Aesthetic Programming

Class 06- Code and Language

* Weekly mini ex4 – Feedback loop | discussion in class:

https://github.com/AUAP/AP2017/blob/master/all_miniex/mini_ex4/mini_ex4.md

- 1) Read the article Cybernetics and the Pioneers of Computer Art by Thomas Dreher
- 2) Take a look at some projects that express the concept of feedback loop here
- 3) Explore different sensing technologies such as video, sound, mouse and keyboard
- a. May be useful to include other library:

https://github.com/processing/p5.js/wiki/Integrating-other-libraries

- b. Sound: https://p5js.org/reference/#/p5.SoundFile
- c. Video with p5.dom library: https://p5js.org/examples/dom-video-capture.html and https://p5js.org/examples/dom-video.html
- *The above a-c are just recommendation. Feel free to explore and experiment other functions and libraries.
- 4) Design a sketch that demonstrates the control of information through feedback and loop, expressing Dreher's notion of information aesthetics. Upload the final sketch to Github under a folder called "mini ex4".
- 5) Create a readme file (README.md) and upload to the same mini_ex4 directory. The readme file should address the followings:
- The title of your work
- A Short description of your work and tell us how your work demonstrates the notion of "feedback" or "cybernetics"
- 6) Provide peer-feedback to 2 of your classmates on their works by creating "issues" in his/her github corresponding repository. Write with the issue title "Feedback on mini_ex(?) by (YOUR FULL NAME)"

Discussion / Sharing:

- https://www.youtube.com/watch?v=_KLApWruTGw (what is cybernetics?)
- What's your reflection on cybernetics THROUGH your own work?
- Can we think of any cybernetics system design in everyday life?
- What is the relation between information aesthetics and cybernetics?

Max Bense and Abraham André Moles defined the "aesthetic measure" by exploring the best possible relation between the "complexity" of the visual "information" and the "orderliness" ("redundancy") that can be recognized in the process of perceiving the work.

Dreher, 2016

Peer-tutoring: Group 5 / Respondents: Group 6

Topic: RiTa library

- How to import and use RiTa library in your sketch? (see ref1 and ref2)
- Sample code
- Can you express your thoughts about your sample code in relation to the aesthetics of materiality in electronic literature

Spam Heart by David Jhave Johnston:

http://iloveepoetry.com/?p=376



CODE AND LANGUAGE

Text related syntax:

```
loadStrings()
loadFont()
split()
match()
```

• • • •

Typography

Attributes	Loading &	Font
textAlign()	Displaying	p5.Font
textLeading()	text()	
textSize()	textFont()	
textStyle()		
textWidth()		



What is an array?

An array is a list of data. Each piece of data in an array is identified by an index number representing its position in the array.

```
var words = [] //array -> starts with 0
  words[0] = "hello world";
  words[1] = "what is code aesthetics?";
  words[2] = "array";
  words[3] = "using match";
  words[4] = "to draw";
```

Array

What is an array?

An array is a list of data. Each piece of data in an array is identified by an index number representing its position in the array.

```
var myFont;
                                                                         8 ▼ function preload() {
                                                                                 myFont = loadFont("data/MorePerfectDOSVGA.ttf");
                                                                         9
                                                                         10
                                                                         11 - }
hello world
                                                                         12
                                                                         13 ▼ function setup() {
                                                                               createCanvas(800, 600); //create a drawing canvas
what is code aesthetics?
                                                                               background(0);
                                                                              textFont(myFont);
                                                                         16
                                                                         17
                                                                               noStroke();
array
                                                                               frameRate(10);
                                                                         18
                                                                         19 - }
                                                                         20
using match
                                                                         21 ▼ function draw() {
                                                                         22
                                                                                 background(0);
                                                                         23
                                                                                 writeText(); //function without an argument
                                                                         24 ► }
to draw
                                                                         25
                                                                         26 ▼ function writeText() {
                                                                               var words = [] //array -> starts with 0
                                                                                      words[0] = "hello world";
                                                                         29
                                                                                      words[1] = "what is code aesthetics?";
                                                                         30
                                                                                      words[2] = "array";
                                                                         31
                                                                                      words[3] = "using match";
                                                                         32
                                                                                      words[4] = "to draw";
                                                                         33
                                                                         34 ▼ for (var i=0; i<words.length; i++) { //for loop
                                                                         35
                                                                         36
                                                                                    var m1 = match(words[i], "to");
                                                                                    if (m1 != null) { // If not null, then a match was found (boolean expression)
                                                                         37 ▼
                                                                         38
                                                                                       fill(255, 255, 0); //yellow color
                                                                         39 =
                                                                                    } else {
                                                                         40
                                                                                      fill(255);
                                                                         41 -
                                                                                   textSize(13);
                                                                         42
                                                                                   text(words[i], width/4, (height/4)+50*i); //display text
                                                                         43
                                                                         45 ┗
                                                                         46 ► }
                                                                         47
```

