# Introduction to Artistic Programming 1

**Using Python** 

#### whoami

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### Art vs Science

### The Artistic approach lowers the bar to entry in science

# 10 works of art by the end of this talk

### You're going to need to install Processing

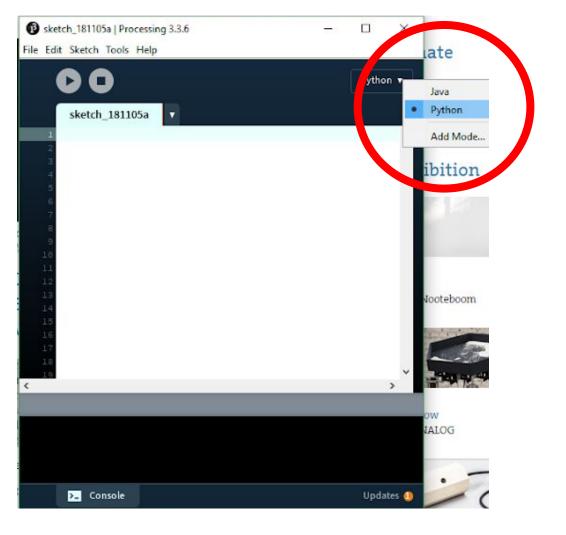
### https://processing.org/

Processing is a flexible software sketchbook and a language for learning how to code within the context of the visual arts.

Since 2001, Processing has promoted software literacy within the visual arts and visual literacy within technology.

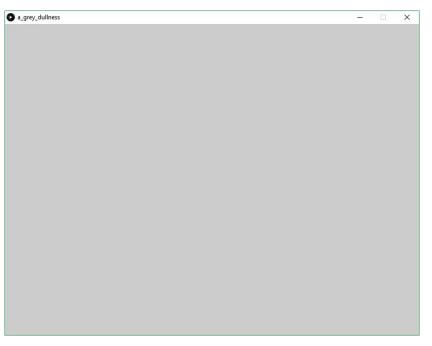
There are tens of thousands of students, artists, designers, researchers, and hobbyists who use Processing for learning and prototyping.

# Download Processing, and Python Mode within Processing



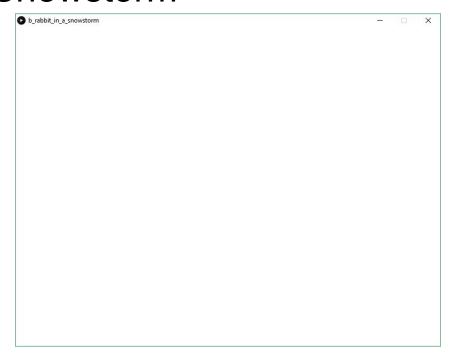
## Work of Art #1 "Grey Dullness"

### "Grey Dullness"



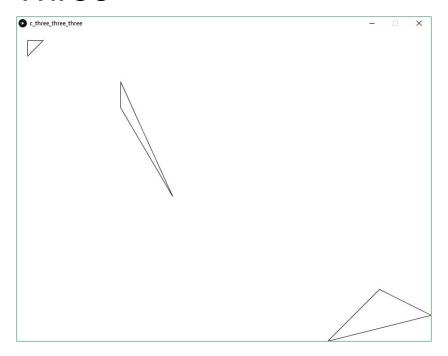
### Work of Art #2 "Rabbit in a Snowstorm"

#### "Rabbit in a Snowstorm"



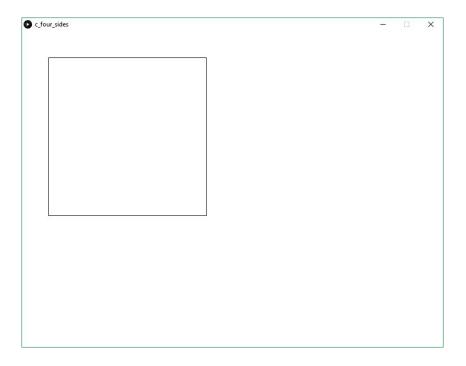
### Work of Art #3 "Three Three"

#### "Three Three Three"



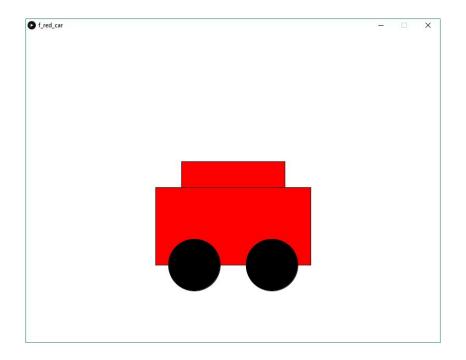
### Work of Art #4 "Four sides"

