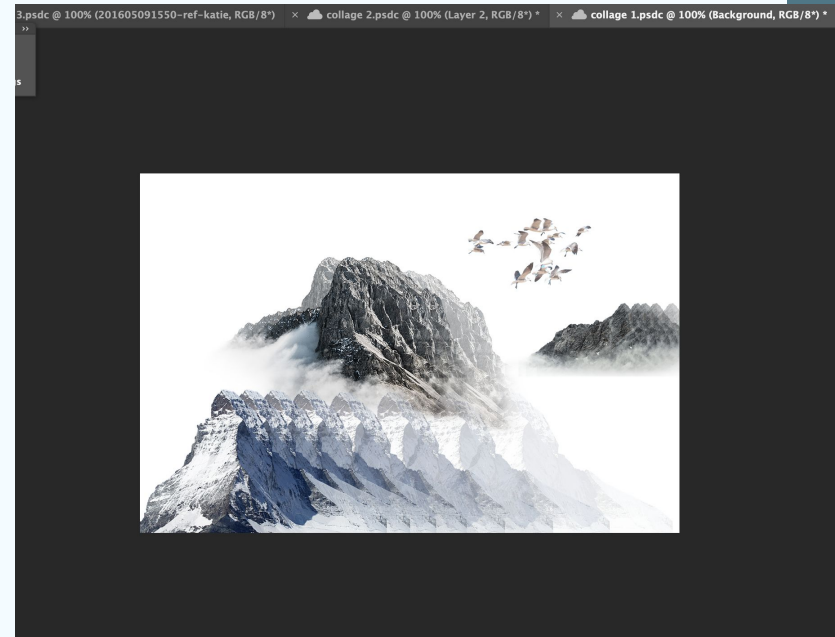
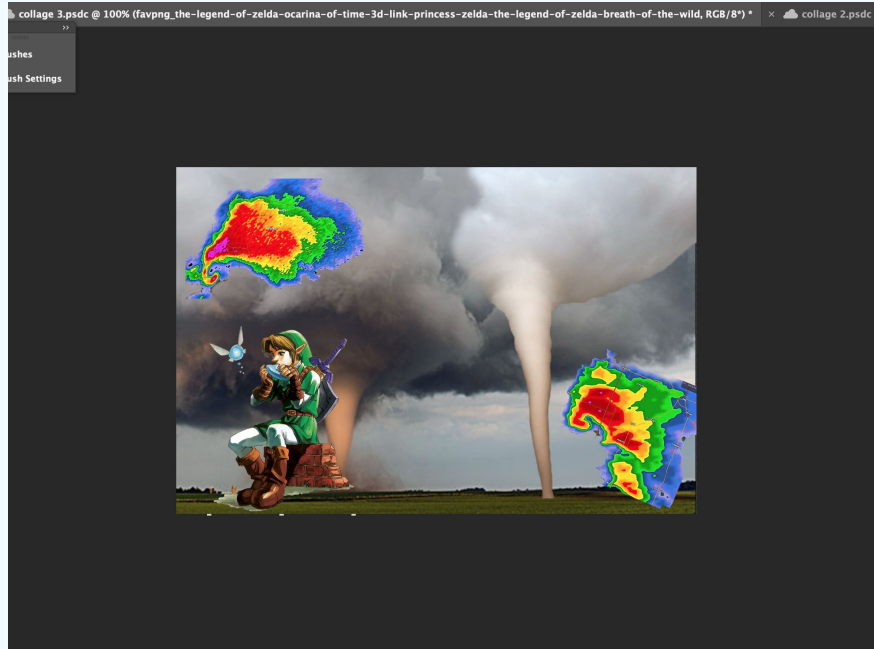
Why I chose these Designs

I picked these compositions based off of my word lists, but I also went pretty creative with them. I mainly chose environment news articles to work from. With the first two pages being based on plate tectonics, I made the mountains appear to be moving by using multiple images. The next one was about tornados that had been sweeping the nation lately, so I showed news articles being sucked up by the storms. The last two were about the large snow storms that had been occuring in California. I chose to play around with some of them and add pop culture references from my favorite franchises like The Legend of Zelda and Star Wars. For the landing page, I wanted to make it seem like an 8 bit video game start screen.

