



Creative Coding

class {Hello World }

COD 208 - Week 01 Class →



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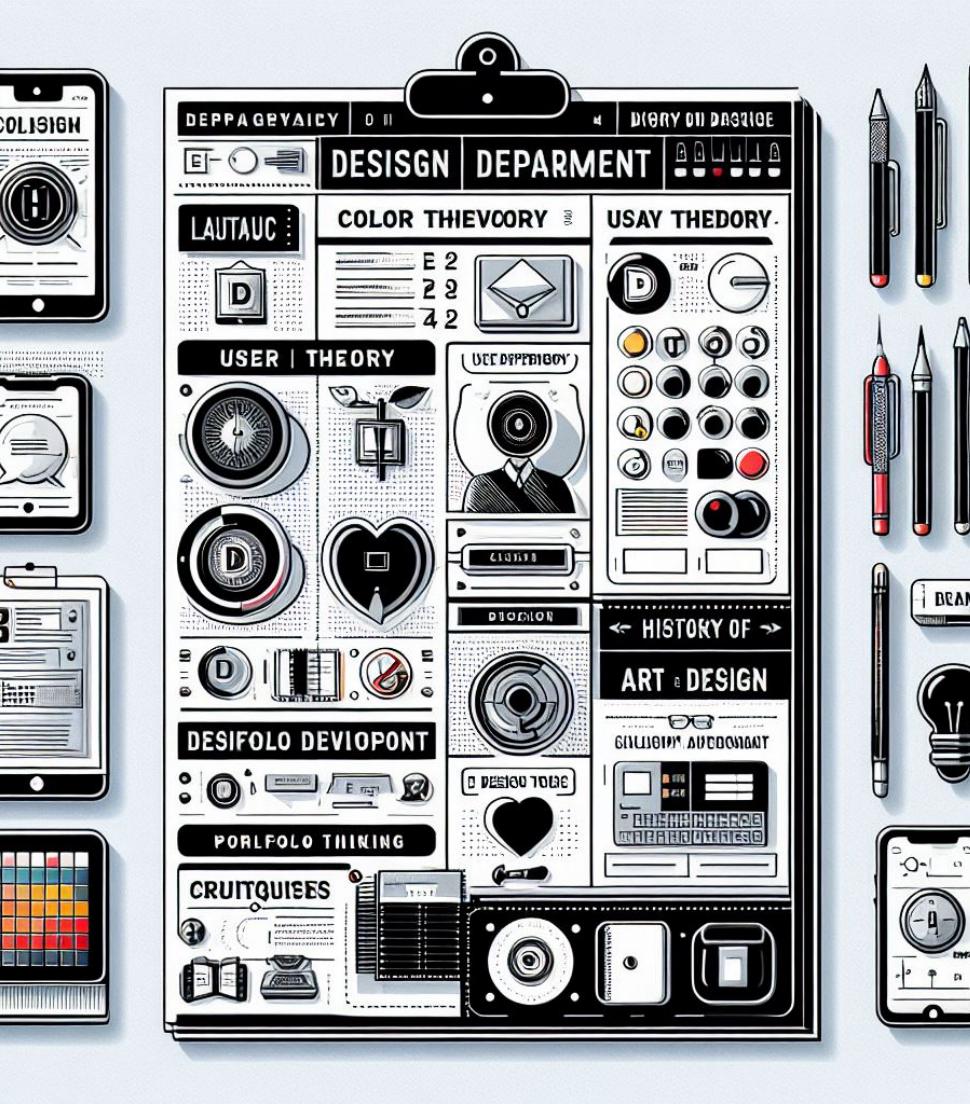
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Introduction

Things we learn about programming paradigms last semester.

- Cartesian Coordinate System (How canvas positioning works)
- Simple and custom shapes
- Functions
- Randomness
- Motion
- Generative Art
- Computational Thinking
- Interactivity



Syllabus and Grading Policy

It is uploaded to the LMS. The content may change but concepts will be same.

- 20% Assignments
- 30% Final Project
- 25% Attendance
- 15% Presentation
- 10% Interaction/Personal Credit



Fail or Pass

It is up to you!