#### "Four Sides"



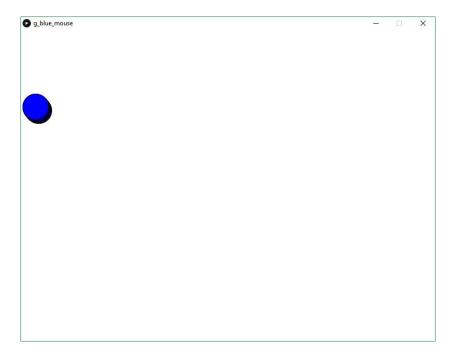
### Work of Art #5 "Red Car"

#### "Red Car"



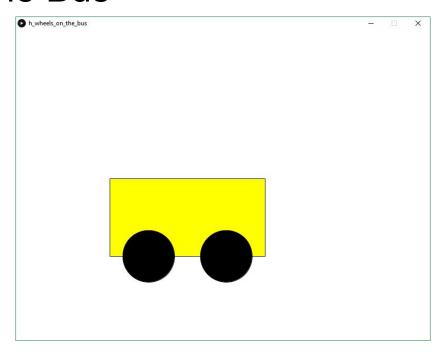
### Work of Art #6 "Blue Mouse"

#### "Blue Mouse"



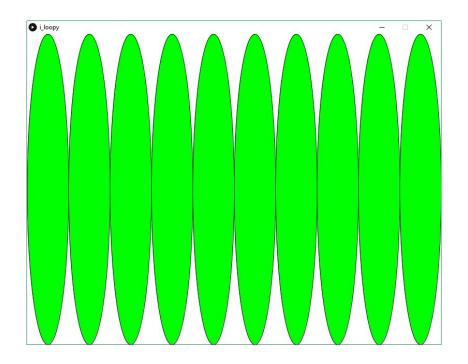
### Work of Art #7 "Wheels on the Bus"

#### "Wheels on the Bus"



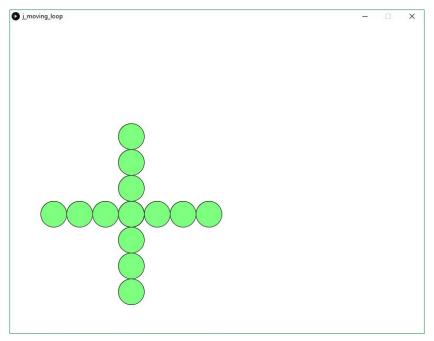
### Work of Art #8 "Loopy"

#### "Loopy"



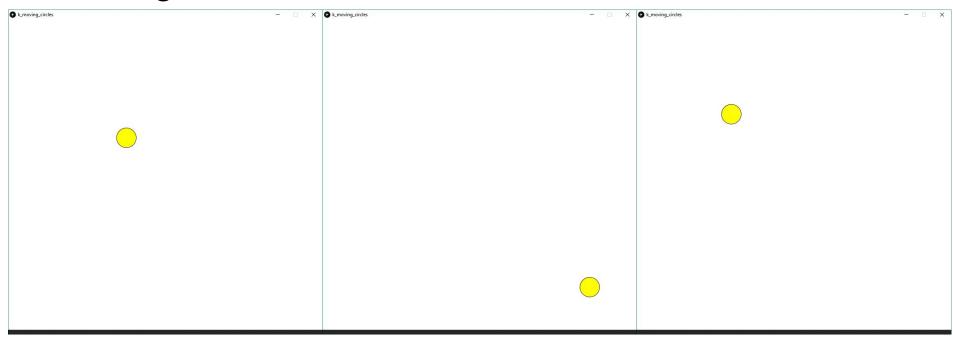
## Work of Art #9 "Moving Loop"

### "Moving Loop"



### Work of Art #10 "Moving Circles"

#### "Moving Circles"



#### If we have time left... some challenges!

- 1. Add a second circle, bouncing from bottom left to top right
- 2. Make the circle change colour, depending on its X coordinate
- 3. Make the circle stop moving if you hover your mouse over it

#### Thank you for listening ...

- Any questions? :)
- Part 2 coming soon™!
- Source Code is available on GitHub:
- https://github.com/purrcat259/introduction-to-artistic-programming
- My details:
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