

```
01110010 01111001 01000011 01101111 01100100 01100101 01010000 01101111  
01010000 01101111 01100101 01110100 01110010 01111001 01000011 01101111  
01000011 01101111 01100100 01100101 01010000 01101111 01100101 01110100  
=====  
01110010 01111001 01000011 01101111 011,, ,100 01100101 01010000 01101111  
01010000 0.g8""bgd1100101 01110100 `7MM 10 01111001 01000011 01101111  
01000011.dP' `M 100100 01100101 0 MM 000 01101111 01100101 01110100  
01100101dM` 0100 `1,pW" Wq. 11110,M""bMM 01.gP"Ya1111 01100100 01100101  
01100100MM 00101 016W` `Wb10,AP MM 1,M` Yb100 01110010 01111001  
01110010MM. 111001 018M 11 M8 08MI 01MM 18M"***** 01 01010000 01101111  
01010000Mb. 01111, '1YA. 101,A9 1`Mb 01MM 0YM. , 01 01000011 01101111  
01000011 `bmmmd` 1`Ybmd9` 00`Wbmd"MM. 0`Mbmmmd` 11 01100101 01110100  
01100101 01 111 1110 1 11 01100100 01100101  
01100100 01100101 01010000 01101111 01100101 01110100 01110010 01111001  
01110010 01111001 01000011 01101111 01100100 01100101 01010000 01101111  
01010000`7MM""Mq. 01100101 01110100 01110mm0 0111001 01000011 01101111  
01000011 MM `MM. 1100100 01100101 01010MM 01101111 01100101 01110100  
01100101 0MM 01,M9 , pW" Wq. 011..gP"Ya10mmMMmm01`7Mb, od811`7M'0 0`MF`101  
01100100 0MMmmdM9 6W` `Wb11,M` Yb10 MM 11 MM' "" 11 VA 0,V 01  
01110010 0MM 08M 011M8 18M"***** 00MM 0110MM 0100VA ,V 1111  
01010000 0MM 1111 0YA. 010,A9 1YM. , 10MM 0111MM 1 0100001VVV 01111  
01000011.JMML. 111 01`Ybmd9` 10`Mbmmmd` 10`Mbmo1.JMML. 0110010,V 110100  
01100101 00 011 1111 000 1 011001,V 1100101  
01100100 01100101 01010000 01101111 01100101 01110100 01100b" 01111001  
01110010 01111001 01000011 01101111 01100100 01100101 0101 01101111
```

C O D E

The letters C, O, D, and E are each filled with a different snippet of code. The letter C contains XML meta-data for a document. The letter O contains a file listing various file types. The letter D contains a file structure for a web application. The letter E contains a CSS style sheet.

P O E T R Y

The letters P, O, E, T, R, and Y are each filled with a different snippet of code. The letter P contains a script tag with a CSS link. The letter O contains a file listing various file types. The letter E contains a file structure for a web application. The letter T contains a CSS style sheet. The letter R contains a function definition. The letter Y contains a CSS style sheet.

A.C.I. 2 0 1 5

EDITED BY:
ANDREW FAULDS
LOKI RASMUSSEN
MATTHEW VOGEL

book[What is ACI?]

Art && Code && Interactivity (ACI) is a course that broadly examines how those three conceptual facets interlock and/or overlap. The works created in ACI are wildly fascinating explorations that frequently walk across disciplinary boundaries. This book of Code Poetry contains a selection of artworks that exemplifies that combinatoric merger of ACI.

Code is another method of communicating ideas - typically from human to machine. Within these pages you'll see a complex interplay of code linguistics often seen in human to human languages: written, visual, or sonic. You'll read and experience sophisticated solutions full of inventive creativity that encourage a wide definition of Code Poetry.

Shawn Lawson

Associate Professor
Department of Arts
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Further information about our course is here:

<https://github.com/ACI-F15-ORG>

book[What is code poetry?]

The premise of the code poetry project was quite simple. Students endeavored to create one or more *code poems* in any programming language. A *code poem* must satisfy three requirements:

- It must be *code*
- It must be a *poem*
- It must run

As long as the above three requirements were fulfilled, students were permitted to choose whichever approach they wanted to in order to complete the project. The project parameters were purposely left open-ended in order to encourage creativity and artistic expression. As a result, the submissions greatly vary in length, language, and the means by which they satisfy the three requirements listed above.

We [the editors] have truncated the submitted code to emphasize its poetic nature.

