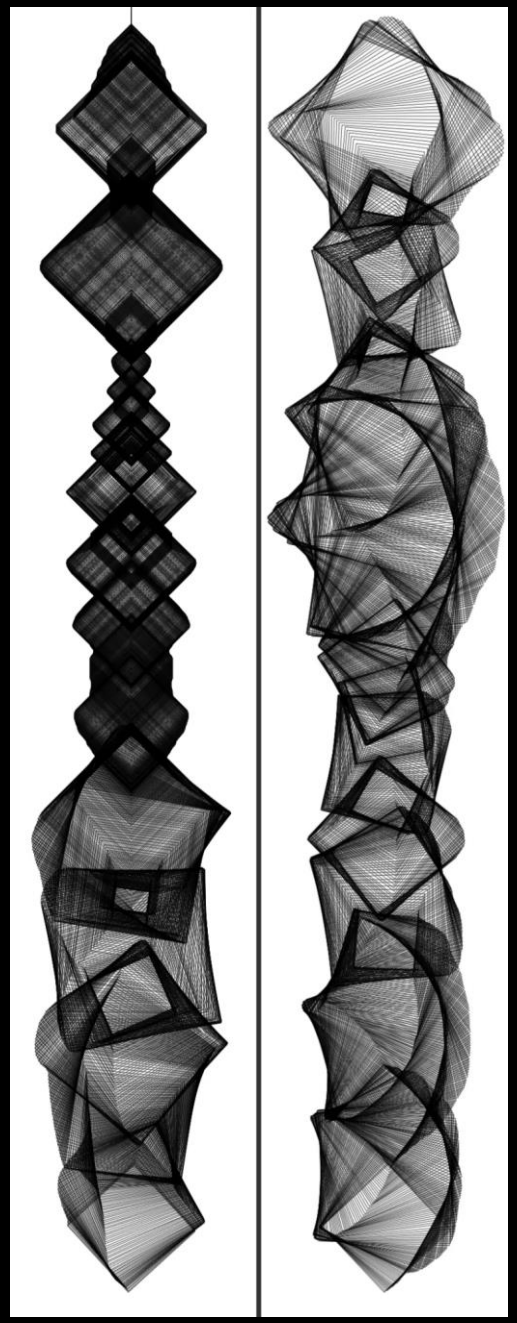
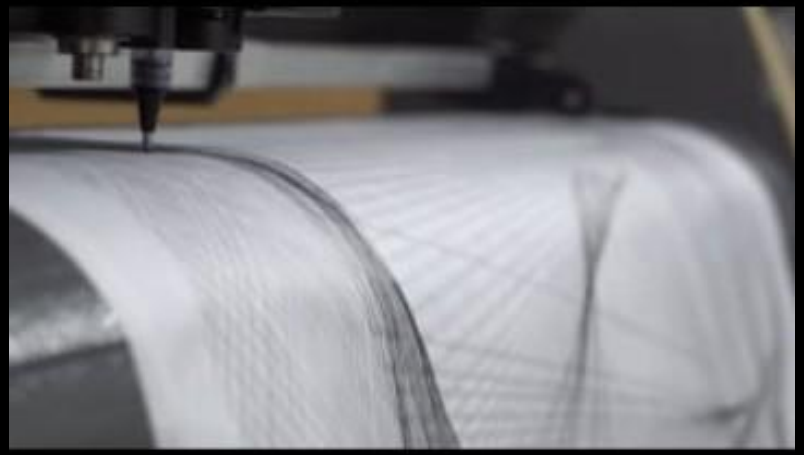
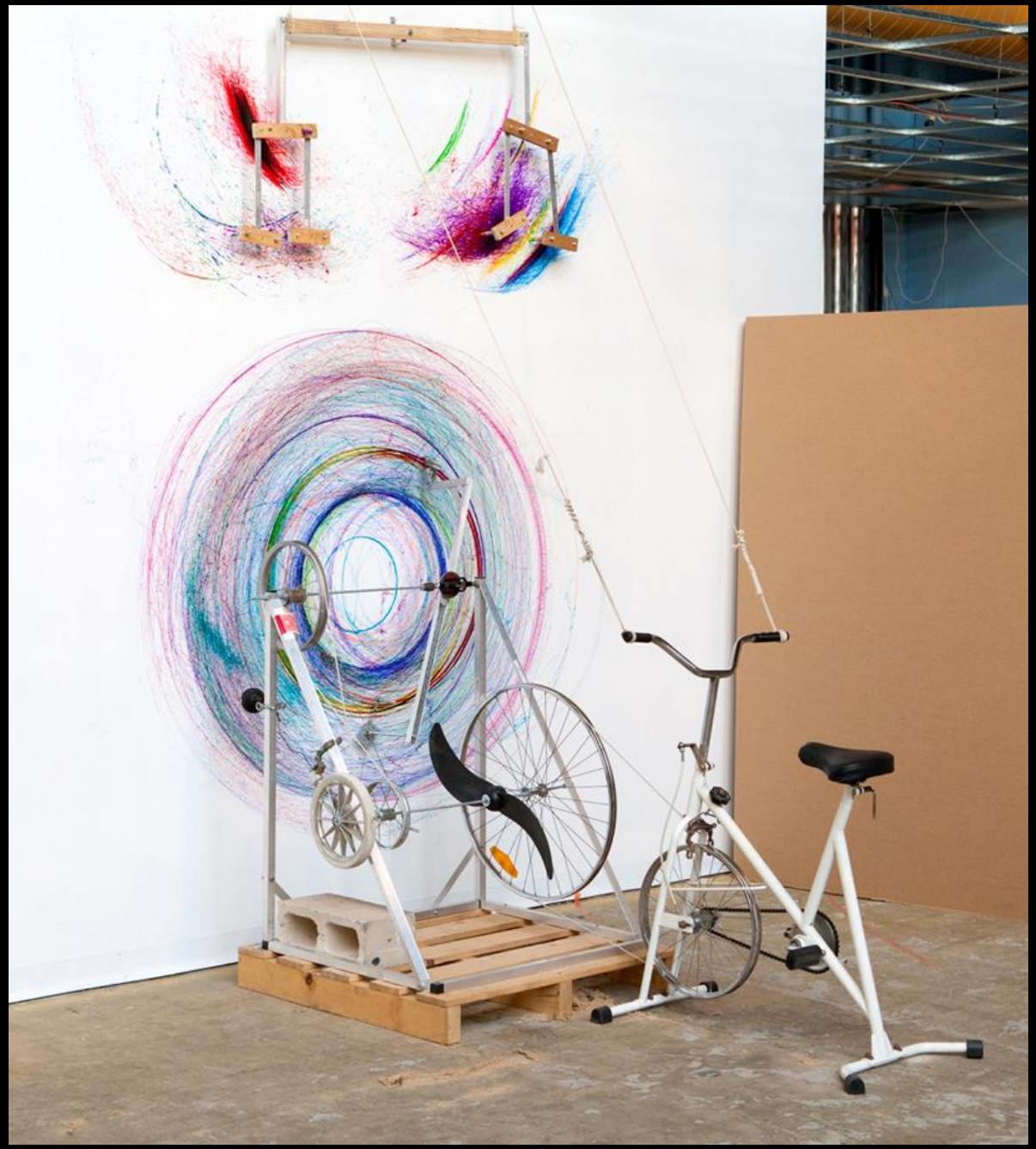
Drawing Machine Examples & Guidelines





