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| Hanna Moradi, 2012       |  | | --- | | **Helpful code:**    **Basic functions**  void setup(){  //initialization  //such as size, background  }    void draw(){  //code that repeats forever  //such as shapes and movements  }    **Variables:**  int x; //declaration only  x = 5;//initialization  int x =5;//declaration and initialization  rect(x, 100, 20, 20);  **System variables:**  mouseX // x location of mouse  mouseY // y location of mouse  width // width of canvas  height // height of canvas  frameRate // frames per second (fps)  **Conditionals:**  if (test) {  statements;  }else {  statements;  }    **Operators:**  == (checks for equality)  != (checks for inequality)  || (logical or)  && (logical and)  ++ (increment by 1)  += (add to the current value)  -- (decrease by 1)  -= (decrease from current value)    **Simple equality tests:**  (5 == 6) false  (5 == 5) true  **Relational tests:**  (5 < 6) true  (5 > 5) false  (5 <= 5) true  **Logical tests:**  (true || false) true  (!false) true  **Combined tests:**  !(15 > 20)  ((5 == 6) && (5 == 5))  ((5==6)||(5==5)) | |  | | **// Overview**  Use Variables and Conditionals to continue to work with basic parameters in this exercise, such as shape, stroke, fill and color (as well as design principles, such as form, repetition, placement, balance, proximity, etc) to explore static and time-based patterns. Push the limits within the basic constraints to create beautiful patterns: 1 static, 2 animated, and 1 with mouse location interaction. ☺  **// Process to Follow**   1. Sketch each design on white unruled paper (your sketch book). Iterate your design using 10-20 thumbnails for each design. 2. Transfer design to graph paper to plan out the math. 3. Write pseudo code next to the design on graph paper. 4. 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(800 x 800) and draw() for time-based sketches. Use noLoop() inside setup() for static sketches.  *Keep all techniques within the chapter topics (no loops, custom functions, etc)*  Each piece can stand alone or share a set of visual properties.  Focus on design principles    Push the limits  **// A total of sketches:**   1. Static (ex2\_1.pde) 2. Time-based (ex2\_2.pde) 3. Time-based (ex2\_3.pde) 4. Mouse location (ex2\_4.pde)   **// Digital submit: 4 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 2 Free Patterns.  **// Analog submit: paper sketches and color printout**  White paper sketchbook sketches showing 10-20 thumbnails per design.  Graph paper sketches should include pseudo code.  Code to export tif: saveFrame (“frames/####.tif”);  Use Adobe Illustrator layout template provided for printout. For time-based pieces, or interactive, choose your favorite frame. |
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