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| Macintosh HD:Users:glendaz:Desktop:Screen Shot 2013-10-22 at 12.37.56 AM.png  Macintosh HD:Users:glendaz:Desktop:Screen Shot 2013-10-22 at 12.38.22 AM.png  Macintosh HD:Users:glendaz:Desktop:Screen Shot 2013-10-22 at 12.38.39 AM.png  *Carmen Zhou, 2012*  Macintosh HD:Users:glendaz:Desktop:Screen Shot 2013-10-22 at 12.03.30 AM.png  *Justin Krahn, 2012*  Screen Shot 2016-02-01 at 12.21.04 AM.png  *Michelle Lee, 2015* | **// Generative Design**  In this project you will use shapes, variables, conditions and loops, combined with transform and random to create a generative design. Investigating nature-made and machine-made form provide inspiration and foundation for new visual exploration.    In this project, you may reference and MUST properly credit other people’s code. You must understand and write all code - no copy/paste. You must be prepared to explain your code fully during project presentation.  **1// Research and Brainstorm (10 points)**  What is generative design? What has been done in the field?  Cite at least 3 works you found and enjoy. Then, think about what you would like to create - thought shower, word shower, etc.  Create a 1-page exploration of ideas in words or drawings.  **2// Visual inquiry/exploration/moodboard (10 points)**  Choose a (nature-made or machine-made) form that inspires you. Visually research the form, as it might be found in nature, science, and/or culture. Think broad and/or deep! Find many (10 or more) visual examples that show visual appeal/exploration and print moodboard.  *As you are researching, think about how you might deconstruct formal qualities from your moodboard into a Processing sketch*  **3// Theory/summary paper (20 points)**  Find a peer-reviewed article (or chapter from a book) on an aspect of design (or code) that interests you, somehow related to your exploration of form. Options range from moiré patterns to evolutionary biology and beyond. Consider how the research relates to and supports your visual investigation.  Compile 1-2 page (double-spaced) summary of thoughts about the research on content, form and theory. Be sure to include your 3 examples found during the Research and Brainstorm stage of the project.  Include bibliography for sources (at least one article) using MLA format.  **4// Sketch (from paper to Processing) (30 points)**  On white paper - at least 10 thumbnails to iterate design ideas that reflect visual and theoretical research; at least 10 thumbnails to show animation evolution. Be sure to deconstruct/reconstruct form.  On graph paper - pick 1 design, use graph to clarify thoughts and write pseudo code.  Translate graph paper sketch to Processing, at least a 500 x 500 (generativeDesign\_1.pde)  **5// Further Research and Further Iterate! (10 points each)**  Based on what you have from generativeDesign\_1, go out again to research your form and theory of interest. Add a level (or more) of visual complexity (visually and emotionally complex, but not clutter). Iterate your initial design at least two times, each time asking *why and* *what if*… (generativeDesign\_2.pde, generativeDesign\_3.pde)  NOTE: The iterations should be informed by your research and practice not planned on ahead of time  **6// Presentation / critique (10 points)**  Create a presentation (Keynote, Powerpoint, PDF, etc) that showcases your entire process, including steps 1-5 in its entirety. Title your critique titled *lastName\_firstName\_presentation.* Be prepared to discuss your thinking and making, including your initial **inquiry**, visual inspiration / exploration, challenges and success. Additionally, you MUST explain the logic of your code during your presentation. Your presentation should last 3 minutes. It will be followed by a quick group critique.    **// Digital submit**  Create a folder titled “lastName firstName”, and drop it off at:  design\_scratchy >\_DES Class Files > DES 37 Wntr 2016 Young >  Submit Homework > Midterm.   * generativeDesign\_1.pde, generativeDesign\_2.pde, generativeDesign\_3.pde * horizontal layout PDF (use the same template provided in Ex 3) * presentation PDF (please no native files)   **// Analog submit**   * White paper sketchbook sketches (please see quantity above). * Graph paper sketches, including pseudo code. * 1-2 page summary paper. * Use the following code to help save interesting frames for printout.   void keyPressed() {  if (keyCode == ENTER) {  saveFrame("####.tif");  }  }  Use Adobe Illustrator layout template provided for printout. Choose your favorite frame. |
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