### DM-UY 1133-D

### greetz.class!!

Hi class, I'm your teacher. :)

You can call me <a href="Effie">Effie</a>.

We're going to learn how to <u>make</u> with computers— it's going to be exciting!

We're also going to learn how to <a href="mailto:break">break</a> computers, and hopefully: how to <a href="mailto:critically">critically</a> engage with commercial web services and modern technologies (and probably break those too.)

#### Buddy Info:

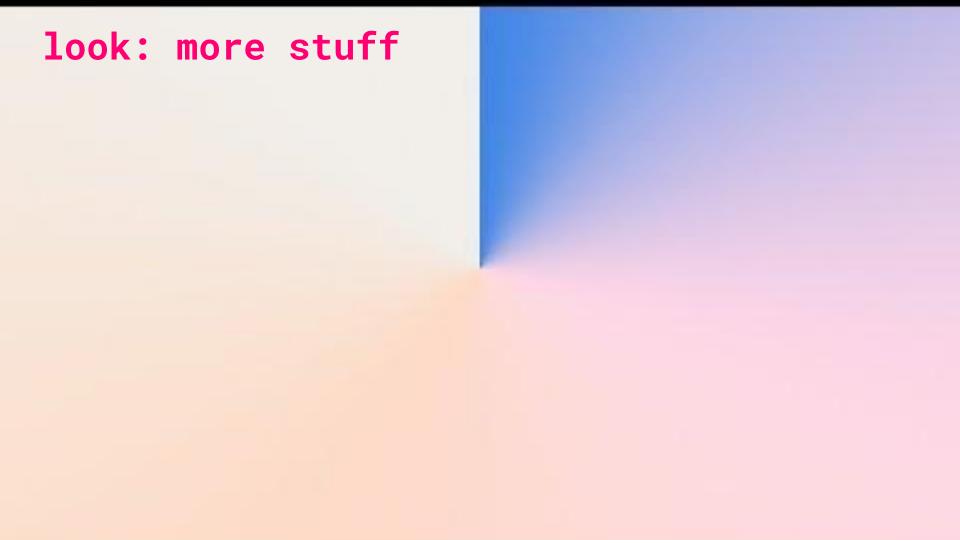
- BFA "Selected Studies: Art, Technology, and Society"
- MFA "Digital Art: Interactive Installation"
- HUSH, Local Projects, Buck, Gensler, blah blah blah...
- effie.vision@gmail.com
- pointinpassing.com
- <u>www.wwwwwwwwww.xyz</u>
- Sensorymeditation.com
- @effie.vision
- they / them / whatever 🤷.

#### Here's some stuff:

A THE FUTURE MACHINES 14 PSYCHEDEL DECONSTR YOUTUBE YOUTUBE\_ YOUTUBE YOUTUBE\_URL

AGN 1 SELECT SOURCE 1
ROW 0 SELECT SOURCE 2
HOW A SELECT SOURCE 3
HOW Z SELECT SOURCE 4
++ NAV CHANNELS
-+ NAV VIDEDS
SHIFT-C: NEW CHANNELS.
ESC CLOSE

WWW.WWWWWW.



Okay, enough stuff-let's look at the syllabus...

#### Don't Cheat.

#### When doing your assignments, <u>DO</u>

- Reach out to me if you are stuck on <u>ANY</u> technical problem.
- Take code and edit it.
- Take code and hack it.
- Take code and mash it up.
- Get weird with the examples.
- Cruise Github.

#### DO NOT

- Pass off a tutorial as your own original work.
- Make minor edits to projects you've found on the internet and pass them off as your own.
- Hesitate to contact me if you have any questions about the difference between appropriating content for the sake of art and design, and the act of ripping off code to scam ur way through grad school;) erieper@pratt.edu

### Any questions?

# Great. Let's install some stuff.

### Atom

http://atom.io

Atom is the text editor that we will be using when producing work outside of the Processing IDE.

### Processing

http://processing.org

<u>Processing</u> is the main framework we will be using throughout the course.

<u>Processing</u> is actually built on top of <u>Java</u>, and the app you edit your code in is referred to as an <u>IDE</u> (Integrated Development Environment.)

### Github

http://github.com

<u>Github</u> is the "industry standard" for storing, organizing, and sharing source code.

Additionally, we may use their free web hosting (github.io) later in this course.

## Awkward Introduction Time!

- What's your name?
- Do you have any experience with programming?
- What are your personal goals for this class or with this medium?
- What is your first, or most formative experience using technology or The Internet?

## Now <u>I</u> have some questions!

## What is an emoticon?

;-)

:-0

X\_\_\_X

## What company owns Instagram?

Shout it out!

## Why did Zuck first make Facebook?

Shout it out!

### **FACEMASH**

Misogynist trash 0.1

"FaceMash, Facebook's predecessor, opened in 2003. Developed by Mark Zuckerberg, he wrote the software for the Facemash website when he was in his second year of college. The website was set up as a type of "hot or not" game for Harvard students. The website allowed visitors to compare two **female** student pictures side-by-side and let them <u>decide</u> who was <u>hot</u> or <u>not</u>."

https://en.wikipedia.org/wiki/History\_of\_Facebook#FaceMash

## What is the Parent Company of Google?

Shout it out!

### What is ARPANET?

Shout it out!

### **ARPANET**

Oops, as with most tech, the internet is a weird byproduct of the US Military.

"The Advanced Research Projects Agency Network (ARPANET) was an early packet-switching network and the first network to implement the protocol suite TCP/IP. Both technologies became the technical foundation of the Internet. The ARPANET was initially funded by the Advanced Research Projects Agency (ARPA) of <u>the United States</u> Department of Defense."

That was fun. Let's watch (parts of) a movie.

### BBS

The fabled land before the Internet...

(sorry about all the goatees)

### https://youtu.be/n05vjmDFZaI

### https://youtu.be/n05vjmDFZaI?t=10502

### Homework 1.1

The ABCs of ABCDEFGHIJKLMNOPQRSTUVWXYZ.

Produce a piece of text based art using <u>ASCII</u>, <u>ANSI</u>, <u>Unicode</u>, <u>Emoji</u>...

Your canvas is 80 characters wide. (the light grey ruler in Atom)

Figurative, abstract, political, poetic, experimental, whatever!

Save this as a <a href="https://example.com/">.nfo</a> file.

You are your output, not your profile picture.

For these <u>first few weeks</u> of class, as we are getting comfortable with this new set of tools, I would like to try something:

We will start class with a crit of everyone's work—we will speak to it technically, formally, and conceptually.

Let's try the following:

You are your output, not your profile picture.

Create an alias (handle, screen-name, username, etc) unique to that piece of work, which we will address the artist by during crit. Do not share this alias with classmates.

EG: "Here we see xXGamerVapes98Xx is exploring animation and blend states. What do we think of GamerVapes' composition?"

You are your output, not your profile picture.

We will evaluate the work without context of who produced it.

This means we are critiquing your piece anonymously, you can participate in your own crit as a viewer. (oooh, subversive!)

After we have critiqued every piece, we can do one of two things:

You are your output, not your profile picture.

A: Go around the room and identify who made what, then explore any questions or issues that you, the artist, ran in to.

<u>B</u>: Don't identify who made what- just keep rollin'.

Either way, you will submit the assignments to me as yourself, so I know who made what.



### Homework 1.2

Digitize the old guard.

Select a piece of art to recreate or <u>reinterpret</u> using the shapes we've learned to draw to screen with <u>Processing</u>.

Produce a 1080x1080 screenshot, gif, or video of your piece.

Keep Atom open while working and write down any questions or issues you have.