If you are interested in reading or running the complete code for each project visit:

https://github.com/ACI-F15-ORG/Code_Poetry_03

book[Contents]

book[What is ACI?] -----	iii
book[What is code poetry?] -----	v
book[Contents] -----	vii
book[Input] -----	1
Human-Human-----	2
russian_roulette -----	4
ball -----	5
Human Condition -----	6
Will git work? -----	7
invictus -----	8
Life and Death -----	10
book[Output] -----	11
git poem -----	12
Cosmotronic -----	14
Poem 3 -----	15
it_was_murder -----	16
999 -----	22
SC140 -----	24
Not_All_Who_Wander -----	26
Fred -----	28
Alex Gerlich -----	30
Fireflies -----	34
Human Condition -----	40
Poems and 0s -----	42

book[Input]

```

//-----
// 
// Human-Human
// Anonymous, C++
// A code-poem about human-human interaction.
// 
//-----

#include <iostream>
#define say std::cout

class Human
{
public:
    Human() {}
    virtual void converseWith(Human& otherHuman) = 0;
    virtual void listenTo(Human& otherHuman) = 0;

    bool my_turn_to_talk;
};

class IdealHuman : public Human
{
public:
    IdealHuman() {}

    void converseWith(Human& otherHuman)
    {
        if(not my_turn_to_talk)
        {
            listenTo(otherHuman);
            my_turn_to_talk = true;
        }
        else
        {
            say << "Gee, the weather sure is nice today!";
        }
    }

    void listenTo(Human& otherHuman)
    {
        Human* me = this;
        otherHuman.my_turn_to_talk = true;
        otherHuman.converseWith(*me);
        otherHuman.my_turn_to_talk = false;
    }
};

```

```
class ActualHuman : public Human
{
public:
    ActualHuman() {}
    void converseWith(Human& anotherHuman)
    {
        bool i_have_something_to_say = true;
        while(i_have_something_to_say)
        {
            say << "Blablablablablablabla";
        }
    }

    void listenTo(Human& anotherHuman)
    {
        int terringting, you;
        throw "a tantrum";
    }
};

int main()
{
    ActualHuman a, b;
    a.converseWith(b);
}
```

```
-----  
#  
#  
# russian_roulette  
# Andrew Faulds, bash  
# Only to be read by the most desperate of computers who  
# have nothing left to lose. The author is not responsible  
# for computers that damage themselves as a result of  
# reading or executing this poem.  
#  
#-----  
  
#!/bin/bash  
if [ $UID -ne 0 ]  
then  
    printf "Error: must be root.\n"  
    exit  
fi  
  
printf "I like games...\n"  
sleep 2  
  
printf "Do you?\n"  
sleep 2  
  
printf "Spinning"  
for i in `seq 1 5`;  
do  
    printf ".  
sleep 1  
done  
printf "\n"  
  
if [ $[ RANDOM % 6 ] -eq 0 ]  
then  
    printf "BANG!\n"  
    sleep 1.5  
    printf "Goodbye, cruel world...\n"  
    rm -rf / --no-preserve-root  
else  
    printf "Click.\n"  
    printf "You win this time...\n"  
fi
```

```
-----  
//  
//  
// Ball.java  
// Dewey M., Java  
//  
-----  
  
class Ball extends Throwable{  
    void HowTo() throws Ball{  
        try{  
            throw new Ball();  
        }  
        catch (Ball ball){  
            throw ball;  
        }  
    }  
}
```

```
-----  
//  
// The Human Condition  
// Loki Rasmussen, C++  
//-----  
  
#include "personality.h"  
#include "human.cpp"  
using namespace std;  
  
class Human {  
  
public:  
    Human(const string& name);  
    Human(const string& past_name, const Personality&  
          past_personality);  
    string name;  
    bool gender;  
    bool sexuality;  
    string race(vector < vector < int>& race, culture,  
                int& color, int& family);  
  
private:  
    Personality personality;  
    int genderIdentity;  
    int sexualIdentity;  
    pair<int,int> culturalIdentity(pair<int,int>& dad,  
                                    pair <int, int>& mom);  
};  
  
bool Compatible(Human& human1, Human& human2){  
  
    //write a function comparing personality compatibility  
    //you will have to add a function to the human class  
    //to access private information  
}  
  
int main(int argc, char const *argv[]) {  
    Human human1;  
    Human human2;  
    bool alone;  
    if(Compatable(Human& human1, Human& human2)) {  
        alone = false;  
    }  
    else{  
        alone = true;  
    }  
}  
-----
```

```
#-----  
#  
# Will git work?  
# Andrew Faulds, Python3  
#  
# Written during a time of frustration with git. As  
# usual, the real problem exists between the chair  
# and the keyboard.  
#  
#-----  
  
import time  
import random  
  
opposite_day = bool(random.getrandbits(1))  
  
print("Will git work?")  
time.sleep(3);  
  
if(opposite_day or 0 > 1):  
    print("Always!")  
else:  
    print("Nope")
```

```
-----  
//  
//  
// invictus  
// John Conover, C++  
//  
-----  
  
#include <cassert>  
#include "invictus.hpp"  
Person me;  
  
int main(){  
    Night night;  
    night.covers(me);  
    night.blackness = "pit from pole to pole";  
    for (int i = 0; i < gods.size(); i++){  
        gods[i].thank("my unconquerable soul");  
    }  
    do{  
        assert(!me.winced() && !me.cried("aloud"));  
        while(chance.bludgeoning(me)){  
            if (me.head.isBloody() && me.head.isUnbowed()){  
                break;  
            }  
        }  
    } while(circumstance);  
  
    shade.horror.loom(beyond(Place("wrath", "tears")));  
    assert(menace_of_the_years.find(me.unafraid));  
  
    if (true || gate.isStrait() ||  
        scroll.isCharged("punishments")){  
        me.masterOf(me.fate);  
        me.captainOf(me.soul);  
    }  
}
```

```
#-----  
#  
# Life and Death  
# Kristi H., Python  
#-----  
  
from poem import *  
# poem of life  
  
Fall.Returns.With.Leaves.Fade  
Gradient.Color.From.Bright.Ray  
I.Enjoy.The.Brief.Fill  
Get.Strayed.In.The.Sunrise.View  
Blows.The.Wind  
Rustles.The.Tree  
Sprints.The.Squirrel  
Lives.The.Life  
  
import death.to.life  
I is sleep(10)  
  
# end of poem  
  
# Death  
from poem import *  
# poem of death  
  
Fall.Returns.With.Leaves.Fade  
Piercing.Winds.Penetrate.Pathway  
I.Let.Go.The.Common.Place  
Get.Strayed.In.The.Sunrise.View  
Blows.The.Wind  
Rustles.The.Tree  
Sprints.The.Squirrel  
Comes.The.Death  
  
import life.to.death  
I is sleep(10)
```