- if (missed_assignments > 3) FAIL
- if (missed_classes > 3) FAIL
- if (missed_finalProject || missed_proposal > 0)
FAIL



BREAK

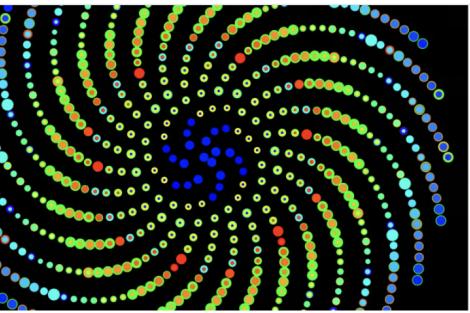
10 mins.



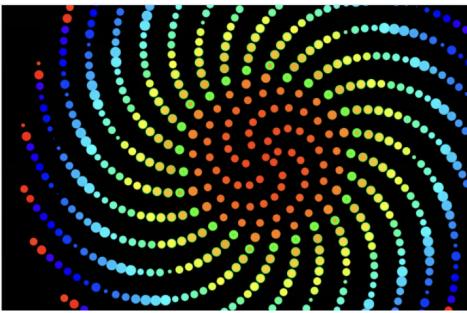
All, one-cgames, pyphy click apps, extemicl computing, gengeritive art

Topics to Discuss Through semester

- Artificial Intellegence (AI)
- One-click Games/Apps
- Physical Computing
- Experimental UI
- Generative Art

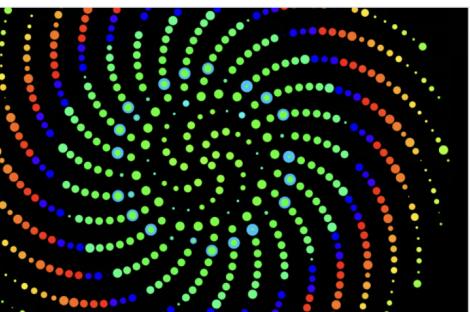


flower was created using a portion of the
sound from Carl Sagan's Pale Blue Dot speech.
source [LINK](#)



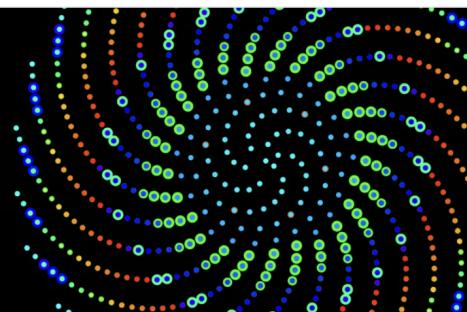
This flower was created using a portion of the
sound from Donna Strickland: Nobel Lecture in
Physics 2018.

source [LINK](#)



flower was created using a portion of the
sound from Khan's Academy lesson on Adding and
subtracting fractions.

source [LINK](#)



This flower was created using a portion of the
sound from the video Guess the Animal Sound
Game | 30 Animal Sounds Quiz | Wildlife Trivia.

source [LINK](#)

AI + P5JS → Flowers From Speech Recognition

- reference
- ML5 Machine Learning Library



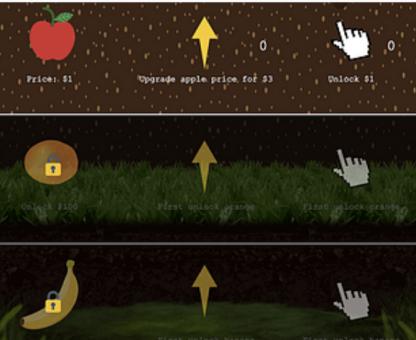
An Infinite Chapbook of Poetry for Many Voices to Scream in the Woods

Uh oh, SCREAMING HOUR is almost here and ...

Emma Conner

Adventure

[Play in browser](#)

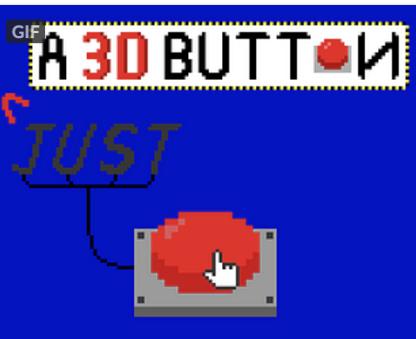


Let's Farm Incremental Game (Final Version)

Progress throughout the game to unlock differ...

