Aesthetic Programming

Class 03- Code and Get Started

Get started

Get started

Step 1: Download the p5.js complete library: http://p5js.org/download/

Step 2: Make sure you have a p5.js supported web browser and to turn on the console:
https://github.com/processing/p5.js/wiki/Supported-browsers

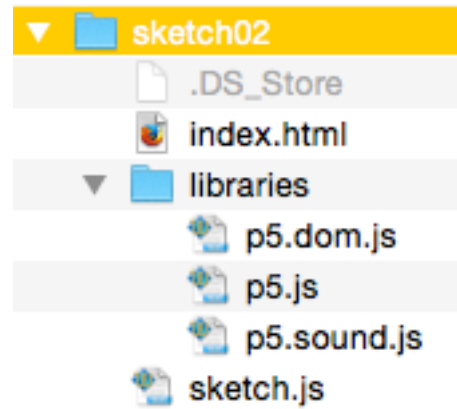**Step 3:** Create a working folder in your machine

Step 4: Download an editor (p5.js Editor or others like Sublime Text 2, TextWrangler etc)

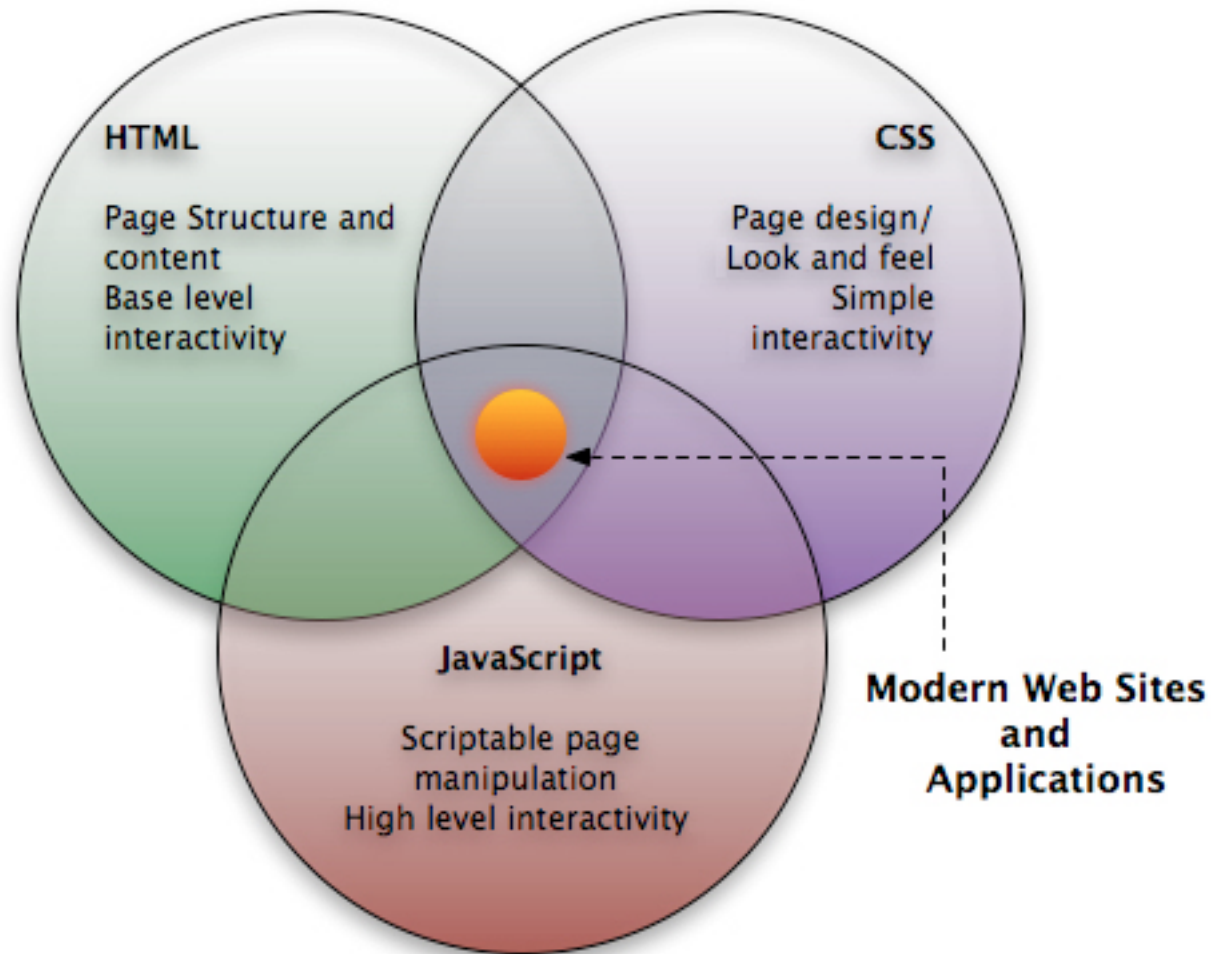**Step 5:** Try to open the index.html file in your web browser

