

Creative Coding

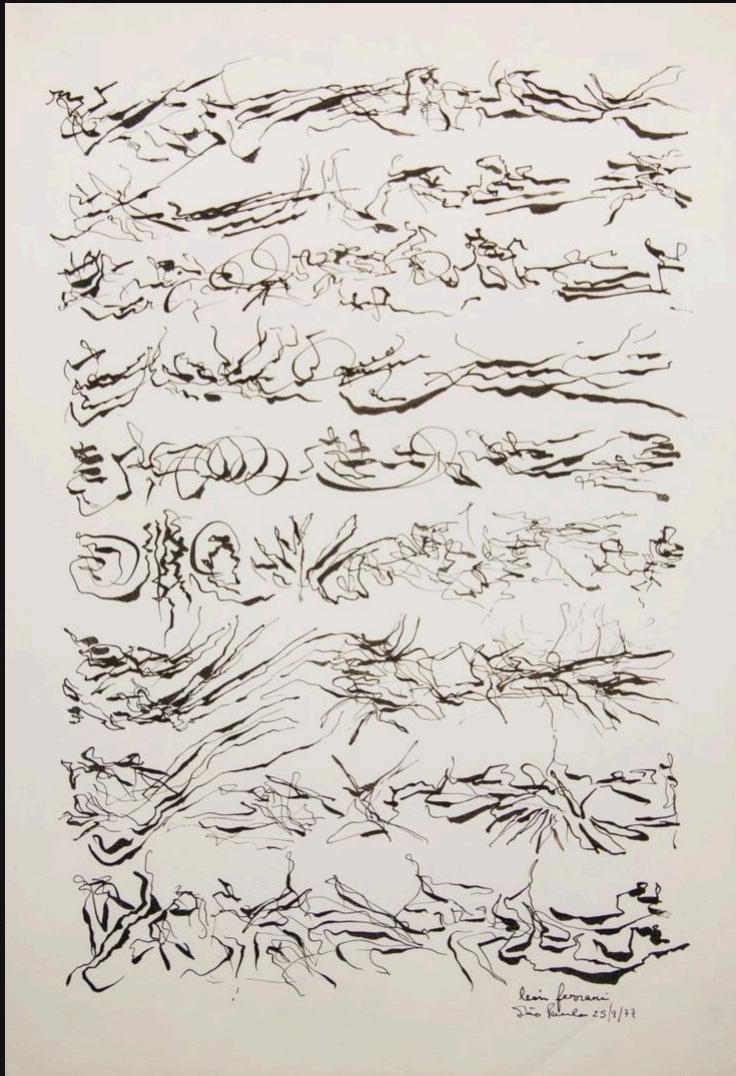
Sound + Interactivity + Visualization

COD 207 - Week 10 Class →



Table of Contents

- 1. [Creative Coding](#)
- 2. [Table of Contents](#)
- 3. [Autonomous Agents](#)
- 4. [Random Walk](#)
- 5. [Examples](#)
- 6. [Tutorials](#)
- 7. [In-class Practice](#)
- 8. [BREAK](#)
- 9. [Tutorial: Coding Train](#)
- 10. [Examples on p5JS site](#)
- 11. [Assignments](#)

