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|  |  | DESN6002 - Foundations of Creative Code Assessment Task 1: Code Sketchbook |

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# Sketch one

## <http://alpha.editor.p5js.org/Jieming/sketches/SkNMHrQag>

## Rationale​

Dog is my favorite animal and my pet’s name is Toby. I often walk with Toby in the night to enjoy the beautiful night scenery of the city. My sketch one depicts this scenario. (A dog walks in the beautiful decoration for the night scene with lighting, moon and stars.)

Implemented:

1. Iteration:
   1. use for loop to implement text with layers of 3d
2. Functions ()
   1. Use vertex () to draw dog; Learning from https://p5js.org/reference/#/p5/vertex
3. Mouse and keyboard interaction
   1. save image when mouse clicked
4. Loading and saving data (image and/or text)
   1. upload mp3: the background music
5. Use of external libraries and/or code
   1. Adapted from Learning Processing by Henry Fritz: <http://www.openprocessing.org>

Please see code comments in detail.

# Sketch two

## <http://alpha.editor.p5js.org/Jieming/sketches/BkmHzKl2g>

## Rationale​

Basketball is my favorite sports, I started to play basketball when I was 7 years old and I have played more than 20 years. And, I have 7 NBA basketball plays who are my idols such as Jordan and Kobe. My sketch two depicts this scenario. It shows their name and their achievement.

Implemented:

1. Iteration:
   1. using for loop to print the playerinfor.txt in the scene
   2. using for loop to draw 7 players in the bottom of the scene and the 7 players stand for my 7 NBA player idols which I mentioned above.
   3. using for loop to draw blob[ ] (learning from class activity in week 4)
2. Mouse and keyboard interaction
   1. draw eight different small icons which will running in the scene when mouse click
3. Loading and saving data (image and/or text)
   1. upload background image and icons
   2. upload mp3 : the background music
4. Arrays
   1. var blobs = [];
   2. var images = [];
   3. PlayerInformation[];
5. Use of external libraries and/or code
   1. 7 players’ information

Please see code comments in detail.

# Sketch three

## <http://alpha.editor.p5js.org/Jieming/sketches/rkKkFTiqe>

## Rationale​

My sketch three is related with my sketch two. In sketch two, I mentioned 7 NBA players, so in sketch three will show their pictures one by one and their achievement by using bar chart. And in the end of the sketch is a colourful snowy view which stand for the Sketchbook show finish just like a TV show over.

Implemented:

1. Iteration:
   1. using for loop to draw colourful snowy
2. Mouse and keyboard interaction
   1. Show player pictures one by one and change snowy colour when mouse click
3. Loading and saving data (image and/or text)
   1. upload background images
4. Arrays
   1. var photos = []; For photos
5. function
   1. make a function to implement canvas change function;
   2. make a function (with arguments) to draw colourful snowy

Please see code comments in detail.