

# PROJECT ONE.

SDES3107: DESIGN & COMPUTERS 4

## ALEXANDRA HALL

Z3375459

The image shows a circular arrangement of German text in a spiral pattern, starting from the top and moving clockwise. The text is written in a black, stylized font.

Top arc (outermost layer):

„Zuerst oben ist das Freude,  
Zuerst ist das Freunde.“

Second layer:

„Lernt das Freundschafts-  
Vorlesung.“

Third layer:

„Die ersten Wiederholungen  
der Klasse.“

Fourth layer:

„Wiederholen Sie Ihnen nicht die  
fanden.“

Fifth layer:

„Ich die ersten Ich  
dene.“

Sixth layer:

„Gedanken, Die Seelen,“

Seventh layer:

„Die folgenden Gedanken.“

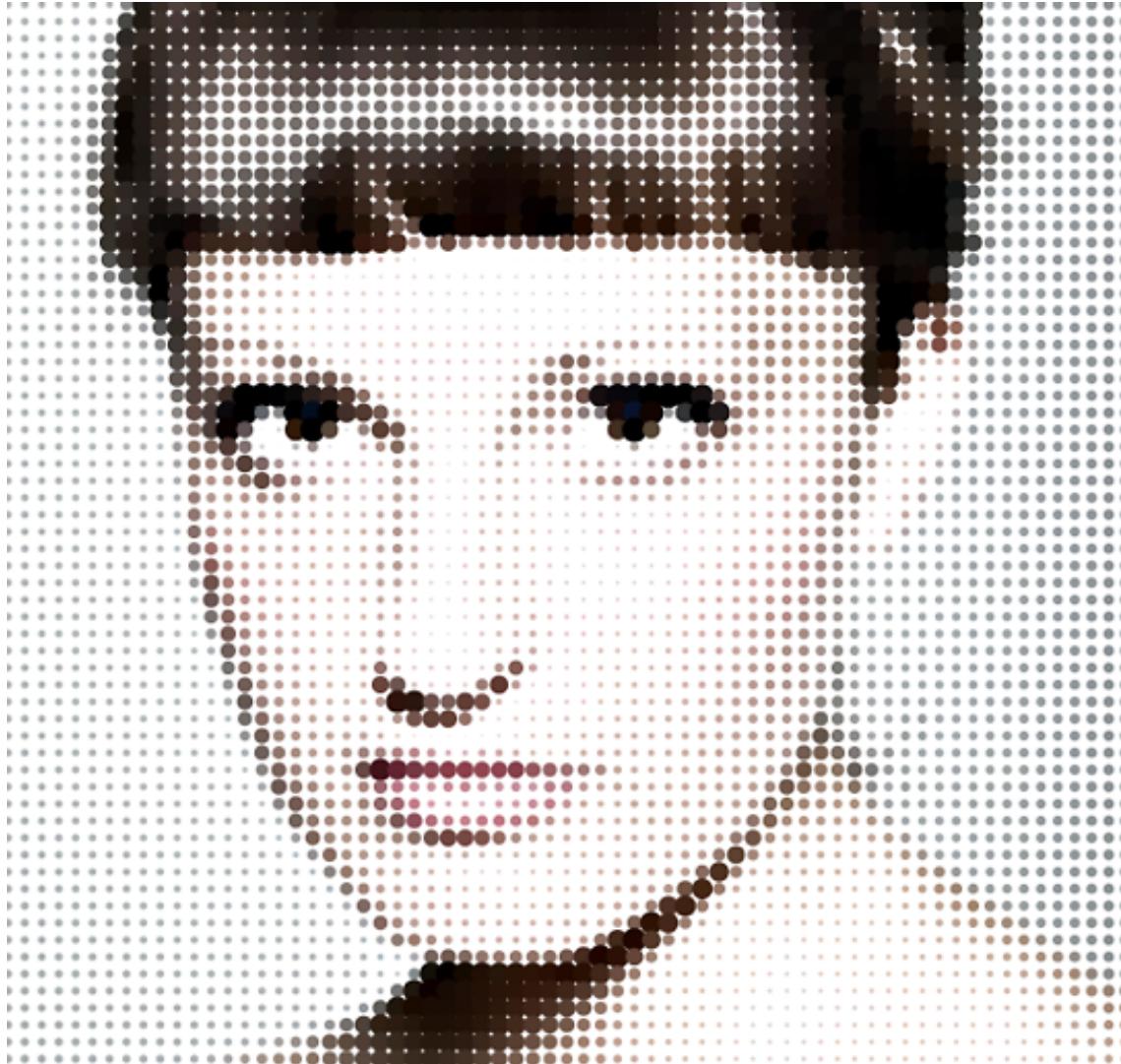
Bottom arc (innermost layer):

„Die Söhne.“

PART 1:

Title: “*I HATE CODING!*”

*Original Generative Code: P\_4\_3\_1\_01*



Code:

```
// IMAGE & SIZE WAS CHANGED  
img = loadImage("small.png");  
println(img.width+" x"  
"+img.height;  
filter(ERODE);
```

