CSC361/661 Digital Media

Spring 2013  
Professor Burg

Creative Programming Assignment

Your assignment is to begin with an algorithm or program that we've already covered and do something creative with it. Yes, this is very open-ended. Evaluation criteria are given on the attached sheet.

In a DOC or PDF file of approximately one to two pages, explain the following:

* The purpose of the program. What were you trying to achieve?
* What did you learn in working on this program (anything and everything).
* To what extent did you achieve your goals?
* What were you not able to accomplish? What were the obstacles?

Here are some of the topics that you could use as a starting point:

* DCT
* Bezier curves
* Fractals
* Dithering
* Indexed color  
  Decibel conversions
* Blending modes
* Compression algorithms
* Image convolutions
* Audio filters in the frequency domain
* Audio convolution filters
* Audio special effects like flange, reverb
* Vocoders
* Autotuners
* Capturing and interpreting MIDI messages
* Mu-law encoding
* Algorithmic music composition

If you need more ideas, please see me.

Due Monday, April 22 at 11:00 AM

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Grading Sheet

\_\_\_\_\_ The program was submitted on time, with all the required components.

\_\_\_\_\_ In the DOC or PDF write-up:

\_\_\_\_\_ The purpose of the program is conceptually well-developed.

\_\_\_\_\_ The purpose of the program is clearly expressed.

\_\_\_\_\_ You learned a lot, as evidenced by your write-up.

\_\_\_\_\_ The program is well-commented.

\_\_\_\_\_ The comments at the beginning of the program explain clearly how to run the program.

\_\_\_\_\_ The comments at the beginning of the program explain clearly how to look at the results.

\_\_\_\_\_ Difficulty level.

\_\_\_\_\_ Creativity level.

\_\_\_\_\_ The program runs properly.