Benjamin Mai

[Play in browser](#)



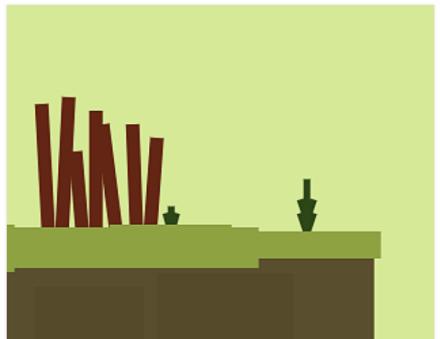
Just-A-3D-Button

A COOKIE-CLICKER-like game but with MUC...

DQG

Puzzle

[Play in browser](#)



Inhotim

A thing about open-air art museums.

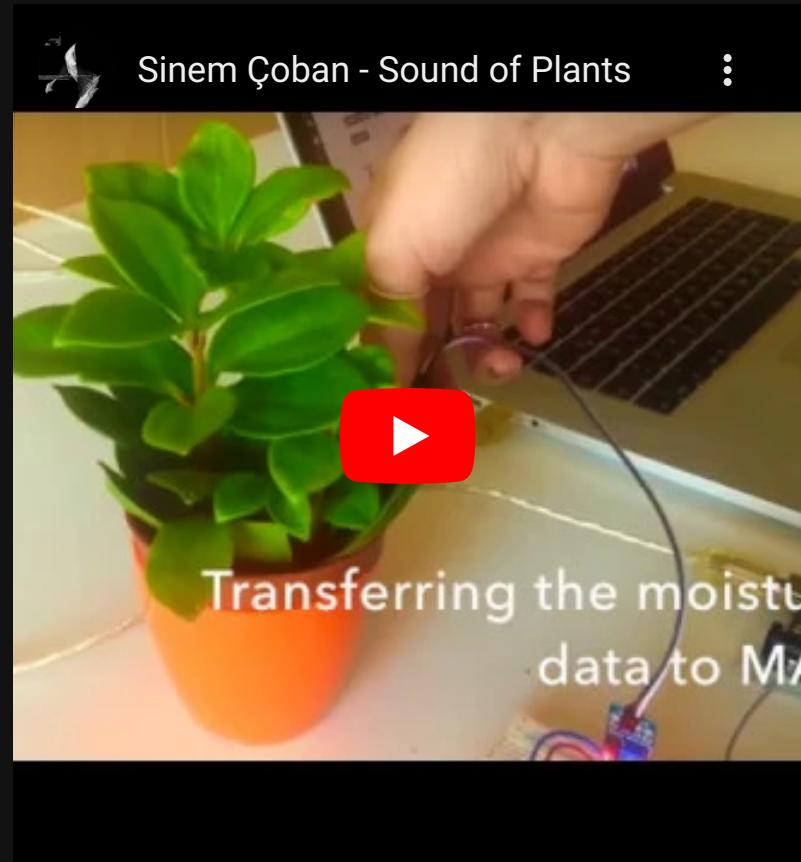
Caleb Winston

[Play in browser](#)

One-click Games

- [itch.io](#)
- [Catching Fallen Items](#)
- [Classic Snake Game](#)
- [Clicking Objects](#)

Physical Computing



Experimental UI



Project of The Week

Out of All Things one, and out of one all things

A great master piece that shows the blending of art and technology can be possible in a unique way.

 Out of all things one, and out of one all things

 Paylaş



1

2

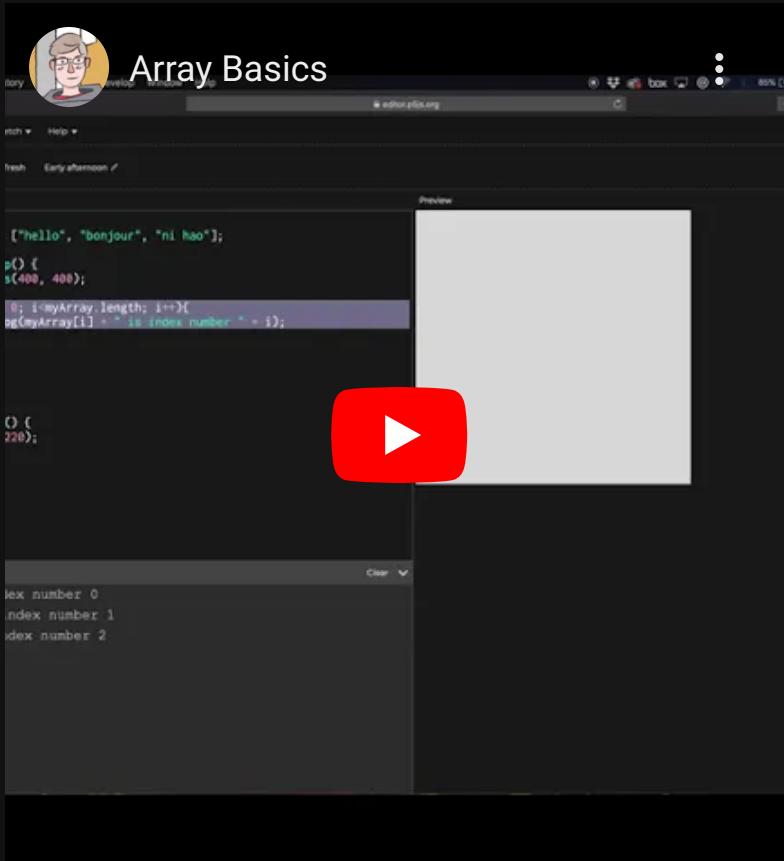
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Assignments

