CAPTURE ALL

AGENDA

I. HTML

II.p5.dom library

III. map() function

IV. mini_ex

HTML

- Hyper Text Markup Language

- Baseret på et koncept om et tag:
  <html> indhold </html>

- HTML laver siden hvorpå JavaScript
  agerer

```
<!DOCTYPE html>
<html>
  <head>
    <meta name="viewport" width=device-width, initial-scale=1.0,
    <style> body {padding: 0; margin: 0;} </style>
    <script src="../p5.min.js"></script>
    <script src="../addons/p5.dom.min.js"></script>
    <script src="../addons/p5.sound.min.js"></script>
    <script src="../addons/p5.dom.js"></script>
    <script src="sketch.js"></script>
  </head>
  <body>
  </body>
</html>
```

P5.DOM

- DOM = Document Object Model

- Et programmeringsinterface til HTML dokumenter…

  altså tilgang til en HTML sides struktur, stil og indhold

I mappen empty-example ligger der to filer:

* index.html <- altså skrevet i HTML sprog
* sketch.js <- og skrevet i JavaScript sprog

addons

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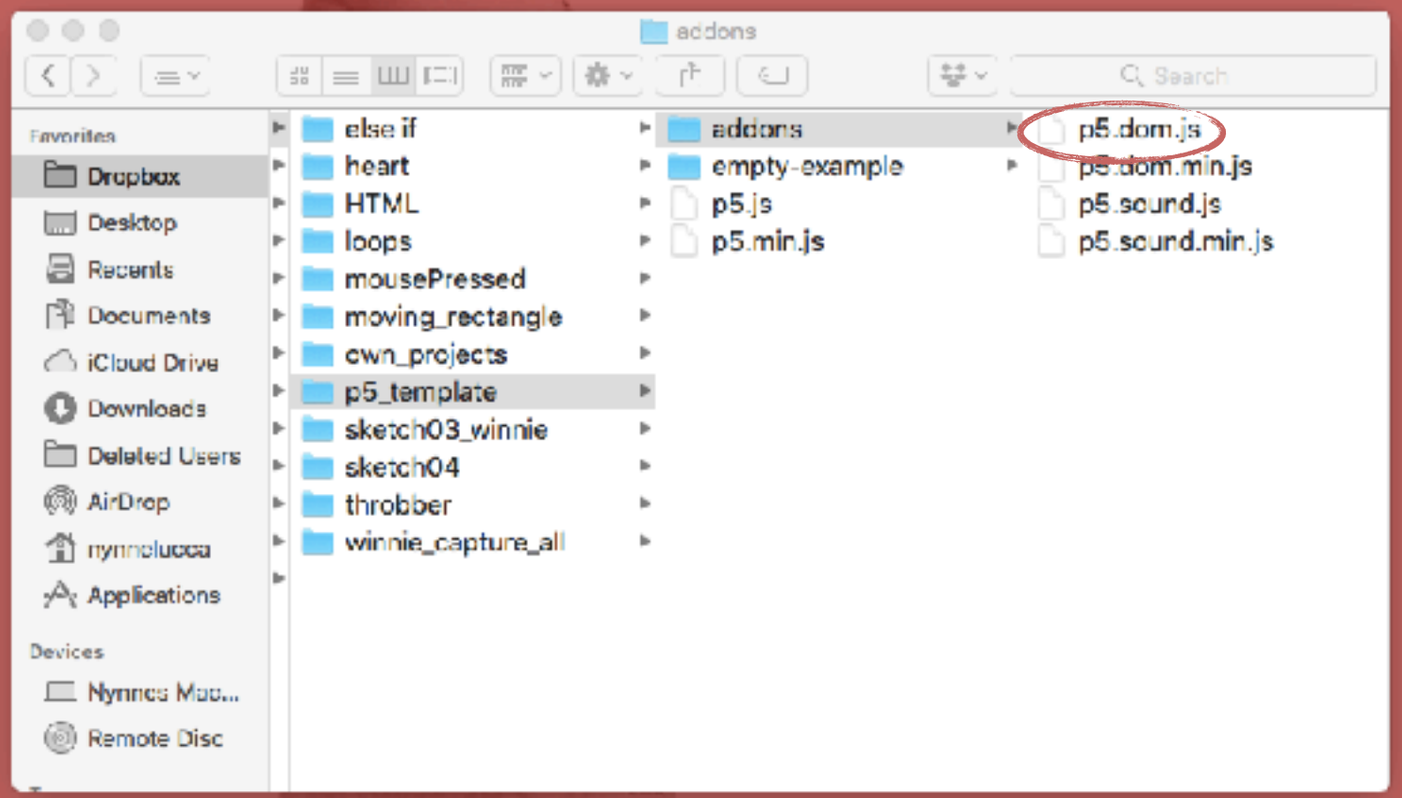
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INDEX.HTML

navn på mappen

navn på filen

```
<script src="library/p5.dom.js"></script>
```

*source

select()
selectAll()
removeElements()
createDiv()
createP()
createSpan()
createImg()
createA()
createSlider()
createButton()
createCheckbox()
createSelect()
createRadio()
createInput()
createFileInput()
createVideo()
createAudio()
createCapture()
createElement()

p5.Element

elt
parent()
id()
class()
mousePressed()
doubleClicked()
mouseWheel()
mouseReleased()
mouseClicked()
mouseMoved()
mouseOver()
changed()
input()
mouseOut()
touchStarted()
touchMoved()
touchEnded()
dragOver()
dragLeave()
drop()
addClass()
removeClass()
child()
center()
html()

p5.MediaElement

src
play()
stop()
pause()
loop()
noLoop()
autoplay()
volume()
speed()
time()
duration()
onended()
connect()
disconnect()
showControls()
hideControls()
addCue()
removeCue()
clearCues()

p5.File

file
type
subtype
name
size

createButton()

createCheckbox()

createVideo()

createCapture()

speed()

volume()

value()

show()

MAP()

```
map(_,_,_,_,_);

map(value,_,_,_,_);

map(value,start1,_,_,_);

map(value,start1,stop1,_,_);

map(value,start1,stop1,start2,_);

map(value,start1,stop1,start2,stop2);
```

EKSEMPEL

```
function draw() {
  background(col);
  var col = map(mouseX, 0, width, 0, 255);
}
```

```
map(value,start1,stop1,start2,stop2);
```

FEEDBACKING

- Hvad har I lavet?
- Hvad havde I svært/nemt ved?
- Hvad er jeres fremadrettet ambition?
- Har I nogle tanker vedr. mini_ex4?

MINI_EX

Develop a sketch that response loosely to the open call "CAPTURE ALL' from Transmediale 2015 that acts as the guideline for this mini exercise.

(Imagine you are submitting a sketch/an artwork/a critical or speculative design work to Transmediale, hoping your sketch will be selected in the forthcoming exhibition. It is not a usual 'design brief' as you normally see with clear 'instructions' or 'problems to be solved' but it requires more conceptual thinking on problematizing the notion of 'capture all' and to think about what does it mean by 'data capture'.)

https://transmediale.de/content/call-for-works-2015

https://bengrosser.com/projects/

“Are there still modes of being that resist the imperative of digital capitalism to CAPTURE ALL or is there no option but to play along? If so, are there artistic strategies and speculative approaches that do not play this game of quantification by the numbers?”

WHAT TO CAPTURE...?

{PAUSE}

C O D I N G.

T I M E.