

// **Digital Wallpaper**

In this project you will explore creating pattern and iteration through code. Investigating nature-made or machine-made form provides the start for visual exploration. Researching relevant themes/theories in the design field informs the design process and contributes to an iterative design process. Iterating sketches creates new theory from practice

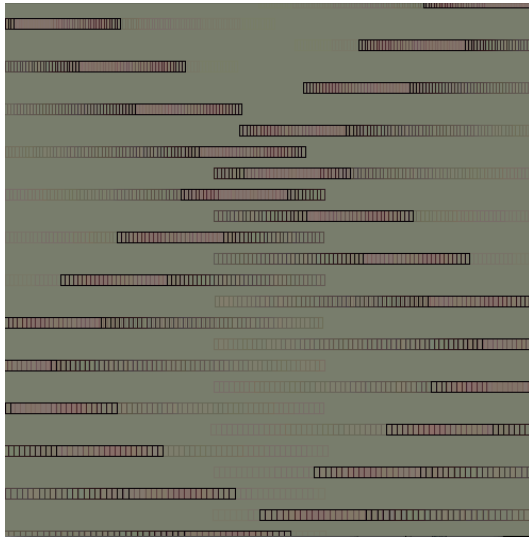
You may use animation, but not interaction

// **Brainstorm (optional)**

// **Visual inquiry/exploration/moodboard**

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 (7 or more) visual examples that show visual appeal/exploration. Create a moodboard (8.5 x 11) of your visual research interest for presentation. Print it before class (with last name, first name, DES 37 in upper right corner.)

As you are researching, think about how you might deconstruct formal qualities from your moodboard into a Processing sketch



Carmen Zhou, 2012

// Theory/summary paper

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 writing relates to and supports your visual investigation

Compile one printed page of thoughts about the design elements used to construct the form and a summary of your theoretical research. This is more loose than a creative brief, but you could also consider the typical aspects of a creative brief (summary, audience, intent, design elements, communication strategy)

Include bibliography for article

// Sketch (from graph paper to processing)

1 page of visual investigation generated from visual and theoretical research. Use graph or plain paper. Deconstruct/reconstruct form

Funnel your 1-page visual investigation into 1 graph paper sketch

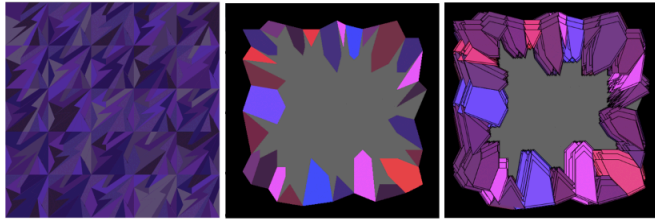
Translate first sketch to Processing, at least a 500 x 500 (wallpaper_1.pde)

// Practice

Add a level (or more) of change (such as unpredictability, color changes or growth) based on your research and practice. Iterate your initial design at least two times, each time asking *what if...* (wallpaper_2.pde, wallpaper_3.pde)



Justin Krahn, 2012



Joyce Lue, 2012

NOTE: The iterations should be informed by your research and practice not planned on ahead of time.

Remember to comment all code

// **Digital submit**

A folder to the class files (in SCC 2102) titled *FirstName lastInitial_wallpaper* with all sketch folders (with pde files) and layout

// **Analog submit**

Moodboard, summary, 1 page of visual sketches, graph paper sketches, code printouts, screen shots of all sketches in envelope (first and last name, des 37, in upper right corner)

// **Note**

We will view and discuss this assignment in critiques on due date according to Canvas.