Generativity

Class 07

Agenda

- Diskussion i grupper om mini ex 5
- Opsamling i plenum
- Pause
- Sample code: Generativity
- Mini ex 06

Sidste mini ex: Electronic literature

- 4) Design an electronic literature using found text and RiTa.js library. Upload your final sketch to Github under a directory called "mini_ex5".
- 5) Create a readme file and upload to the same mini_ex5 directory. The readme file should address the followings:
    - Give a title to your piece and describe your program with a screenshot.
    - What kind of functions you have used from RiTa library?
    - Can you describe your experience in working with found text as the source materials?
    - How might we think about the materiality of text/interface? How might we understand the “textual character” of the found text? (see the assigned class reading: https://elmcip.net/critical-writing/aesthetics-materiality-electronic-literature)
- 6) Provide peer-feedback to 2 of your classmates on their works by creating "issues" in his/her github corresponding repository.

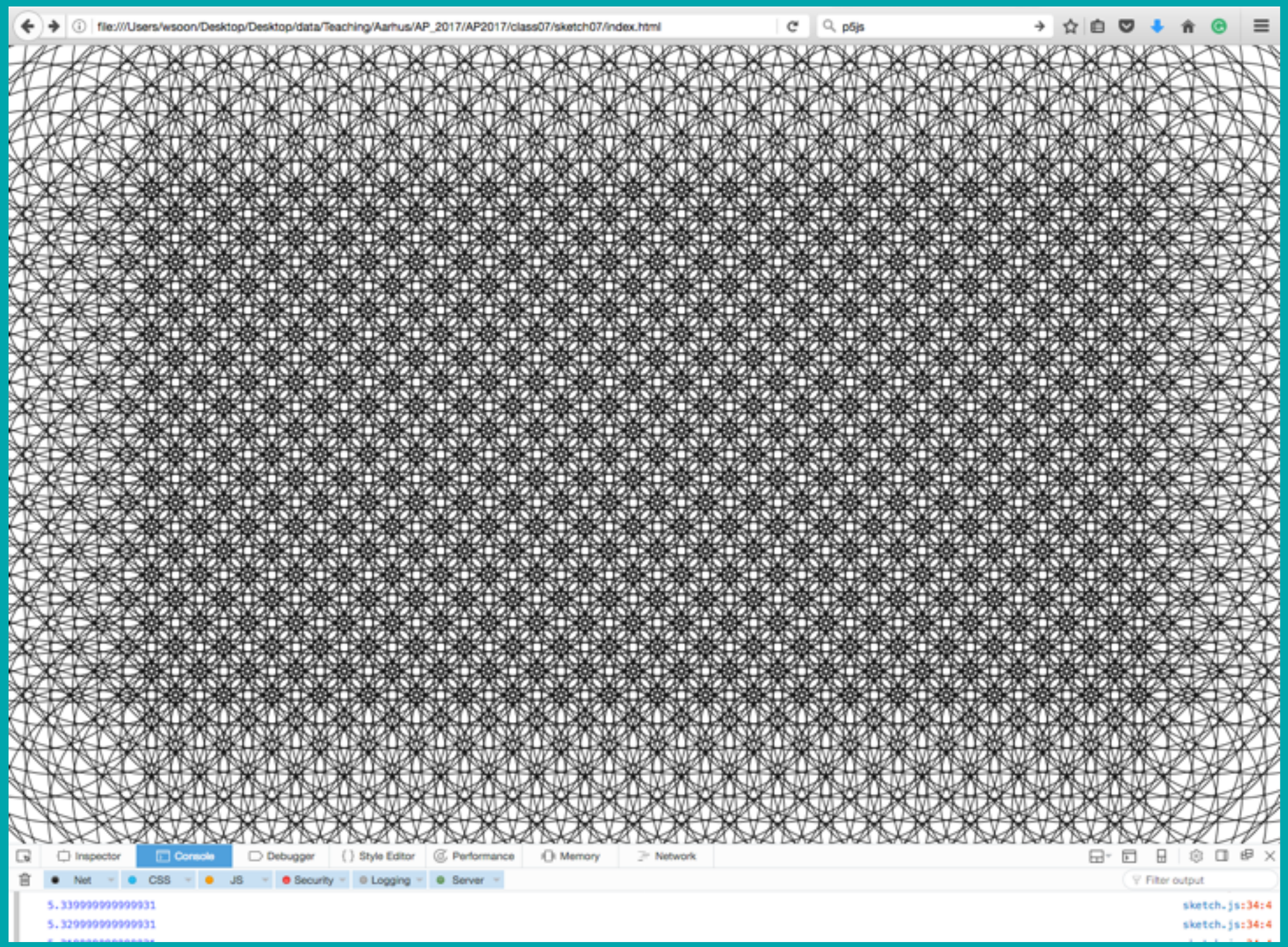
Diskuter i gruppen

- 10 min. pr. person:
  - Fremlæg din sketch
  - Forklar, hvorfor din sketch kan opfattes som *electronic literature*
  - Fortæl, hvilke udfordringer du havde med denne mini ex

Opsamling

Pause

Generativity?



Generativity

- **Randomness**, **repetition** and **regeneration**.
- Kompleks **variation** med simple regler
- (Ofte) **unik** hver gang det eksekveres
- At skabe **uforudsigelige** systemer i en **forudsigelig** maskine

WindowWidth/Height

- Indstiller størrelsen på canvas afhængig af størrelsen på vinduet

```
6  function setup() {
7   createCanvas(windowWidth, windowHeight);   //create a drawing canvas
8   noFill();
9   //frameRate(5);
10 }
```

A loop within a loop

- Et loop placeret inde i et andet loop kaldes et ***nested loop***.

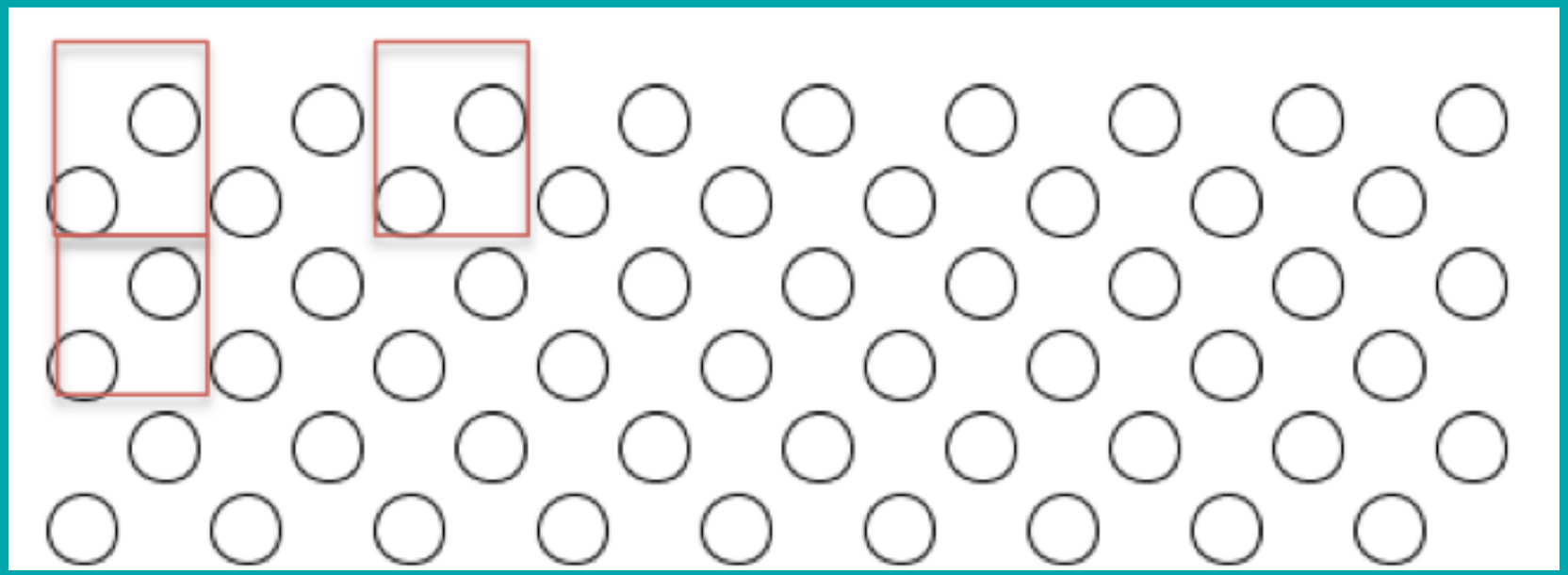
- Alle loops kan nestes, men nested for loops er mest almindelige

Remember hit counters?