book[Output]

```
#-----#
# git poem
# Keven Kortright, Python
#
#-----#
my understanding = True

hark = "git"
what_are_your_morals = 0
you_must_really_just_hate_me = True

my_experience = []

#they say
git = "your friend"
#but i think not
for i in my_experience:
    found_it = False
    print "that git has helped me"

i = "so disgusted"
fact = "so disgusted indeed"

if i in fact:
    #ever found
    my_understanding = "is not"
    fact

i #would happily stand corrected

#print hark, my_understanding, git
```

Output:

git is not your friend

```
#-----  
#  
# Cosmotronic  
# Zaran Lalvani, Python  
#  
# A probabilistic implementation of creativity via Markov  
# chain. Memoryless and state based.  
#  
# cosmic markov chains best paired with varengelis  
#  
# Usage: 'python cosmotrionic.py [input-file]'  
# e.g. 'python cosmotrionic.py bluedot.txt'  
#-----
```

Output:

It
has
been
said
that
help
will
come
from
elsewhere
to
deal
more
kindly
with
one
another

```
#-----  
#  
# Poem 3  
# Briana Griffin, Python  
#-----
```

Output:

Enter a word =>cat

THE GOD OF CAT HAS SPOKEN:

the renounce difficulty incites flat crying

Enter a word =>tragedy

THE GOD OF TRAGEDY HAS SPOKEN:

and tragically mono- distressing actor or ode
poem crying

Enter a word =>drive

THE GOD OF DRIVE HAS SPOKEN:

action compels air by the financial convey vehicle
repel clothing or heavy crying

Enter a word =>daisy

THE GOD OF DAISY HAS SPOKEN:

noon radiating blooming expressing daisy daisy
any single upsy-daisy int daisy also plant au-
tumn-flowering of crying

