Aesthetics && Computation

Fall 2016, Ira Greenberg

Requirements:
- Github Account
- Portfolio Site

The Rules:
- Iterate, iterate, iterate...
- Push past discomfort and comfort
- Embrace confusion and frustration
- Distrust the obvious and easy
- Recognize happy accidents (but don't stop there)
- Daily mantra: *But what if…*
- *Steal and Champion (Give attributions!!!)*
  ULTIMATE RULE: Create Interesting problems, not solutions!

The Elements of Design:
- Line
- Curve
- Form
- Movement
- Texture
- Balance
- Value
- Color
- Form
- Pattern
- Rhythm
- Space
- Contrast
- Harmony

The Problem Domains:
- Lines, Curves and Form
- Motion, Springs & Dynamics
- Dynamic Systems and Inverse Kinematics
- 3D
- Emergence
- Data Visualization (Data driven)
- Trees & Growth
- Fluid & Flow
- AI

The Deliverables:
- August 30
- September 8
- September 20
- September 29
- October 11
- October 20
- November 7

- November 15
- December 1
- December 14 (Final Portfolio)

The Process:
Working in unique teams of 2 for each deliverable, develop a set of studies/prototypes based on the problem domain. Work should be published as part of an online portfolio site, with clear descriptions and relevant documentation.

The Assessment:
  Peer jury: Each deliverable will be rated from 1-5 by each student and the instructor.