You are visitor 

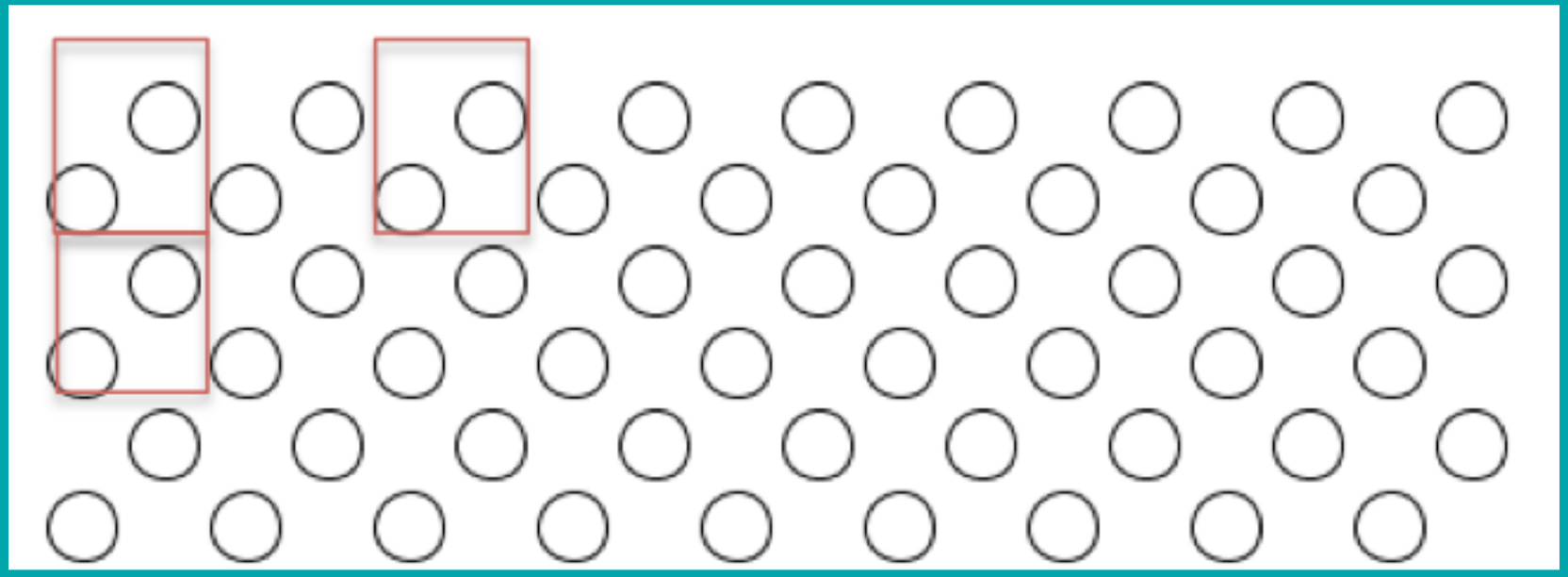
Nested for loop

```
12  function draw() {
13    background(255);
14    for (var xcor = 0; xcor < width-50; xcor += 50){
15      for (var ycor = 0; ycor < height-50; ycor += 50){
16        drawSomething(xcor, ycor);
17      }
18  }
19
```



drawSomething()

```
37 function drawSomething(x, y) {   //
38   ellipse(x+50, y+25, 50*r, 50*r);
39   ellipse(x+25, y+50, 50*r, 50*r);
40 }
```