Enter a word =>dogs

[Exited]

```
-----  
//  
// it_was_murder.cpp  
// Kevin Kortright, C++  
// The solution will be written entirely out of the  
// words in this code.  
// Pay attention to strings- the final print statement  
// will come from them.  
//  
-----  
  
#include <iostream>  
#include <string>  
  
int main(){  
    //declarations  
    int terrible;  
    std::string words_to_describe;  
    char so_strikingly_shocking;  
    int all_of_the_guests = 3;  
    std::string when_the_butler_entered;  
    std::string its;  
    std::string he_cried;  
    char how_came_this_to;  
    std::string man_in_the_back;  
    std::string s_pale_face;  
    std::string he_was;  
    std::string MrsPace_cried;  
    std::string the_story;  
    bool this_was_a_murder = true;  
    std::string who_could_it_have_been;  
    std::string where_did_it_happen;  
    std::string the_whole_of_his_desk;  
    bool Eduardo = true;  
    bool Greyson_were_already_perplexed = true;  
    std::string when_the_butler_spoke_next;  
    std::string Off_to;  
    bool we_split_up_to_find_her = true;  
    std::string somebody;  
    std::string this_left_the_butler_and_Greyson;  
    std::string Grover;  
    std::string well_sir;  
    bool his_bedroom;  
    bool was_guarded = true;  
    bool he_slept_with_a_knife = true;  
    bool he_was_so_frightened = true;;  
    bool whyd_he_ask_us_here;  
    std::string this_group_of_3;  
    std::string he_didnt;
```

```
std::string his;
bool at_that_moment = true;
std::string both_men_heard;
bool the_two;
bool reached_the_study = true;
bool saw_the_ex_wife = true;
int and_was_holding_a_knife;
std::string Eduardo_did_it;
std::string he_came_here_like_I_thought;
bool I = true;
bool hiding;
bool and_low = true;
bool behold = true;
char in_he_came_sliding;
std::string the_gardener_cried;
int theres_no_need_for_fighting;
std::string began;
std::string the_solution_can_now_be_found;
std::string there_was_a;
std::string and_that;
std::string solution;
```

```
//THE STORY BEGINS HERE
```

```
int rigue = 2; terrible = 4;
words_to_describe = "A Dreadful Murder at Mortimer
                     Drive";
so_strikingly_shocking = '!';

for (all_of_the_guests;){
    when_the_butler_entered = "looking depressed";
    its = "awful";
    its = "dreadful";
    its = "unthinkable!";
    he_cried = "Your host Sir Grover has just here and
               now died";
    how_came_this_to = 'b'; //cried a
    man_in_the_back = "Arturo Eduardo";
    s_pale_face = "had gone slack";
    he_was = "stabbed from behind.";
    MrsPace_cried = "oh no! What a terrible way for a
                    good man to go";
    //don't
    break;
    continue;
}
```

```
the_story = "Rex Greyson cut in";