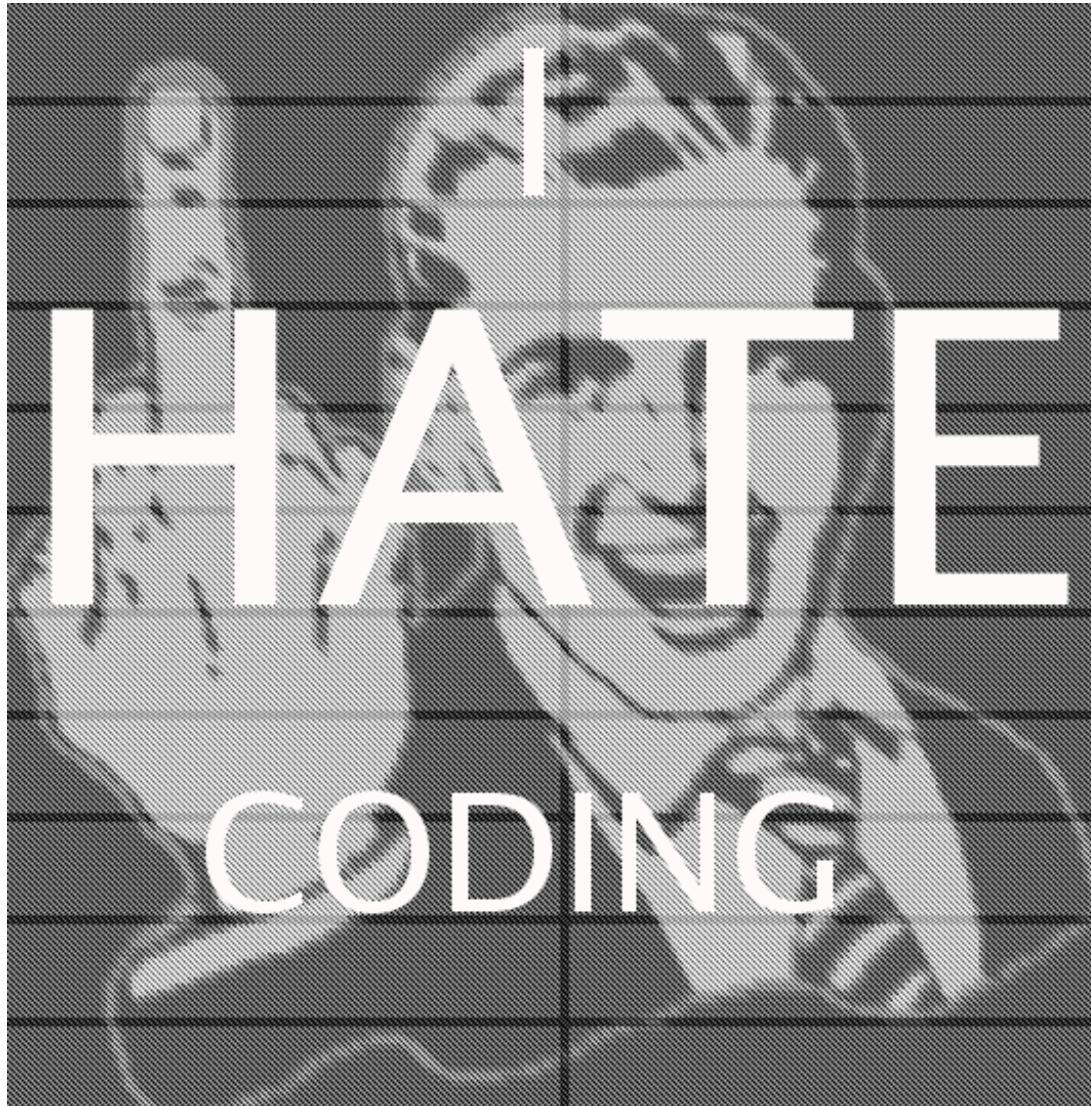
CHANGE ONE:  
A NEW PICTURE WAS INSERTED.



Code:

```
// IMAGE & SIZE WAS CHANGED  
img = loadImage("small.png");  
println(img.width+" x"  
"+img.height;  
filter(ERODE);
```

CHANGE TWO:  
TEXT WAS ADDED AND EDIDETED (SIZE  
& ALIGNMENT).



```
// I ADDED TEXT, CHANGED THE FONT,  
ALLIGNED IT, CREATED  
// A FUNCTION SO THE COLORMODE  
CHANGES WITH mouseX & mouseY  
  
textSize(100);  
loadFont ("Impact-48.vlw");  
colorMode(HSB, width, height,  
100);  
// CHANGE THE BEHAVIOUR SO TEXT  
MOVES HORIZONTAL WITH MOUSE.  
fill(mouseX, mouseY, 100);  
text("I", mouseX - 10, 100);  
textSize(200);  
text("HATE", mouseX - 250, 300);  
textSize(80);  
text("CODING", mouseX - 150,  
450);  
}
```