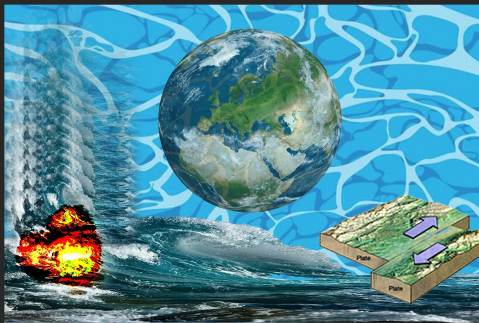
Coding and Edits

For the theme of the Net Art project, I wanted to make it seem like it was an 8 bit video game story mode or cutscene. The landing page is like the “game loading” or startup screen. With the first few pages, I wanted to play around with the code and the page length for scrolling. By breaking up and elongating my composition, it made the page longer. Using the scroll bar, the viewer is able to move through the piece, and make it seem as if the mountains were falling into the sea. For some of the latter pieces, there isn’t much scrolling. I made the “continue” menu pop up when the viewer scrolls down so the menu doesn’t block the composition. Some of my compositions I got rid of some of the elements for time sake but also because they seemed too busy. This especially applies to the first two comps.

Edits



Edits



Final Comps

Scroll to start!

Episode I: The Mountains Fall Into The Sea!



Final Comps

Episode 2: The Mountains are Plunging and Colliding!!



Final Comps

Episode 3: Path of the Storm Sucks
Stories into Twisters!!



Final Comps

Episode 4: A Mountain of Snow is the Bounty!



Final Comps

Episode 5: Finale! The Hunter Fights for the Bounty of Weather!

GAME OVER...

>Return Home? >Continue...?



Artist Statement

For this project, I wanted to focus on the subjects I chose from my news articles, but also connect it to one of my favorite mediums, video games. I wanted to make it seem like the viewer was watching the 'cutscenes of Earth.' This is why I went with the 8 bit pixelated theme with my font and with some of the imagery. I also connected to the video game aspect by adding in references to some of my favorite video game franchises like The Legend of Zelda and Star Wars. The coding and placing the images in code was the hardest part and took lots of time experimenting with to get it right. In the end to save time I had to cut short some of the original ideas I had, or change them completely. Sometimes this was also due to the fact that I couldn't figure out how to translate it to code. My main creative focus with the code was using the scroll ability and lengthening the page to achieve this effect. I used multiple divs to do this and exported the pngs of the images at their exact size so they would fit easily. Personally I think this project turned out to be pretty cool even though I don't have much experience with coding and web design. I think the inexperience is what makes this project interesting.

Project Reflection

This project was meant to be a 'coming together' of all of the coding skills we learned while using Brackets and W3Schools. I have never done any type of coding before this semester so I felt like a fish out of water. Often times I felt really frustrated and confused, and didn't understand how anything worked. Throughout the various projects I began to understand a bit more but even with this project I felt my knowledge was very limited. I don't hate coding, but I'm not entirely sure that I would do much with it in the future.

This project was fun and I enjoyed being able to play around with the code to see what it would do. I enjoyed making the fun collages based on stuff I liked. I think if I had to start over I would have managed my time a little better and done a bit more research on the code to make the project more interesting and cohesive as a whole.

Sources

- <https://www.sciencenews.org/article/moon-planet-collision-earth-plate-tectonics>
- <https://www.washingtonpost.com/weather/2023/04/01/tornado-damage-arkansas-illinois-indiana/>
- <https://www.reuters.com/world/us/record-california-snowpack-bounty-poses-renewed-flood-risks-2023-04-04/>