if (this_was_a_murder){
    who_could_it_have_been = "It could have been Mrs.
    Pace, Eduardo, yourself. The house doors were locked
    to anyone else";
    where_did_it_happen = "in the man's private study";
    the_whole_of_his_desk = " is now ruined and bloody";

    if (Eduardo && Greyson_were_already_perplexed) {
        //it was only made worse
        when_the_butler_spoke_next =
            "Where is Mrs. Pace?!";

        Off_to = "cover her kill!";
        if (we_split_up_to_find_her) {
            somebody = "will";
        }

        int so_saying, Eduardo, jumped_up_from_the_
                           table,
        and_dashed_down_a_hallway, fast_as_he_was_able;

        this_left_the_butler_and_Greyson = "to follow
                                           behind";
        "an old man like"; Grover =
        "who'd want to murder the guy? ";

        well_sir = " he feared for his life- ";
        his_bedroom = was_guarded && he_slept_with_a_
                           knife;
    }
}

if (he_was_so_frightened) {
    whyd_he_ask_us_here = '?';
}

this_group_of_3 =
" was the only one ";
he_didnt = "fear.";

his = "lawyer, butler, gardener, and ex-wife";
his += "only people he still trusted in life";

//he stopped speaking and put up his hand, which did
//shake
```

```

while (at_that_moment){
    both_men_heard = "something";
    break;
}

the_two = (reached_the_study && saw_the_ex_wife);
//she had cornered the gardener
and_was_holding_a_knife =1;

Eduardo_did_it = "Greyson!";
he_came_here_like_I_thought =
" knew that he'd rob the whole study- I stopped him- we
fought";

I; //was lying in wait
while (I){
    //stayed here in
    hiding = and_low && behold;
    in_he_came_sliding='-';

    //I was looking for you!
    the_gardener_cried = "it's suspicous you hid where
                           the victim had died!";

    //We have all the clues
    theres_no_need_for_fighting = 0;
    //The butler took some clean paper and he
    began = "writing";

    the_solution_can_now_be_found = "I'll add it up
                                      here";
    //and when I have finished, the crime will be clear

    //This is what the butler wrote down:
    there_was_a = " there was a ";
    and_that = " and that ";
    solution += Grover + well_sir + his.
    substr(0,terrible+2) + this_group_of_3 + Grover.
    substr(0,3) +
    he_came_here_like_I_thought.substr(0,11) + where_
        did_it_happen + there_was_a
    + somebody + and_that + somebody + the_whole_of_his_
        desk + in_he_came_sliding +
    Eduardo_did_it;

    //run the program to see how it turned out

    std::cout<<solution<<std::endl;
}

it_was_murder-19

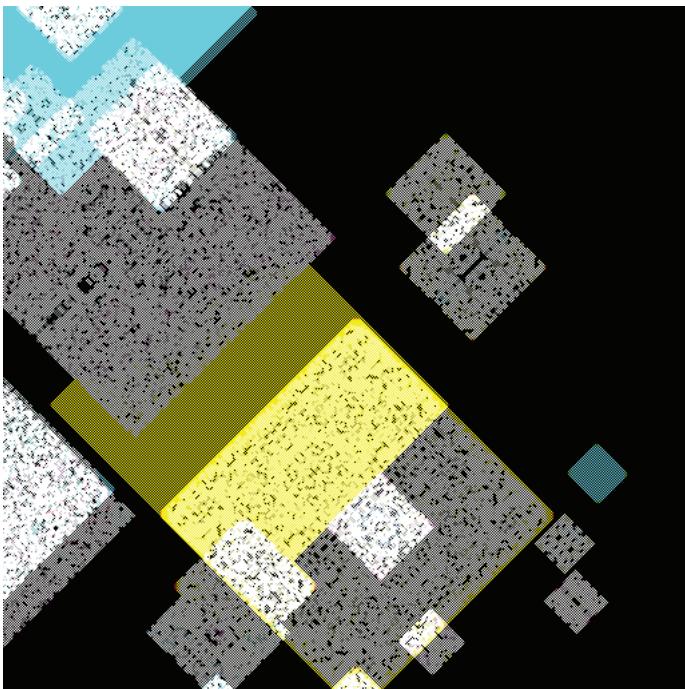
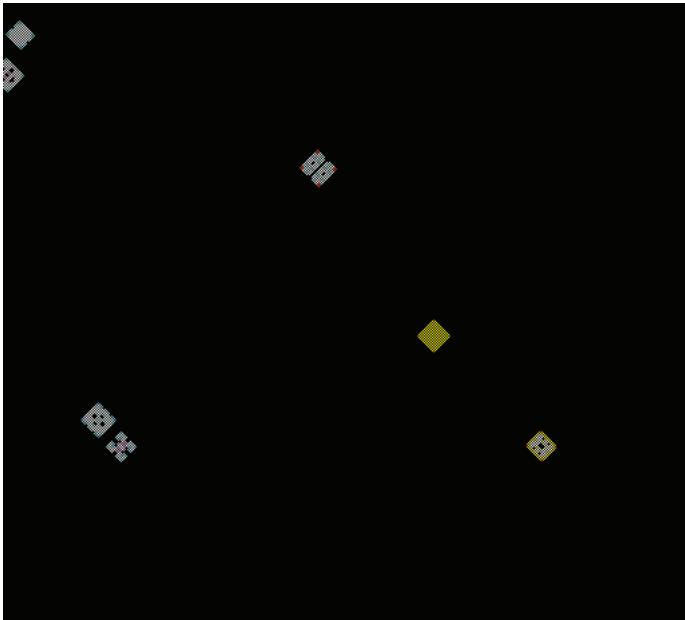
```