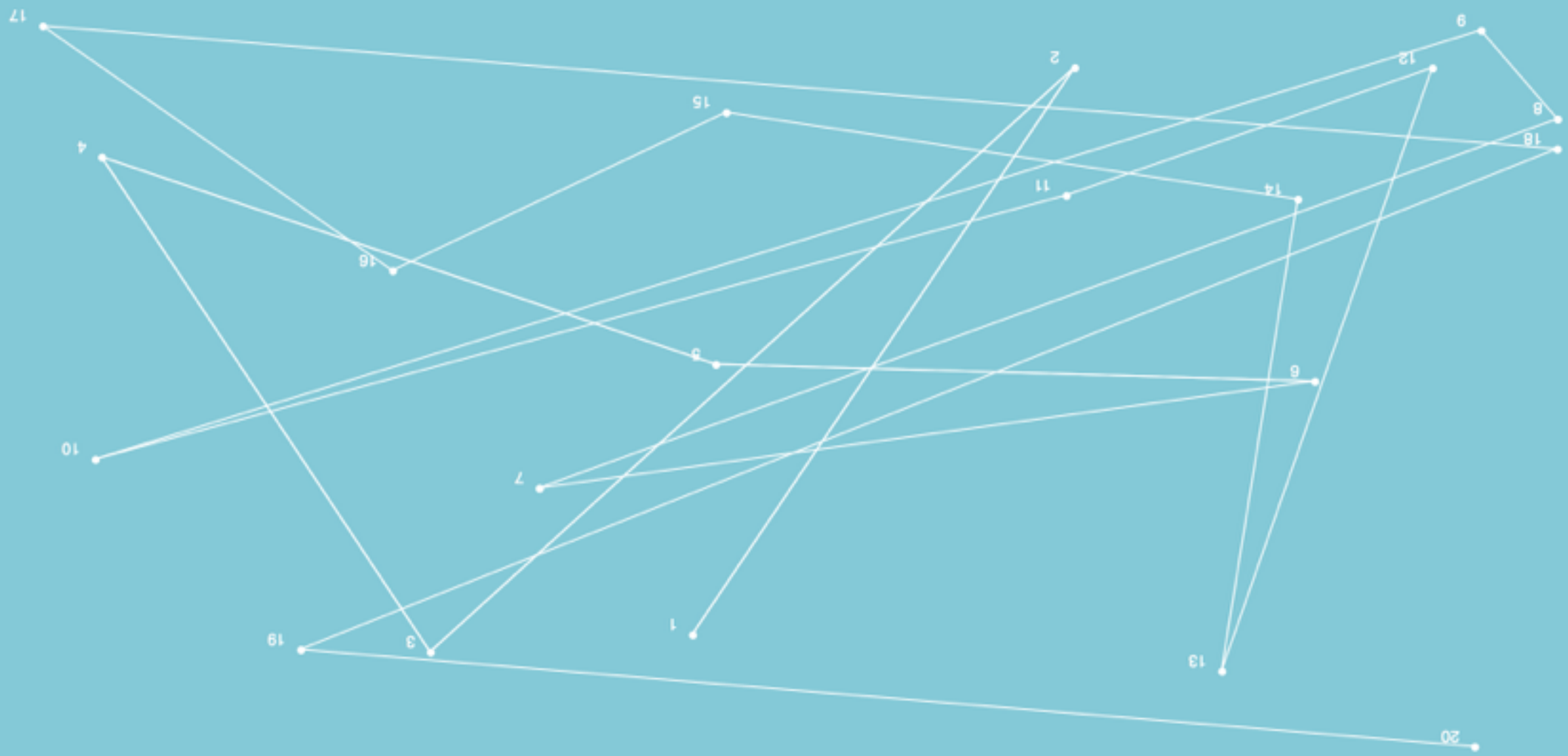
Større/mindre ellipser

```
3   var r = 0;
4   var status = "up";
```

```
22    if (status == "up") {
23      r+=0.01;   //increase the size at a time
24    }else{
25      r-=0.01;
26    }
27
28    //if it reaches certain size, change the direction
29    if (r > 40){    //until r reaches a certain number, reset the status
30     status = "down";
31    }else if (r < 0) {
32     status = "up";
33    }
34     console.log(r);
35  }
```