** What I am using:

- Firefox (Tools > Web Developer > Web console on)
- TextWrangler

Structure

HTML/CSS/JS
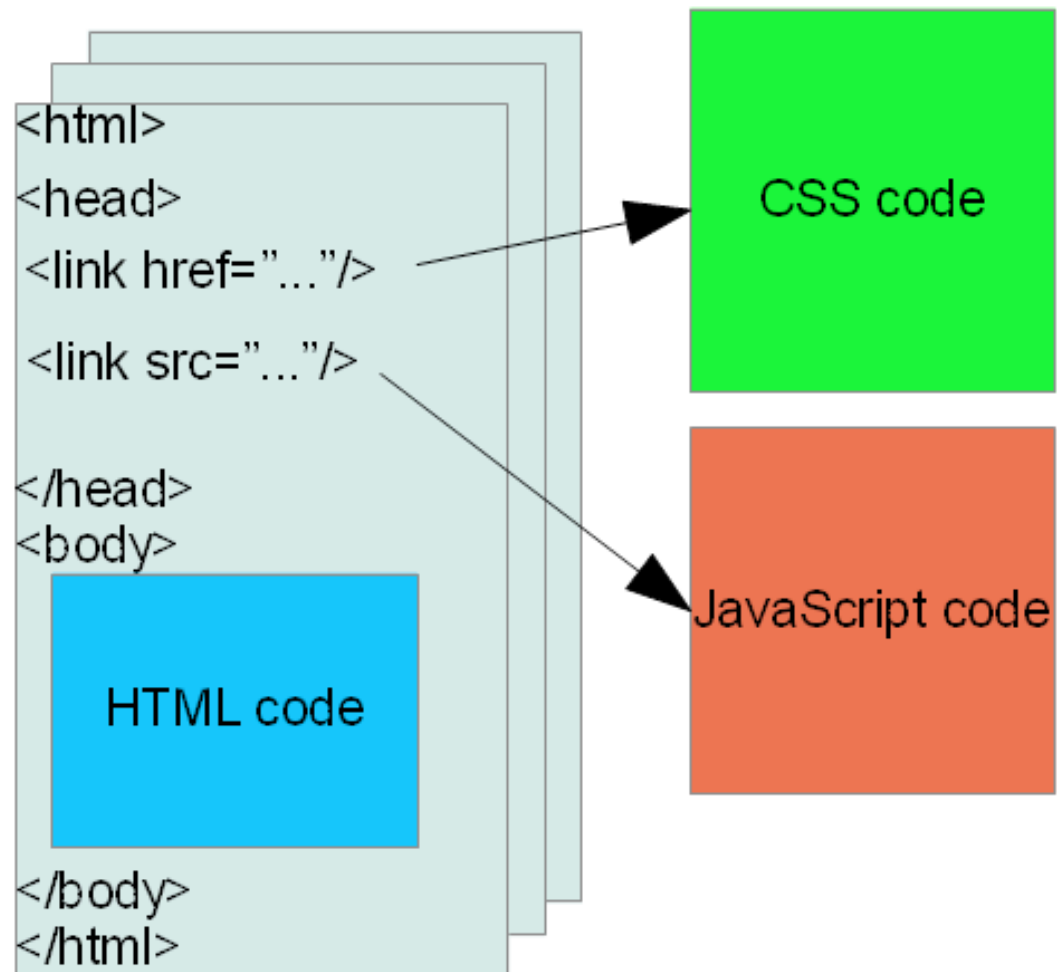

HTML

Page Structure and content
Base level interactivity

CSS

Page design/ Look and feel
Simple interactivity

JavaScript

Scriptable page manipulation
High level interactivity