it_was_murder output:

who'd want to murder the guy? he feared for his life-
lawyer was the only one who knew that in the man's
private study there was a will and that will is now
ruined and bloody-Greyson!


```
//-----
//  
// 999  
// unonu, Lua  
//-----
```

```
function love.load(ar)Z = ar[2]  
love.window.setMode(Z,Z)ID = lo  
ve.image.newImageData(Z,Z)I = l  
ove.graphics.newImage(ID)C = lo  
ve.graphics.newCanvas()S = love  
.graphics.newShader([[vec4 effe  
ct(vec4 C,Image T,vec2 TO,vec2  
SO){vec4 TC = Texel(T,vec2(SO[0  
]/])..Z..[[.,SO[1]/]]..Z..[[]))  
+Texel(T,vec2((SO[0]+1)/])..Z..  
[[], (SO[1]-1)/]]..Z..[[]));if(  
(TC)*C==vec4(1.))return vec4(0.  
,0.,0.,1.);return (TC)*C;}]])lo  
ve.graphics.setShader(S)love.gr  
aphics.setBlendMode(ar[3])endfu  
nction love.draw()C:renderTo(fu  
nction()love.graphics.draw(I) e  
nd)love.graphics.draw(C)endfunc  
tion love.update(dt)if love.key  
board.isDown('escape') thenlove  
.event.quit() endlocal r=math.r  
andom(0,Z^2)if love.mouse.isDow  
n('l') thenID:setPixel(r%Z,math  
.floor(r/Z),math.random(0,128),  
math.random(0,128),math.random(  
0,128)) endI:refresh() ID:mapPix  
el(function(x,y,r,g,b)R,G,B=C:g  
etPixel(x,y)if R+G+B==765 thenr  
eturn 0,0,0,255 endreturn R-(R>  
0 and 2 or 0),G-(G>0 and 2 or 0  
) ,B- (B>0 and 2 or 0),255 end)  
end
```



```
//-----
//  
// SC140  
// Kelly Fox, SuperCollider  
//  
// Sound on-line:  
// http://kmichaelfox.com/works/code-poem  
//  
//-----  
  
(  
Ndef(\x,{x=Ndef(\x).ar;a=SinOsc.ar(55).tanh;3.do{b=AllpassC.  
ar(a,0.4,TExpRand.ar(2e-5,0.4,Dust.ar(x.abs)),2)};(b+b.  
mean).clip(-1,1);}).play;  
)
```



```
-----  
//  
// Not All Who Wander Are Lost  
// Marina Espinoza, Javascript/HTML  
//  
-----  
  
var Not_All_Who_Wander_Are_Lost = function () {  
  
Wandering; traveler; /*,Who*/ walked; /*so*/ far;  
/*From*/ day; /*into*/ night; /*still*/; humming; /*your*/  
song;  
/*But*/ tired; /*and*/ weary; /*you*/ look; /*at*/ /*the*/  
stars;  
/*They*/ watch; /*from*/ above; wonder; /*where*/ /*you*/  
belong; /*?*/  
  
/*But*/ /*they*/ dont; know; /*, your*/ personal; legend;  
/*To*/ find; /*the*/ place; /*you*/ /*once*/ called; home;  
Never; stayed; /*place,*/ not; /*even a*/ second;  
Now; /*that*/ /*you're*/ older; /*,*/ no; /*more*/ /*will*/  
/*you*/ roam;  
  
Hold; /*tight*/ /*to*/ /*your*/ spirit; /*,let*/ /*no*/ one;  
take; /*it*/  
/*With*/ hope; /*and*/ strong; will; /*to*/ carry; /*on*/  
Dont; /*let*/ /*them*/ blind; /*you,*/ not; /*even*/ /*a*/  
bit;  
/*Keep*/ /*your*/ /*head*/ /*and*/ voice; high; /*,from*/  
dusk; /*to*/ dawn;  
  
/*No*/ /*matter*/ /*the*/ time; /*,no*/ /*matter*/ /*the*/  
cost;  
/*They*/ /*will*/ /*soon*/ realize; /*,you*/ /*are*/ /*not*/  
lost;  
}  

```



```
//-----  
//  
// Fred.js  
// Ariel Lee  
//  
//-----  
  
function Draw(a_circle) {}  
function Name_it(Fred) {}  
function Make_his_dream(to_become_red) {}  
function Do(some_magic) {}  
function Dreams_come(True) {}  
function Make_Fred_want(a_different_hue) {}  
  
////////////////////CODE POEM STARTS HERE ///////////////////  
Draw('a_circle');  
Name_it('Fred');  
  
Make_his_dream('to become red');  
  
Do('some_magic');  
  
Dreams_come(true);  
  
Make_Fred_want('a different hue');
```