Mini ex 06: A Generative Program

- Design a generative program with at least 3 basic rules to allow your program to unfold and emerge over time.
- Create a readme file and upload to the same mini_ex6 directory. The readme file should address the following:
    - Give a title to your piece and describe your program with a screenshot.
    - What are the rules that you have employed in your program?
    - By using some of the concepts from the article - Generative Art Theory, can you discuss how your program expressed the notion of generativity? (such as authorship/nonhuman creation/autonomous system/Complexity/Emergent behaviour etc)
- Try to use the vocabulary within the article “Generative Art Theory” to provide peer-feedback to 2 of your classmates on their works. Write with the issue title "Feedback on mini_ex(?) by (YOUR FULL NAME)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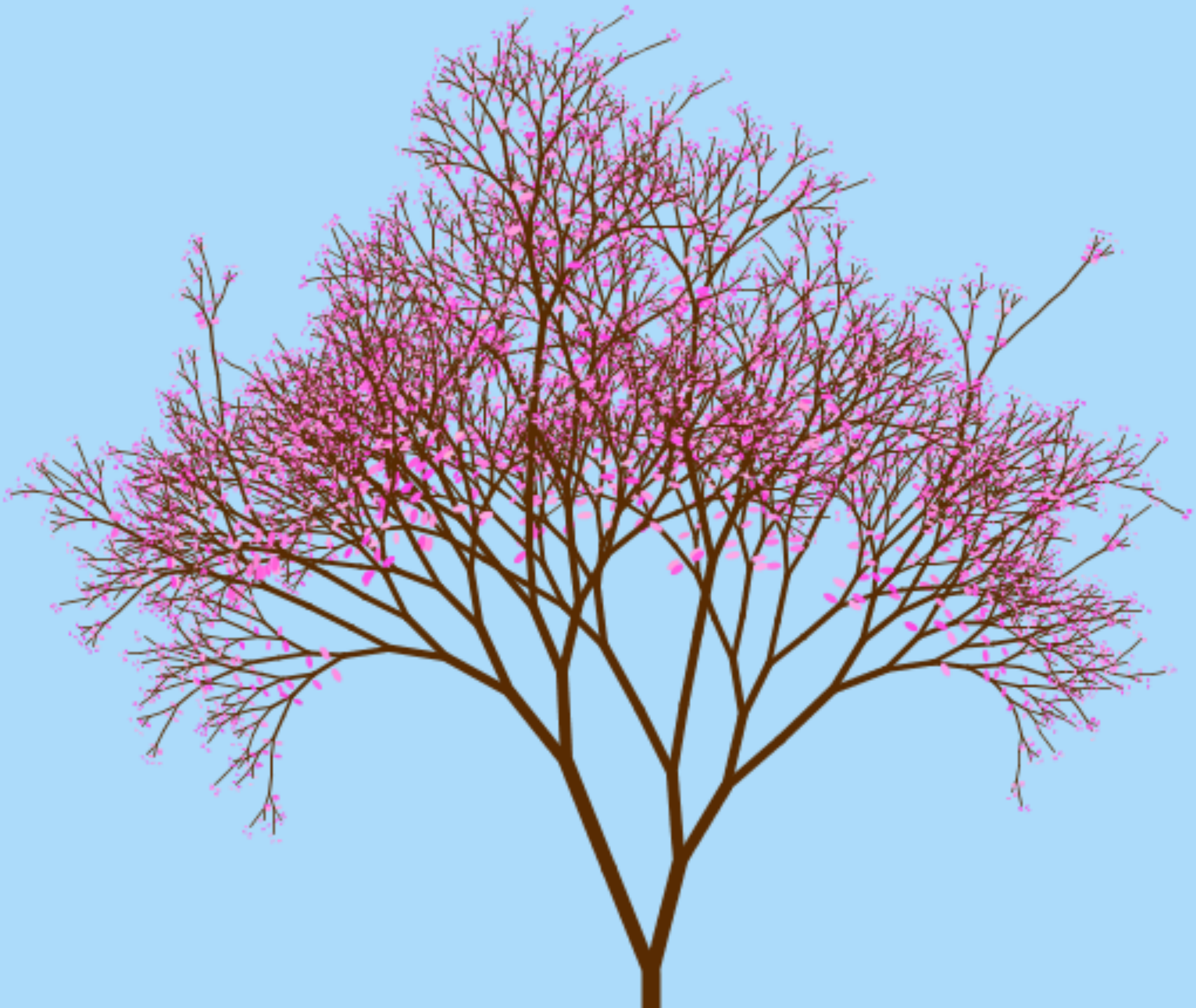

Diskuter i gruppen

- Hvad bliver jeres største udfordring ved denne mini ex?

- Find på et forslag til et generativt program