Modern Web Sites and Applications

HTML/CSS/JS

Your first sketch

```
function setup() {

}

function draw() {

}
```

Coordinate system
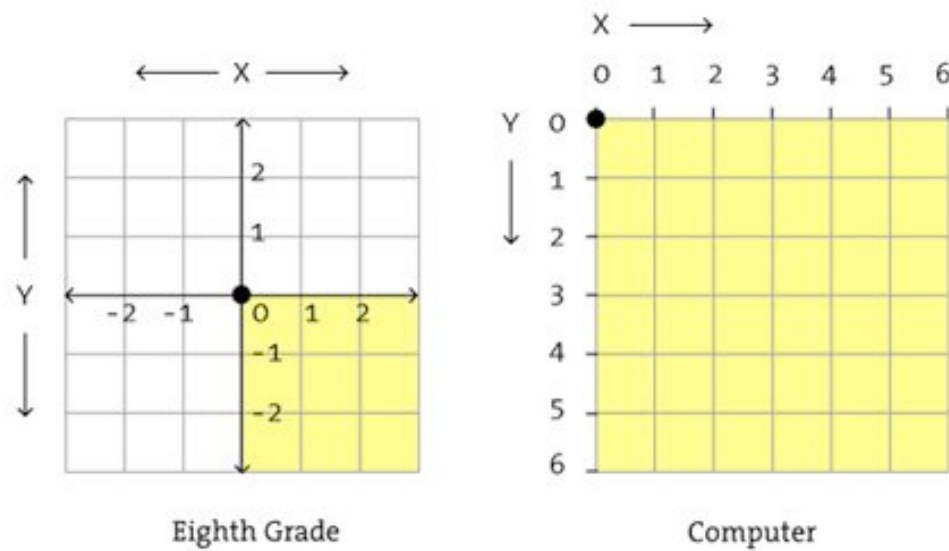
Eighth Grade

Computer

Coordinate system

X ⟶
0   20   40   60   80   100

Y

0

20

40

60

80

100

(0,0)   (99,0)

(50,50)

(20,60)

(60,80)

