|  |  |
| --- | --- |
| :rect.jpg  :::::::Desktop:Screen shot 2012-10-02 at 9.33.20 AM.png      **Helpful code:**  size (300,300);  **Drawing attributes:**  smooth(); // adds anti-aliasing  noSmooth(); // turns of anti-aliasing  stroke(x); // x is color  noStroke(); // turns off stroke  strokeWeight(x); // x is amount in px  strokeCap();  strokeJoin();  fill(x); // x is color  noFill(); // turns off fill  **Drawing modes:**  ellipseMode(); // default  ellipseMode(CENTER); // draw from center  rectMode(); // default  rectMode(CENTER); // draw from center  **Primitive shapes:**  line(x1,y1,x2,y2);  triangle(x1,y1,x2,y2,x3,y3);  quad(x1,y1,x2,y2,x3,y3,x4,y4);  rect(x,y,width,height);  ellipse(x,y,width,height);  arc(x,y,width,height,start,stop);  **Complex shapes:**  beginShape();  vertex(x,y);  vertex(x,y);  endShape();  **Color tools:**  [**http://colorschemedesigner.com**](http://colorschemedesigner.com)**/** [**https://kuler.adobe.com**](https://kuler.adobe.com) | **// Overview**  In this exercise you will explore the fundamentals of drawing with code using primitive shapes (lines, triangles, quads, rectangles, ellipses, etc) and complex shapes. The purpose is to play, manipulate, explore and have some fun with the code to create beautiful visual compositions ☺  **// Process to Follow**   1. Sketch each design on graph paper. Use graph paper so each square represents 20 pixels. 2. Write pseudo code next to the graph paper. 3. Translate pseudo code to Processing code.   \*  Begin all sketches with comments that include your name, date and a description of the sketch  Use setup() with size(300 x 300) and draw() for all sketches  Work only primitive and complex geometric shapes, stroke, fill and color  Aim for an overall sense of unity with all sketches  Focus on design principles    Push the limits  **// Create 10 static sketches:**   1. Create three line compositions that demonstrate rhythm. (ex1\_01.pde, ex1\_02.pde, ex1\_03.pde) 2. Create three black and white compositions consists of circles and rectangles that demonstrate interesting positive and negative space relationship. (ex1\_04.pde, ex1\_05.pde, ex1\_06.pde) 3. Create three color compositions that demonstrate compositional balance and continuation from one to the other. (ex1\_07.pde, ex1\_08.pde, ex1\_09.pde) 4. Create one final sketch to take a risk and challenge yourself to create a visually complex composition (complex, not clutter). (ex1\_10.pde)   **// Digital submit: 10 pde files**  Create a folder titled “lastName firstName”, and drop it off at:  design\_scratchy >\_DES Class Files > DES 37 Wntr 2016 Young >  Submit Homework > Ex 1 Draw It.  **// Analog submit: graph paper sketches and color printout**  Graph paper sketches should include pseudo code.  Code to export tif: saveFrame (“frames/####.tif”);  Use Adobe Illustrator layout template provided for printout. |
|  |  |
|  |  |