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ART370

Mid-term Week

I have designed a book cover for my Mid-term. Have anyone ever heard of a game call Minecaft? Minecaft is a self-creative game that allow players to build constructions out of textured cubes in a 3D procedurally generated world. Other activities in the game include exploration, gathering resources, crafting, and combat. It’s a cool

The processing codes are simple. For the background I used a noise. My main valuable is detail. The detail is = to map the height and width of the void. This means that it will take up the entire area. Then I did noiseDetail. Then I made for statements for the height and the width so it will randomly change each time you run the processing file.

For the text the codes, well it gets cooperated. So I use the RFont for main valuable. I copy the same line but instead of putting a number Then I Rcomnand set Segment Length = to number valuable I put RCommand UNIFORMLENGTH. I then put RGroup and made up a valuable = to String. I use a for statement to shape out the letters and randomize the colors.

I didn’t do anything crazy for the rest of the design. I just made 12 rect with a lot of math.

I hope you all like this and thanks for listening.