(0,99)   (99,99)
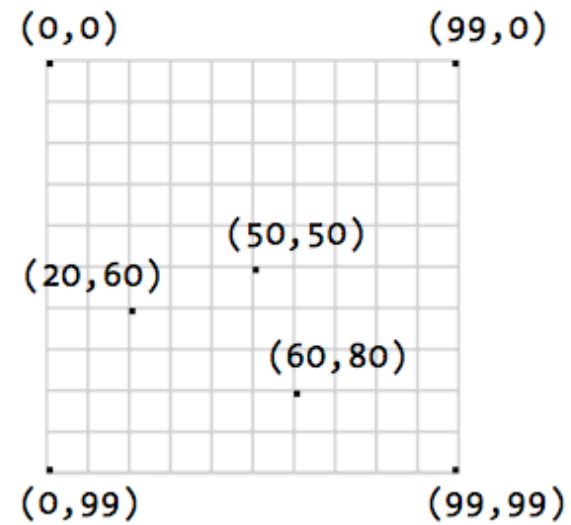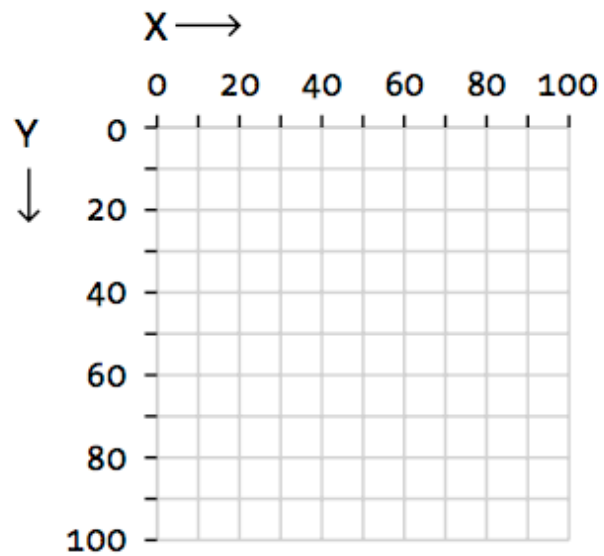
Your first sketch

```
1  ▼  function setup() {
2       console.log("Hello World");
3       createCanvas(800, 600);
4  ⌐  }
5
6  ▼  function draw() {
7       ellipse(400, 300, 80, 80);
8  ⌐  }
```

file:///Users/wsoon/Desktop/Desktop/data/Teaching/

Inspector Console Debugger {} Style Editor Performance Memory Network

Net CSS JS Security Logging Server Filter output

Hello World   sketch.js:2:2
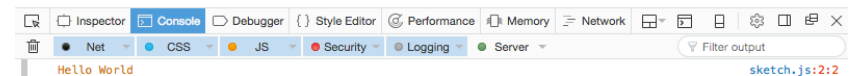
Your first sketch

```
1 ▼  function setup() {
2      console.log("Hello World");
3      createCanvas(800, 600);    //create a drawing canvas
4 ⌐  }
5
6 ▼  function draw() {
7      fill(100);   //check this syntax with alpha value
8      rect(0, 0, width, height);
9      ellipse(400, 300, 80, 80);   //draw an ellipse
10 ⌐  }
```

1. The two major functions i.e setup and draw
2. The concept of console and error
3. Coordinate system
4. Numbers
5. Other possible functions, example: ellipse
6. Commenting code

http://p5js.org/reference/

Peer Tutoring / Peer respondents

1/ Within 20 mins presentation (peer tutoring)
- Technical understanding (provide sample code)
- Teaching (able to describe/speak about code with your language)
- Articulation (able to apply and elaborate on how you do it)
- Think through the notion of aesthetics

2/ Within 10 mins response by respondents (feedback and ask questions)
- Demonstrate your understanding of the assigned theme
- Set some questions in mind and lead the discussion