CHANGE THREE:

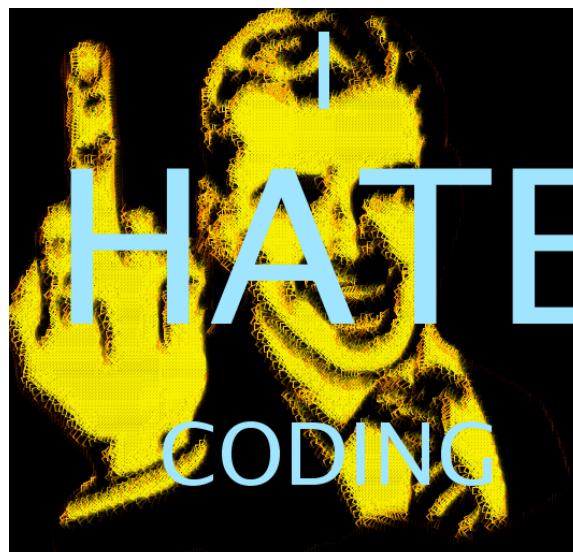
COLOUR MODE OF THE TEXT WAS CHANGED TO  
RGB IN RESPONSE TO MOVEMENT OF THE  
MOUSE.



CODE:

```
colorMode(RGB, 255, 255, 255);  
colorMode(RGB, 255, 255, 255);
```

## CHANGE FOUR: BEHAVIOUR: STYLE CHANGED WHEN MOUSE IS CLICKED.



CODE:

```
//CHANGING THE FUNCTION --> IMAGE STYLE  
CHANGES WHEN MOUSE IS CLICKED.
```

```
void mouseClicked() {  
    drawMode++;  
    if (drawMode >9) {  
        drawMode=1;
```

CHANGE FIVE:  
BEHAVIOUR: TEXT MOVES IN HORIZONTAL  
DIRECTION WITH MOUSE.



CODE:

```
// CHANGE THE BEHAVIOUR SO TEXT MOVES HORIZONTAL WITH MOUSE.  
fill(mouseX, mouseY, 100);  
text("I", mouseX - 10, 100);  
textSize(200);  
text("HATE", mouseX - 250, 300);  
textSize(80);  
text("CODING", mouseX - 150, 450);  
colorMode(RGB, 255, 255, 255);  
colorMode(RGB, 255, 255, 255);  
}
```

## PART 2:

**Title:** “*I am looking forward to never having to code ever, ever, again!*”

*Original Generative Code:* P\_2\_3\_3\_01



## CHANGE 1:

*TEXT, FONT, MINIMUM TEXT SIZE WAS CHANGED.*

**Code :**

```
// TEXT, FONT, SIZE CHNAGED
PFont font;
String letters = "I am looking
forward to never having to coding
ever, ever, again! ";
// MIN FONT SIZE INCREASED
int fontSizeMin = 10;
float angleDistortion = 0.0);
```

CHANGE 2:

THESE 2 INTEGER VARIABLES SET THE  
WIDTH & HEIGHT OF THE DISPLAY WHICH  
ARE LATER USED TO GENERATE A RANDOM  
POSITION USING “M” KEYS.

Code :

```
int theWidth = displayWidth;  
int theHeight = displayHeight;
```



CHANGE 3:

TEXT CENTERED IN MIDDLE OF  
DISPLAY AND SET TO ROTATE.



Code:

```
int theWidth = displaywidth;
int theHeight = displayheight;

pushMatrix();
    // TEXT CENTERED IN MIDDLE OF
    // THE DISPLAY
    translate (theWidth /2,
    theHeight/2);
    rotate(angle +
    random(angleDistortion));
```

CHANGE 4:

A RANDOM VARIABLE SET THAT IS  
ALSO USED IF THE “M” KEY IS PRESS  
FUNCTION THAT GENERATES A RANDOM  
POSITION ON THE SCREEN AND  
TRANSLATES THE TEXT CENTER THERE.



CODE:

```
// GENERATE RANDOM / UNEXPECTED RESULT  
WITH LETTERS DISPLAYED  
Random r = new Random();
```

```
// RANDOM COORDINATE BETWEEN 0-W/H OF THE  
DISPLAY WHICH IS THEN USED WHEN THE MOUSE  
IS DRAGGED IN THIS LINE (theWidth /2,  
theHeight/2);  
  
theWidth = r.nextInt(displayWidth*2);  
theHeight = r.nextInt(displayHeight*2);
```

CHANGE 5:  
NEW COMMAND CREATED TO CHANGE  
COLOUR OF TEXT ACCORDING TO MUSE  
POSITION.



Code:

```
// COLOUR CHANGED BASED ON MOUSE  
POSITION.
```

```
FILL(MOUSEX, MOUSEY, 000);
```

```
int colour1 = 000;  
int colour2= 000;  
int colour3 = 000;
```