

Queens College

ART ???-??

**Programming for the
Visual Arts**

Fall 2014

?

?:00 pm – ?:00 pm

I-Building ???

Professor: Danne Woo

Email: dwoo@qc.cuny.edu

URL: dannewoo.com

Twitter: @dannewoo

Office Hours:

?

?:00 pm –?:00 pm

(by appointment)

Class Website:

visualcode.dannewoo.com

Syllabus

Course Description

The computer is an amazing tool that most designers really do not use to its full potential. The software applications that are used by the masses are just that, created for the masses and are not perfect for every project. In this class we will be looking at using computational algorithms as a tool to create beautifully designed visual graphics.

Over the semester we will be exploring design topics like form, color, grids, typefaces and 3 dimensional objects and combining these with computational topics like randomization, repetition, transformation, generative and data manipulated design. Each class will consist of a lecture and live coding examples as well as student project presentations and critiques. We will be using Processing as our main platform to focus on the intersection between the visual arts and code.

Course Requirements

Class participation is mandatory. You are expected to be present; to participate in a positive, constructive manner; and to produce work that is full of energy and completed and presented to the best of your ability.

It is your responsibility to turn in work on time, to make up any missed assignments, and to catch up with the class in the event of an absence. Late work is unacceptable; however, this work turned in for partial credit. If you know you are going to be absent, contact the professor by email in advance. For the most up-to-date information (including what is due next class) visit the class website: webdesign.dannewoo.com.

This is a hands-on course, and regular attendance is necessary for participation. You will be graded on in-class participation. If you know you are going to be absent, contact the professor by email in advance. Students who miss numerous classes will find it difficult to pass the course. Visual assignments and projects will be graded based on: one for technical merit, concept and your demonstrated ability to understand the material. Your final grades will be calculated by the following: 70% project, 30% participation. You are expected to spend as much time working outside the classroom as you work inside the classroom. Schedule your time accordingly.

You will need to have a notebook or sketchbook that you will be expected to bring to every class, as well as a 4gb or larger thumbdrive to transfer digital files. Frequently visit visualcode.dannewoo.com for the most up-to-date information regarding this class and what is due.

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Grading

To earn an A

All class work and homework is excellent. Projects have been completed when assigned. The work shows a development and understanding of the principles discussed in class. It is presented immaculately. There is regular and prompt attendance and participation during critiques and an enthusiasm toward the material being presented throughout the semester. This is exceptional work.

To earn a B

All assigned work completed in a thorough manner. An understanding of the principles and lessons covered in class is evident. The student comes to class regularly and on time and participates in critiques and discussions. This is better than average work.

To earn a C

Most class assignments and homework have been completed. Regular attendance but minimal or negative class participation. There is understanding of most of what's being presented in class. This student shows some interest in the course content. This is average work.

To earn a D

Most class assignments and homework have not been completed. Marginal effort made to understand the course objectives and very little or negative participation on behalf of the student. Spotty attendance. This means below average work.

To earn an F

Student has not completed 1/3 of the course work and has missed too many classes. This student doesn't participate or has a bad attitude and shows no interest. It means not enough work, attendance, and/or effort to pass the class.

Schedule

Week 01 – Class Overview and Introduction to Processing

Week 02 – Form and Code

Week 03 – Computational Color and Toxiclibs

Week 04 – Typography and Geomerative

Week 05 – Grid Systems

Week 06 – Logos

Week 07 – Midterm Presentations

Week 08 – Randomization

Week 09 – Repetition

Week 10 – Transformation

Week 11 – Data Visualization

Week 12 – Motion

Week 13 – 3D

Week 14 – Final Presentations

Class schedule subject to change. Please visit visualcode.dannewoo.com for the most up-to-date information about this class.