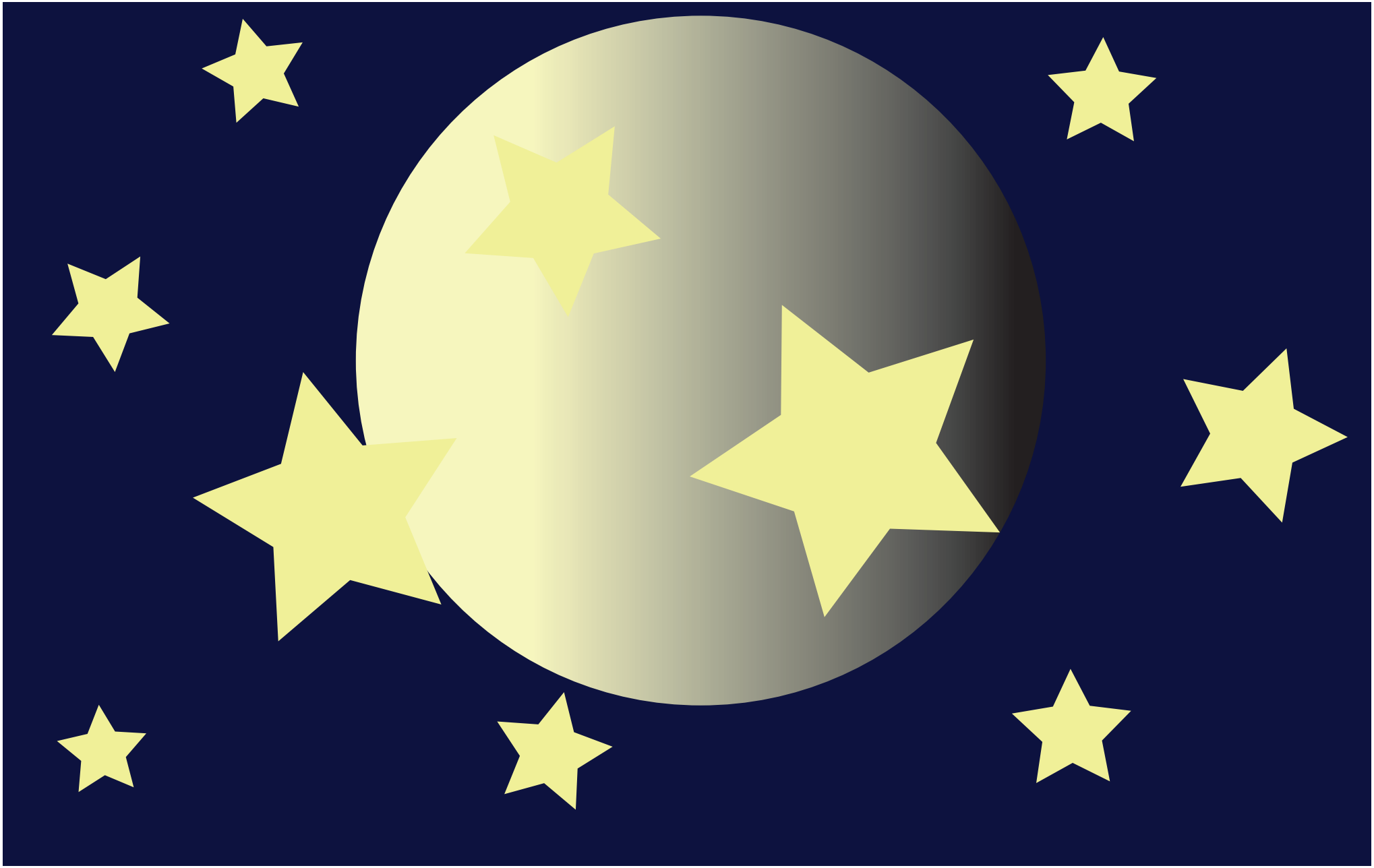
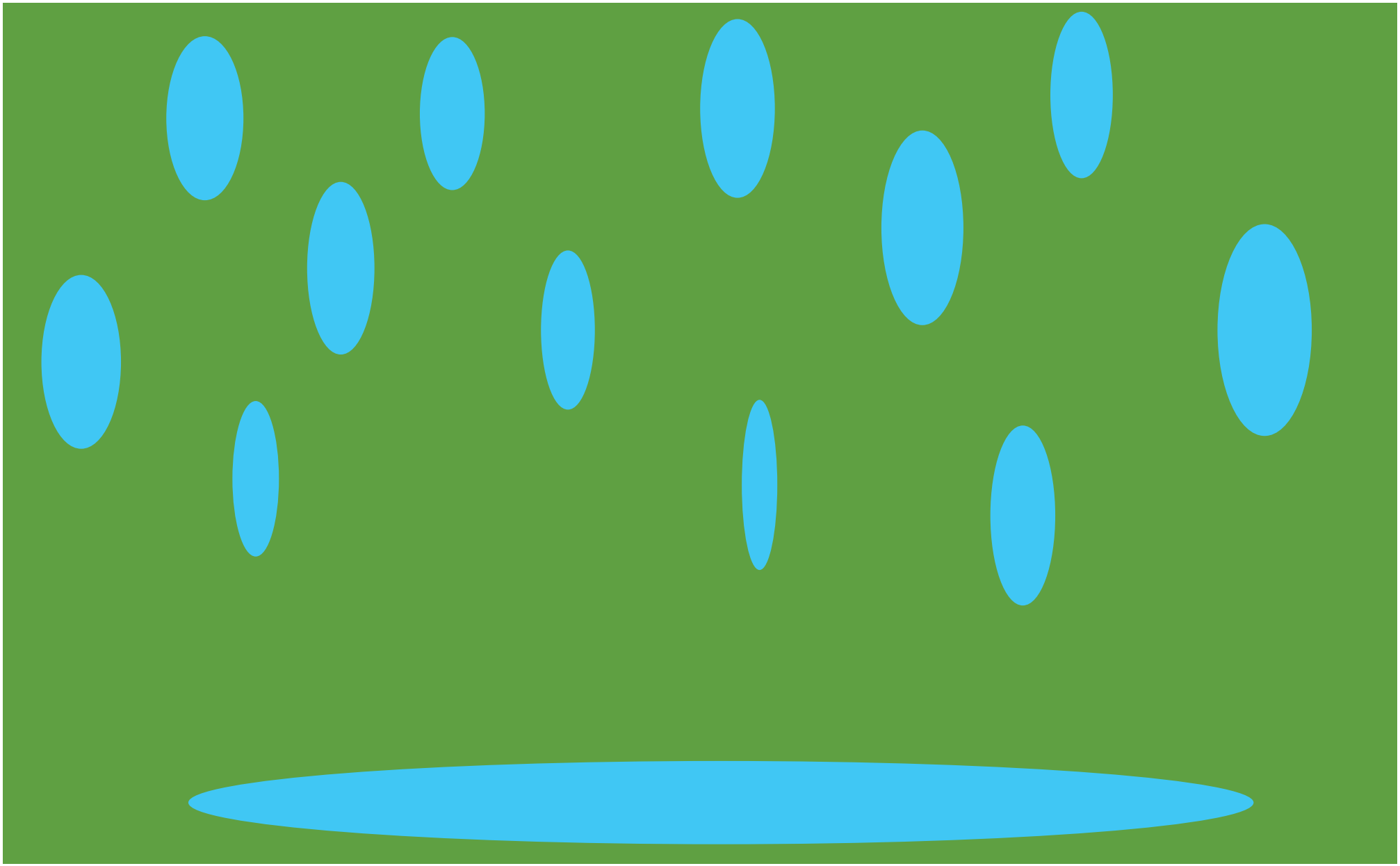
Concept 4:
Outer Space Clock

The moon will be a sphere and will have a gradient spanning a soft yellow-white to black that changes with now.progress moon using colorForProgress(). The stars themselves rotate at the pace of now.progress season. This concept uses value through the gradient of the moon and orientation of the stars to communicate time.



Concept 5:
Rainy Day Clock

The raindrops will be moving from the top of the canvas to the bottom for each hour, day, and month. The larger the rain drop, the longer the time-span it contains (ex. largest drop will be the month). The puddle at the bottom will grow wider with as the year progresses. Each season, the background color will change, from Orange to White, to Blue, to Green. This concept uses size and color hue to communicate time.



Concept 6:
Ice Cream Clock

I really want to try out the rotating cone tool that is part of p5 references. The starting point of the clock will have the icecreams as shown below, but with the change in season, the cones will begin to rotate and the ice cream balls will "fall off" and behave differently according to the time variable they are tied to. this concept will use position of the ice cream balls to communicate time (ex. months will move vertically and moons will move horizontally), as well as orientation of the rotating cone.