// Programming for Artists 2020

// Project 2 guidelines (30%)

// when

Due: Monday Oct. 26 (Section A) / Tuesday Oct. 27 (Section B)

// what

Take your dot for a walk animation

Paul Klee, a key European avant-garde artists of the late 19th and early 20th centuries, believed in the power of observation; seeking out the minutia and interconnectedness of everything. His holistic view of perceived phenomena involves a fusing of art and science, similar in many ways to the creative coding we're engaged with which straddles the art / science divide. Importantly, Klee understood that "Art does not reproduce the visible; rather, it makes visible." In other words, art is a process of revelation, bringing to light what usually is unseen, unheard, ignored, misunderstood, or not understood at all. Art offers us an opportunity to experience the world in different ways.

Klee, referring to drawing, also famously said: "A line is a dot that went for a walk." Understanding the humble dot as a starting point (pun intended) which underpins the structure of things, Klee saw drawing as a process which involves proportion, balance, form, and kinetic energy. He was also extremely cognizant of an object's relationship to other objects in time and space; our perspective changes depending on our framing.

In your second project you'll be using Klee's idea of taking a dot for a walk as your point of departure. You can take this in any direction (let your dot wander) you want. Do not feel you have to stick to this literally (i.e. that it must be an actual dot). Rather, your concern is with the relationship of all the elements in your animation and how movement can change our perspective. For example, maybe your animation move us from the the macroscopic to the microscopic (from the gigantic to the minuscule or from the tiny to the huge), or vice versa.

Using your cumulative in-class knowledge of Processing (and your own r & d) create an animation which uses millis() to setup timed scenes. The approach is yours to decide, however you must:

- include a minimum of 4 scenes
- animation not to exceed a maximum of 60 secs (talk to me if there's a really good reason for more)
- avoid a discernible narrative & think more about formal attributes such as pacing, rhythm, pattern, texture, colour, and movement to give your objects behaviours and characteristics.
- considered composition (what are the relationships amongst objects)
- use millis (or second / minute, etc.) to control 'custom' functions for each of your scenes
- ~~employ at least 2 classes which differ significantly in purpose and use~~
- use audio as an integral element to your sketch (cannot be a track that is "merely" laid over entire animation)
- include titles and credits
- Optional: think about the addition of controls to let your audience pause or stop the animation

- explicitly comment your code

At the TOP of your sketch please include:

- your name, project name

In separate tabs:

- explicit and thorough citation of all sources used
- Instructions on how the user can interact with your program (clear & informative)

// Submission

Please submit your project through the appropriate moodle link. When submitting your projects please do the following:

- Upload your Processing folder to moodle
- Please use the following naming convention: first_lastName_proj2.pde

Thanks!

// Evaluation

- meets all assignment criteria
- comprehension of core concepts (demonstrated through code, structure, comments, exploration)
- exploration & experimentation
- critical design (comprehensive integration of aesthetic, conceptual, and technical skills)