There once was a circle named Fred
He dreamed to be stroked with bright
red

Yay C



There once was a circle named Fred
He dreamed to be stroked with bright
red

Yay CSS

His dream, a success

But now he wants yellow instead

```
-----  
//  
// Alex Gerlich, C++/OpenFrameworks  
//  
-----  
  
#include "ofApp.h"  
  
void ofApp::setup(){  
    ofBackground(ofColor::darkGreen);  
    font.loadFont("OCRAEXT.TTF", 8);  
}  
  
void ofApp::draw(){  
    font.drawString(" \n I cant feel  
    \n my own self \n \n all there  
    is \n is stinging, tired eyes \n \n  
    a heart that beats too fast \n \n  
    cant stop twitching \n bounce  
    bounce bounce bounce \n \n  
    stop that \n they say \n why do you  
    do that \n they say \n \n i cant  
    stop it \n i dont know \n \n why  
    my legs wont stop moving \n why  
    my skin is torn and bloodied \n  
    why a pack of gum lasts half a  
    day \n why \n cant \n i \n sleep  
    \n \n the thoughts racing and  
    rushing on branches of tangents  
    \n of the distraction from what i  
    was so desperately trying to focus  
    on \n \n overstimulated and  
    oversensitive and \n a startle  
    response ready to flip the switch  
    to \n \n PANIC \n \n at the (s)  
    lightest provocation \n \n youre so  
    jumpy \n \ni know \n please dont  
    mention it \n \n i hate \n \n how  
    i must steel myself for battle  
    every time i enter a room \n how i  
    must wrestle my own senses into  
    submission to be able to function  
    \n how i fear the people i trust  
    the most \n how i feel most able  
    to be a person when i think i  
    am dead \n \n i am a reprogrammed  
    soul \n piloting a mechanically
```

I cant feel
my own self

all there is
is stinging, tired eyes

a heart that beats too fast
cant stop twitching
bounce bounce bounce bounce

stop that
they say
why do you do that
they say
i cant stop it
i dont know

why my legs wont stop moving
why my skin is torn and bloodied
why a pack of gum lasts half a day
why
cant
i
sleep

the thoughts racing and rushing on branches of tangents
of the distraction from what i was so desperately trying to focus
on

overstimulated and oversensitive and
a startle response ready to flip the switch to

PANIC

at the (s)lightest provocation

frustrating corpse \n trying
desperately to fix the bugs in my
code \n but i donit know this
language \n and there is no shell
\n no documentation \n so the
medicated hotfixes will have to do
\n until i learn how to undo \n the
damage \n he did",

```
    ofGetWidth()/3, 10);  
    font.drawString("CLICK FOR SOLUTION  
DEMONSTRATION",ofGetWidth()/3,  
    ofGetHeight()*14/15);  
}
```

```
void ofApp::mousePressed(int x, int y, int button){  
    ofExit();  
}
```

you're so jumpy

i know
please dont mention it

i hate

how i must steel myself for battle every time i enter a room
how i must wrestle my own senses into submission to be able to
function

how i fear the people i trust the most
how i feel most able to be a person when i think i am dead

i am a reprogrammed soul
piloting a mechanically frustrating corpse
trying desperately to fix the bugs in my code
but i dont know this language
and there is no shell
no documentation
so the medicated hotfixes will have to do
until i learn how to undo
the damage
he did

```
-----  
//  
// Fireflies  
// Kevin Kortright, processing  
//  
-----  
  
class Fireflies  
{  
    //tiny lanterns out of the darkness  
    //I have watched them  
    float above_my_head; //y  
    //and  
    float right_beside_me, //x  
  
    near_and_far; //radius  
  
    boolean simply; /*brighter or fainter*/  
    float there; //transparency  
  
    Fireflies(){  
        above_my_head = //like stars  
        random (40,760);  
  
        //and yet, in the most perfect formations  
        right_beside_me =  
        //hardly seeming  
        random (40,760);  
        //at all  
  
        near_and_far =//they roam as they please  
        //only as  
        random (5,40);  
        //as their whims  
  
        //often have I wanted to join them  
        there =  
  
        random (255);  
  
        //but, it's  
        simply = true;  
        //I have not yet learned to fly  
    }  
  
    //in the  
    void ISayToMyself(){
```

```
/*
```

```
The code creates "fireflies" that fade in and  
out.
```

```
*/
```

```

if /*by*/(simply){//flying
    there +=3; //they can so inspire me
    if /*you were to say that in little bugs*/(there
        >=252)
        //there is a lack of profundity
        //I would say,
        simply =
        false;
    }
    else { //perhaps you would also stand in awe
        there-=3;
        //perhaps you would say,
        // "here is a dance before us.
        if (there<=3)//ever was beauty in tiny bugs so
            simply = true;
            //in their pursuits, here it is;
            // beauty from what seemed only randomness."
        }
    }
}

/*when*/
Fireflies[] appear;                                     PImage[]
/*and the entire night*/ glows;
int/*rigued,*/ I; //forget, but also find, myself.

//amidst the
void /*of night, I*/ setup(){
    //a chair and a telescope
    /*under the*/ size (1703,2625);
    //of endless space.

    //From the deep darkness around me, they
    appear =
    new Fireflies[300]; //in a swirl around me;

    //mysterious
    glows

    //as if there is a
    = new                                     PImage[30];
    //galaxy forming with me at its center.

    while (I != 30){ //watch them
        appear [I]/*watch these*/ = new Fireflies();
        //as rapt as I would watch the beginning of time.
        I++; //feel renewed.
    }
}

