

**CPE 123: Introduction to Computing – Computational Art –
Fall 2011
Program 1 – Chuck Close, up close**

Due date:

Modality:

- This is an individual assignment. You need to make your own processing sketch. You may talk to other students and your instructor to see what they are creating and how they did it. As always, you are not allowed to ‘cut and paste’ code from another student or a tutorial in order to complete this assignment, nor can any segment of your code (which generates a visual component) exactly match another student’s code for this assignment.

Objectives:

- Practice using Processing
- Learn about simple primitives and shapes in Processing
- Learn about drawing order
- Learn about the 2D coordinate system of the Processing Sketch window
- Practice using the Processing color selector
- Possibly explore ‘transforms’ in Processing
- Practice developing your aesthetic
- Make a pretty picture

Requirements:

For this assignment you must generate an 450x450 pixel image using Processing that is an ‘up-close’ view of a portion of the artist Chuck Close’s painting Self Portrait (1994):

http://meaghanclaricesartspot.blogspot.com/2011_04_03_archive.html

(Search for Chuck Close on that page for a nice sequence of three images, you will most likely need to refer to the largest ‘zoomed’ image).

For your image, you must re-create at least 3 ‘pixels’ of the Close painting in as much accuracy as possible. Please use the Processing ‘Color Selector’ (found under ‘Tools’) in order to match colors as accurately as possible. You will need to demo your image and your sketch code to the entire class and explain why you like the appearance of your final creation.

You are required to handin your final image and your final sketch code. Be sure that your sketch code has your name as a ‘comment’.

Example:

Here is my example of 4 pixels I recreated:



Useful commands:

```
fill  
noFill  
stroke  
ellipse  
quad  
strokeJoin  
strokeWeight  
translate  
rotate  
pushMatrix  
popMatrix  
save
```