Code and Loading

Class 04

Agenda

- Øvelse i studiegrupper

- Fremlæggelser

- Pause

- Sample code

- Mini ex3

Øvelse: Throbber

- Hvordan ville Norman forstå throbberen?

- Hvad med Dunne og Raby?

- Foreslå et re-design af throbberen

Fremlæggelser

Sample Code

- Loading animation

- Transformation

- Shapes

- Color

- Function

Mini ex3

1) Download the book and read the article: Executing Micro-temporality (2017) by Winnie Soon, p. 89-102.

2) Study the syntaxes that have been discussed in class, and then experiment with a new syntax in p5.js that is related to shape/image (https://p5js.org/reference/).

3) Re-design an animated throbber, and then upload to Github under a folder called mini_ex3.

4) Create a readme file and upload to the same mini_ex3 directory. The readme file should address the following:
  • Describe a bit about your throbber design (your concept and execution)
  • How may we use programming to reflect and inquire digital (visual) culture?

5) 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)"