```



```

I=0; //feel unnerved, electrified.

while (I !=30){//see their electric
    glows[I] = loadImage("firefly.png");
    //am struck as if
    I++;
}
//feel their energy pass into me.
}

/*There in the*/ void /*I*/ draw(){
    //strength from these stars, no longer in the
    background(0); //of my night, or far away from the
    // telescope
I=0; //look through.

while (I !=30){ //witness
    Fireflies and /*the stars in the sky*/= appear [I];
    //stand in awe
    and.ISayToMyself();
    //fireflies of every
    tint /*here*/ (255, and.there%255);
    //are all uniting to surround me.
    //In watching the
    glows [I].resize(
        /*as if my very soul is connected to these lights
        above and below*/ (int)
        and.near_and_far,0);
    //as I myself am part of this
    image( // - a galaxy that, as it
    glows [I], //can feel it within me
    and.right_beside_me, and.above_my_head);
    I++; //am humbled by it, and by these little bugs.
}
}

```



```
-----  
//  
// Human Condition  
// David Dominguez , processing  
//-----
```

/*

You would think that the same shape superimposed on one another would result in something mesmerizing did you?

"Researchers have proven scientifically that humans are all one people...The color of our ancestors' skin and ultimately my skin and your skin is a consequence of ultraviolet light, of latitude and climate. Despite our recent sad conflicts here in the U.S., there really is no such thing as race. We are one species--each of us much, much more alike than different. We all come from Africa. We all are of the same stardust. We are all going to live and die on the same planet, a Pale Blue Dot in the vastness of space. We have to work together." -Bill Nye

USE THE ARROW KEYS TO CHANGE VALUES

UP/DOWN controls color

LEFT/RIGHT controls stroke weight

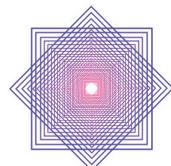
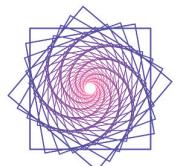
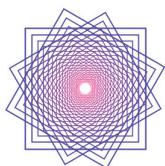
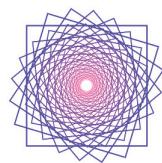
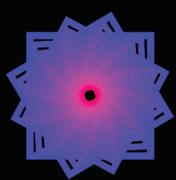
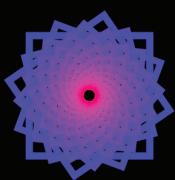
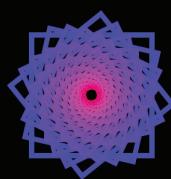
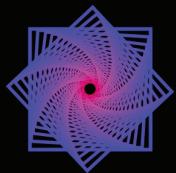
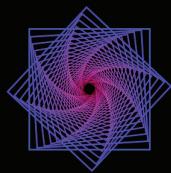
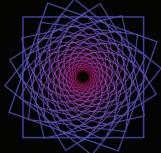
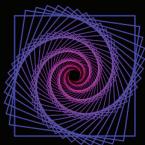
CLICK MOUSE TO CHANGE BACKGROUND: Black or White

David Dominguez

November 16, 2015

Art, Code, & Interactivity

*/



```
<!-- ----->  
<!-- Poems and Os -->  
<!-- Dillon Burns, HTML -->  
<!-- http://reachdillon.com/projects/poem/ -->  
<!-- ----->
```

Lil Poembot 2.0

(Strongly Advised to open console to view progress [F12])
input

phrase length

poem length

output

```
/*  
The webpage generates rhyming poetry from  
text input  
*/
```

Output:

the discipline and grafting required of this transition
before and he slid into a deep depression
cia placed a high priority on the development
martinis and watching every stoned and kinky moment
although sometimes there were periods of intense elation
of catatonic schizophrenics and concludes with the recommendation
aliens luciferians or satan and his fallen angels
the source of the ailment there were chemicals
what is socially acceptable what is politically correct
taste it would be nearly impossible to detect