1. Keep your eyes open. Choose a thing. Lets say your favourite cup at your home, or a specific bird that you hear everyday, or your pet, or a tree at the campus.
2. As we did in previous semester, break it apart using CT principles. Redraw it using p5JS.
3. Make it parametric. So whenever you run the app, determine its properties randomly.
4. Upload the sketch to your openProcessing account.
5. Submit the openprocessing link.
6. Submit the sketch source code as zip file as well.
7. Read [Delusions of Dialogue: Control and Choice in Interactive Art](#)
8. Watch the videos in the presentation. Read about arrays

Tutorials: Arrays

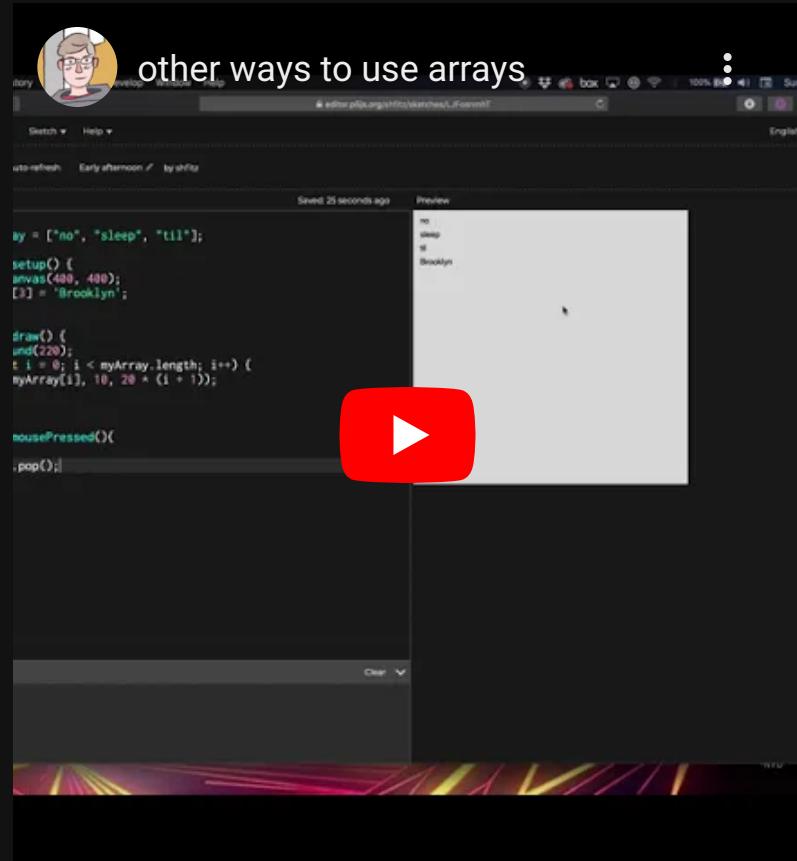


Array Basics

```
["Hello", "bonjour", "ni hao"];
p() {
  s(400, 400);
  for (int i=0; i<myArray.length; i++) {
    myArray[i] += " index number " + i;
  }
}

```

index number 0
index number 1
index number 2



other ways to use arrays

```
my = ["no", "sleep", "til"];
setup() {
  size(400, 400);
  my[3] = 'Brooklyn';
}

draw() {
  textSize(20);
  for (int i = 0; i < my.length; i++) {
    myArray[i], 10, 20 * (i + 1));
  }
}

mousePressed(){
  .pop();
}
```