**Project 2: A ‘negentropic’ force**

A generative composition and research project.

### Due Date

Submitted and Critiqued: 4:00 pm, Wednesday 21 February 2024  
Submissions after 4:00 pm will lose one letter grade

### Description

We are awash in entertainment, from Instagram and TikTok Stories, generative visual art using AI, to endless streaming content on Netflix, HBO Max, and many, many others. These platforms and their content demand a specific position and affect from the viewer. [They use familiar tropes and formulas](https://tvtropes.org/) (search your favorite show) to build accessible stories. They may be visually innovative, but their content likely feels comfortable. Entertaining content utilizes archetypes, stereotypes, and familiar stories to formulate narratives that we can readily tap into and understand based on our shared cultural context. There is a place for this kind of entertainment, but is it different from art?

Gene Youngblood in *Art, Entertainment, and Entropy* suggests that art is different from entertainment in its reimagining, recombining, and rejection of these familiar tropes and formulas. Art provides something unexpected that builds energy up, and it may require work from the viewer to appreciate or understand.

Research the following traditional and computer-aided animators (you may need to put their name + “animation” when searching):

* Lillian F. Schwartz
* Oskar Fischinger
* Mary Ellen Bute
* Norman McLaren
* Len Lye
* Hans Richter
* Amy Kravitz
* John and James Whitney
* Dwinell Grant
* Hy Hirsh
* Jordan Belson
* Sara Petty

Pick one artist and one animation and watch it several times, and research the following:

* What are the formal elements of the animation? What shapes, colors, movements, and interplay between all of these things, is the artist using?
* What are the conceptual, emotional, or poetic messages of the animation? Is the artist asking the viewer to relate to the animation in a specific way? Are they succeeding?
* Based on the year the animation was created, what other visual trends or art movements were occurring simultaneously? What other artists may this artist have been friends with? How is the artist responding to these other artists? How is the artist employing visual trends or rejecting them?
* Can you identify who (if anyone) was influenced by this artist and how their work is reflected in contemporary art (animation or otherwise)?

Write out the answers to these questions (about a page double-spaced) in a new sketch called *Project 2 Research* and cite your research sources at the end of your sketch.

Now, create a new sketch in p5 called *Project 2 Sketch*. Using HTML, CSS, and P5, create an generative (changes over time) animation that responds to the artist and animation you have researched. Your response should not copy the original, but should respond poetically to the formal elements, the mood, and the stated or implied intention of the original.

You should use all basic shapes we have gone over so far and they should be styled.

Your sketch should use at least 3 integer variables you have created. These variables can be used to control positioning, colors, or something else, and they should increment or decrement over time to change the position or color of your shapes.

There should be at least 1 for() loop and 2 conditional statements, and at least 1 of your variables should reset to a new value using a conditional statement (or a variable you are incrementing or decrementing by should be inverted).

There should be at least 1 array used to control positions of elements on your canvas.

There should be at least 1 custom function that is called somewhere in your draw loop.

There should be at least 3 rotations and 3 translations in your sketch (even more would be better!). Some of these transformations should be isolated with push() and pop() and some should be adding to others.

mouseX and mouseY should be used in your sketch at least 1 time.

Bonus: Research and use keyPressed() at least 1 time in your sketch.

Bonus: Research and use mouseClicked() at least 1 time in your sketch.

Bonus: There should be at least 1 object that is generated from a custom class.

Start on paper, stay poetic, and engage your viewer.

### Requirements and Rubric

* (25%) Original Content:
  + Animation is clearly in response to (inspired by) but not a copy of the source animation.
* (25%) Demonstrates Technical Understanding:
  + Must use all elements outlined in the description.
* (25%) Original Research:
  + Must demonstrate original research that is clearly cited with academic sources using APA citation style.
* (25%) Must present your project on 21 February 2024 during our critique times. Being unable to present without a documented excuse will result in a lower grade.

### Submission Guidelines

Link to Sketch must be submitted to the [Project 2 Submission Spreadsheet](https://docs.google.com/document/d/1o3ExKrE4x-0ClAvcKryQpxqIR56OV7R9w-CVsA3OCUA/edit?usp=sharing) no later than 4:00 pm, 21 February 2024. You must contact me about submission concerns or questions no later than 5:00 pm, 20 February 2024.

Refer to the Syllabus for Late Submission Guidelines.