Last week's mini exercise

* <u>Weekly mini ex1 – discussion in class:</u>

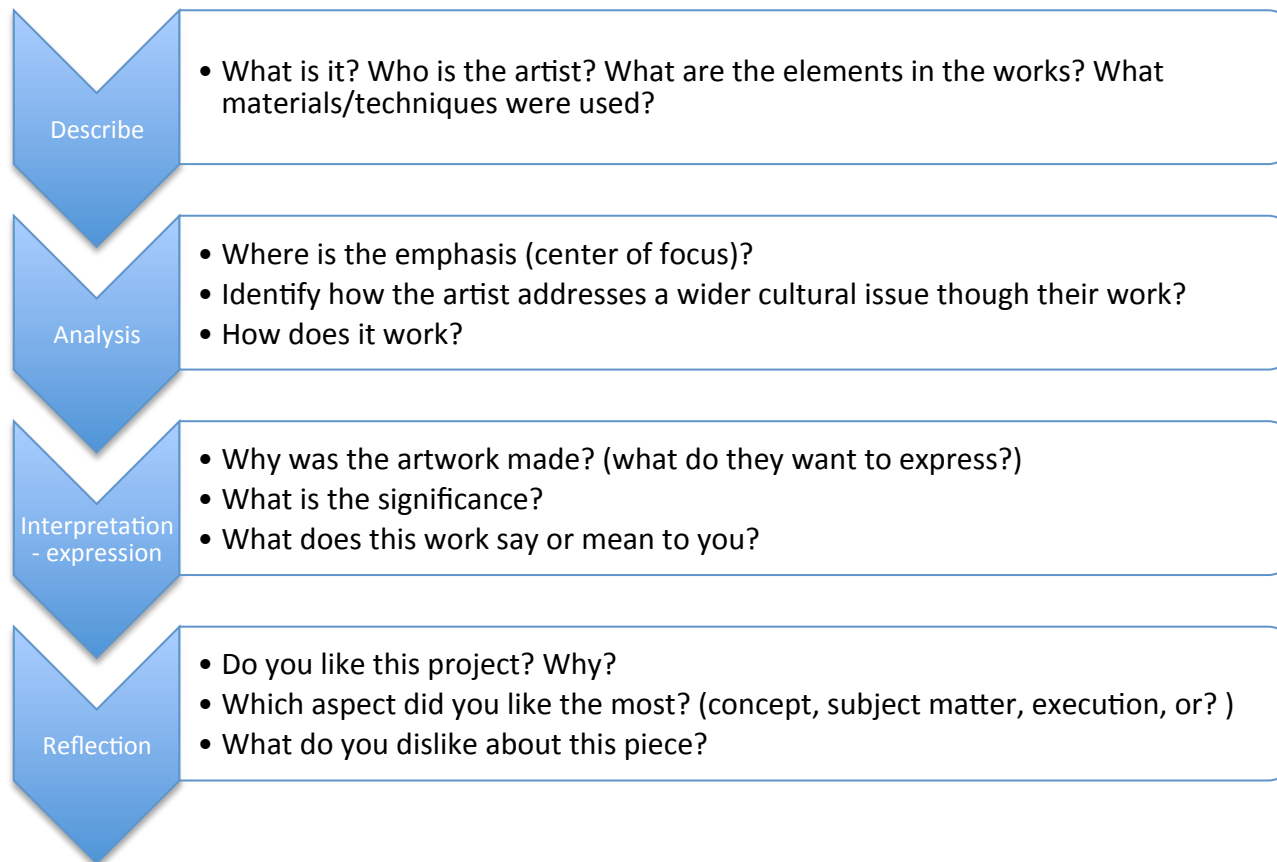https://github.com/AUAP/AP2017/blob/master/all_miniex/mini_ex1/mini_ex1.md

Which work have you chosen? What is it? How does the work operate and what kind of software/programming language was used? Can you try to look at the source code and decode some of the logics? Who is the artist and what is her/his background? What is the concept? What do you like about it?

* Weekly mini ex1 – Discussion in class:

https://github.com/AUAP/AP2017/blob/master/all_miniex/mini_ex1/mini_ex1.md

Discussion:

Choose a person among the group and present your findings under the framework of critique:

Describe
- What is it? Who is the artist? What are the elements in the works? What materials/techniques were used?

Analysis
- Where is the emphasis (center of focus)?
- Identify how the artist addresses a wider cultural issue though their work?
- How does it work?

Interpretation - expression
- Why was the artwork made? (what do they want to express?)
- What is the significance?
- What does this work say or mean to you?

Reflection
- Do you like this project? Why?
- Which aspect did you like the most? (concept, subject matter, execution, or?)
- What do you dislike about this piece?

Mini exercise2 walkthrough: My First Program
* update to your own github account
* feedback to others