Task:

- Create an array list of 5 different text
- Using a "for loop" to display the text on a screen

Array

What is an array?

An array is a list of data. Each piece of data in an array is identified by an index number representing its position in the array.

```
11 -
                                                                                12
                                                                                13 ▼ function setup() {
                                                                                       createCanvas(800, 600); //create a drawing canvas
                                                                                15
                                                                                       background(0);
                                                                                       textFont(myFont);
                                                                                17
                                                                                       noStroke();
                                                                                       frameRate(10);
                                                                                18
                                                                                20
                                                                                21 - function draw() {
                                                                                        background(0);
at is code aesthetics?
                                                                                        writeText(); //function without an argument
                                                                                23
                                                                                24 ► }
                                                                                25
                                                                                26 ▼ function writeText() {
                                                                                27
                                                                                          var words = [] //array -> starts with 0
                                                                                28
                                                                                              words[0] = "hello world";
                                                                                29
                                                                                              words[1] = "what is code aesthetics?";
                                                                                              words[2] = "array";
                                                                                30
                                                                                31
                                                                                              words[3] = "using match";
                                                                                              words[4] = "to draw";
                                                                                32
                                                                                33
                                                                                34 ▼
                                                                                        for (var i=0; i<words.length; i++) { //for loop
                                                                                35
                                                                                36
                                                                                           var m1 = match(words[i], "to");
                                                                                           if (m1 != null) { // If not null, then a match was found (boolean expression)
                                                                                              fill(255, 255, 0); //yellow color
                                                                                38
                                                                                39 =
                                                                                           } else {
                                                                                40
                                                                                              fill(255);
                                                                                41 -
                                                                                42
                                                                                          textSize(13);
                                                                                          text(words[i], width/4, (height/4)+50*i); //display text
                                                                                          var size = words[i].length; //include space character counting
                                                                                45
                                                                                          drawRect(size, i); //invoke a function with an argument
                                                                                46 -
                                                                                47 - }
                                                                                48
                                                                                49 ▼ function drawRect(getSize, geti) {
                                                                                        rect(width/4, (height/4)+50*geti, getSize*5, 10); //rect visualization underneath the
                                                                                51
                                                                                52 -
```

Importing external data

Work in group to discuss code together:

https://cdn.rawgit.com/AUAP/AP2017/ab7c34f8/class06/sketch06/index.html https://github.com/AUAP/AP2017/blob/master/class06/sketch06/sketch.js

```
function preload() {
  longstring = loadStrings("data/questions.txt");
}
```

```
function loadlongstring() {
60 =
          for (var i = 0; i <longstring.length; i++) {</pre>
                                                                                                   Does anyone know if Olivia ever made it off the island?
           getlongstring = getlongstring + longstring[i];
                                                                                                   do you believe we'll ever find ourselves in this position again?
                                                                                                   she's brilliant isn't she?
62 -
                                                                                                   What causes cancers of the head and neck?
63 -
      function displaychar() {
65 ▼
         var lengthcount = getlongstring.length;
         var one = getlongstring.charAt(getindex);
         if (getindex == lengthcount) { //restart the text when it reaches the max //i didn't
69 ▼
70
              getindex = 0;
71 -
         fill(255);
         textSize(16);
         text(">>> " + one, width/2, height/1.2); //you can see text can be added. a text add
```

https://p5js.org/reference/#/p5/loadStrings

Mini exercise5 walkthrough: electronic literature