Scroll (1-6)
Doug Rosman, 2019
@thedougrosmanstory

Beat Drawing Device, Shohei Fujimoto, 2011



drawing machine #1 (to your hearts content)
joseph l griffiths, 2010

Drawing Machine Assignment Prompts

- How does the “machine” / computer make marks on the digital canvas?
- What is the relationship between the “machine” / computer and the artist / “controller”?
- How does interactivity work to create the image? Is it passive, like pressing a “start” button, or active, like dragging a mouse across the screen to create the image?
- Is the “machine” / computer making most of the artistic decisions, or is the artist / “controller”?

Drawing Machine Assignment Requirements

- Due September 19 before class at noon. Zip your Processing sketch folder contents and email them to me at aperry30@uic.edu. *If you cannot zip your sketch folder for any reason, email me the *.pde file and all of your images in one email.*
- An F-grade project will have code that does not run.
- A D-grade project will have code, but no saved images, and if you are using Pimages, no images in the sketch folder.
- A C-grade project will have all of the minimum requirements listed on the syllabus. They are:
  - at least one example of mouse interaction (mouseX, mouseY, mousePressed(), etc.)
  - at least one for loop, i.e. for (int i = 0; i < 10; i++) { … }
  - at least one conditional statement, i.e. if (size > 5) { … }
- A B-to-A-grade project will extend those requirements and show exceptional evidence of experimentation and engagement with coding as a creative material.

Drawing Machine Assignment Tips

- Start with sketching out what kind of drawings your machine might make, then try to recreate them with code.
- Be open to new ways of creating the drawing, or changing your original plan. Experiment!
- If you have questions, refer to the handout from Week 3 (on the class website under the week3 folder as a *.pdf)
- If you still have questions or issues, refer to the Processing reference document and/or Daniel Shiffman's YouTube tutorials.
- If you still have questions or issues after that, email me at aperry30@uic.edu or aperry2@saic.edu . I am usually asleep between 10pm and 7am and will not be able to answer your emails during those times.