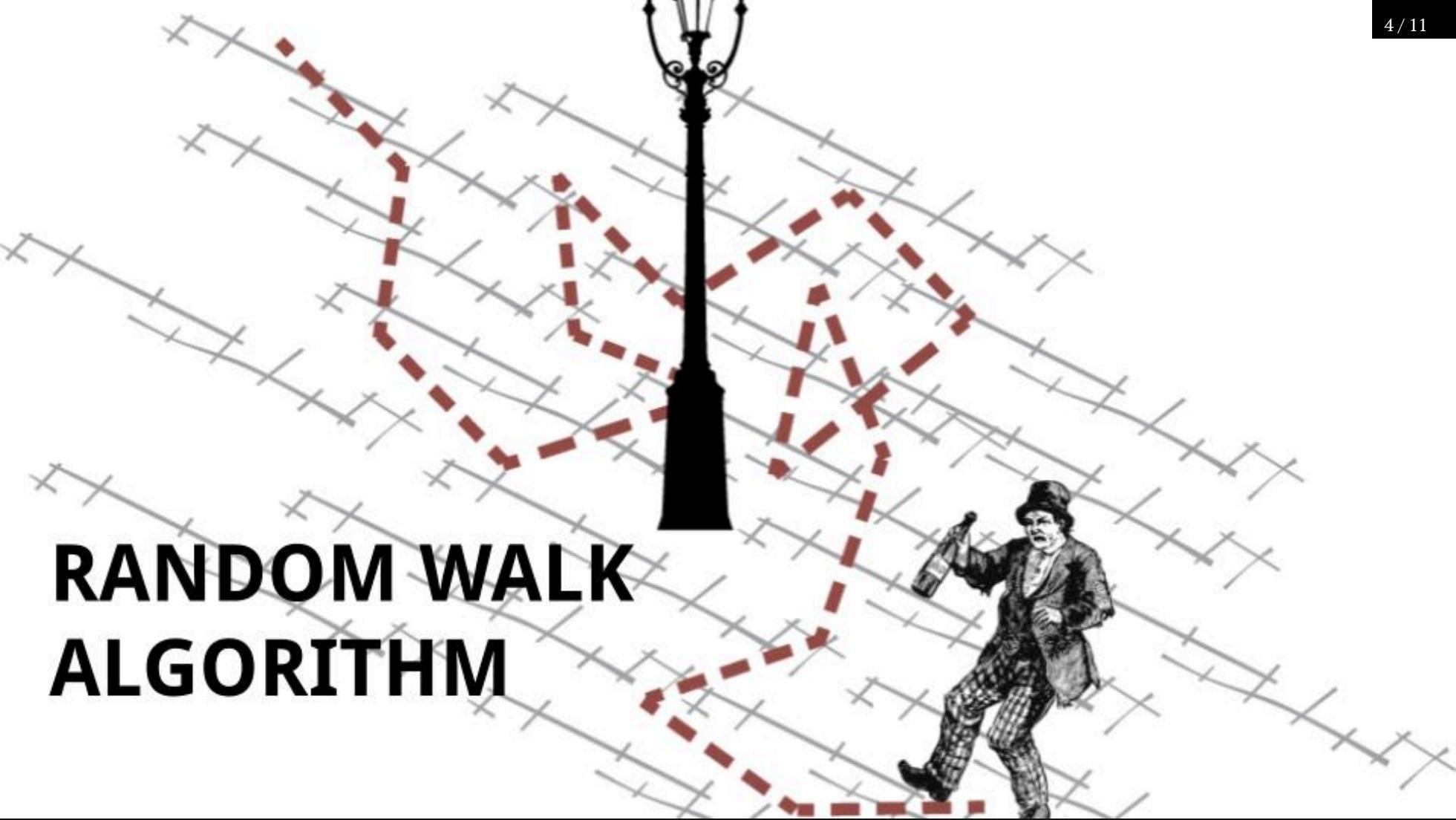


Autonomous Agents

Autonomous agents in generative art are self-governing algorithms or systems that create artworks independently, often by making decisions based on predefined rules, randomness, or machine learning models.

Check ALAP database for [Agent-based](#) category.

RANDOM WALK ALGORITHM



Examples

Check the example codes titled week10 -
Autnomous AgentXX

link



week10 - Autonomous Agents01

Tutorials

- - ∅ Article 01 See how you can control walkers to make them less random and produce more interesting results like this.
 - ∅ Video Tutorial Similar to the previous tutorial.

In-class Practice

Open your computers

Time to take a break



BREAK

10 mins.

Tutorial: Coding Train

🔗 link Coding Train website for sound related tutorials.



just basic rando

Autonomous Agent

Collection by alptugan

6 sketches

Share ▾

Name	Date Added▼	Owner
week2_alptugan_randomwalk_lines	Nov 25, 2024, 12:10:09 PM	alptugan
week2_02_alptugan_randomWalk_Lines	Nov 25, 2024, 12:10:24 PM	alptugan

Cookies

The p5.js Editor uses cookies. Some are essential to the website functionality and allow you to manage an account and preferences. Others are not essential—they are used for analytics and allow us to learn more about our community. **We never sell this data or use it for advertising.** You can decide which cookies you would like to allow, and learn more in our [Privacy Policy](#).

Allow All

Allow Essential

Assignments

1. Check the example codes developed class time and in the presentation.
2. Use cyclic motion, noise, randomness or both together to create an autonomous agent   PTS
3. Analyze and write down your steps (Computational Thinking Framework).   PTS
4. You must add comments to your sketch.   PTS
5. Export a video animation. DO NOT record your whole screen. Just submit canvas video. OR you can export at least three static images   PTS
6. Use cyclic principles to modify parameters' of the agent as I showed in class time   PTS
7. Tidy up the code   PTS
8.  Submit the openprocessing link.  PTS
9.  Submit the sketch source code as zip file as well.  PTS