First Project

A.1.5.: A Form-Finding/Making Machine

Posted February 10
Due: Before Next Class
Score: 20 pts

Overview

Our first class project asks you to fully develop and document the project you outlined during assignment 1.4. The result of your efforts should be an original design machine: an “experimental CAD system” that creates form.

1. Develop your project

From your conceptual sketches, drawings and pseudocode, develop an original piece of software that generates form in an unconventional way. You will likely face many small difficulties as you develop something from concept to resolution—things you don’t know how to code, libraries you don’t know how to use, or problems in the code that seem intractable. Try to identify the problems and move forward. See Week 4 advise on debugging. Remember that originality and courage to tackle (small) challenges is a key part of this project.

2. Document it

- Upload your working code to your github account. Use comments to make it readable and easy to maintain.
- Write a post to the blog. As part of your blog post, include either a video (1 min max) or an animated gif of your program working. For a info about how to create animated gifs, see http://www.briandalessandro.com/blog/create-an-animated-gif-in-photoshop-cs5/

Grading criteria

- Originality. Have we seen this before?
- Technical resolution. Does it works as intended? Your project should follow your conceptual design.
- Aesthetic quality. Is it awesome? I will judge this.
- Quality of interaction. Is it engaging? Your project must
- Understanding. Did you learn? Properly commented code shows command over course contents so far. In particular data-types, variables, iteration and modularity (functions, objects).
- Documentation: a) github post is complete, and b) the blog post is well written, well illustrated (include a video or animated gif of your working tool) and compelling.
- References. Precedents and examples including portions of the code you are using from other projects, are properly acknowledged in comments in the code.