Day One – Photo Mutilation

Day Two – Rectangle Game

The constraint was to use only rectangular elements. I managed to successfully create a game in Processing where every visual and programmatically-generated element is a rectangle. The premise of the game is simple: Shoot the oncoming enemies before they reach the threshold line. When enemies explode, they disperse particles. Collect the particles before they reach the threshold line.

My process for this challenge

* Select constraint: Rectangles
* Select medium: Video game in Processing
* Begin on paper! Draw mockup screenshots and thumbnails
* List required programmatic elements – Objects, variables, methods and classes. In this case, I knew I would need a class for the player, enemies, bullets, and particles.
* This highlights the importance of planning—because every element was a rectangle, the four basic variables **x, y, width**, and **height** could be applied to every object in the game.
* Create GitHub repository
* Define main classes/objects, develop core mechanics
* Refine and debug

Day Three – Dubious Douglas

I decided to create a short story without using the letter ‘E’ at all. Because it’s the most commonly used letter in the English language, this proved very difficult. Even simple words could not be used: He, she, the, be, then, them, their, where, and anything ending with “ed.” This challenge forced me to re-examine storytelling and communication. Though the story contains unusual phrasing for its constraints, I am satisfied with the humorous narrative that resulted.

My process:

* Define constraint and medium: Short story without using the letter ‘E’
* Begin typing! This forced me to familiarize myself with powerful words and verbs that didn’t require use of the letter ‘E.’ Words such as *caught, saw, ran*, and *took* suddenly became more important.
* I started with a very simple story: Policeman chases bad guy. With the constraint already presenting great difficulty, there is no need to complicate things.
* Rather than constructing the story in regular English and then “translating” it to my constraint form, I allowed the constraint to shape the story and dialogue in some regards.
* I constructed a beginning, middle, and end clearly.
* I finished by correcting diction, and adapting phrases to be less awkward (where possible)
* The result was successful; my story contains absolutely no instance of the letter ‘E’!

*Insert story*

Day Four – Circular Insects

My constraint this time was the circular form: perfect circles only, no ellipses. My subject was a moth, to be drawn in illustrator with layers of circles. I did not have a clear vision of the result, but the medium and constraint were enough for me to get started.

My process:

* Choose constraint: Circles
* Choose medium: Illustrator
* Find a template image. This is accomplished by searching for copy-right free images on Google Images. I found an image of a moth from Wikipedia that was free to use, share or modify.
* Place the image, reduce opacity, and lock the layer.
* Because of the moth’s symmetry, I worked on one half with the intention of mirroring it later.
* I began to replicate the form of the moth using circles of different sizes. This took a lot of patience and repetition!
* I duplicated my circle layer, and then thickened the outline stroke on the circles to create a solid element that could be merged in Illustrator’s pathfinder.
* I worked on the other two layers of circles. In total there are three layers: The yellow outline, the darker circles, and the topmost pink circles. Duplication of a single layer allowed me to create interesting artwork with some small modifications.
* I constructed an antenna of various circles, and colored them thematically.
* Finally, I copied my work and mirrored it with Illustrator’s transform menu, and arranged the work symmetrically.
* I filled in any small missing details and ensured symmetry and balance

Day Five – Limits of the Line

My medium was a sketch drawing, and my envisioned constraint was to create a drawing using only one stroke. This means creating the entire illustration without removing my pen from the tablet once! In actuality, this proved almost impossible for my level of skill, so I ended up using three strokes. This means I only lifted my pen from the tablet *twice* the entire time! There were multiple failures and iterations for this challenge; it was time-consuming but fun

My Process:

* Choose medium: Tablet sketch in AutoDesk SketchBook Pro
* Choose constraint: Use of one line
* Find subject picture. I chose a Canada goose
* Draw paper sketches/thumbnails. I made some quick sketches with pen and paper, hoping to get an idea of the form
* Open SketchBookPro and warm up with basic drawing exercise. This includes making simple lines, circles, and basic forms
* At this point, I made several attempts. I persevered through frustration, and eventually compromised on my constraint
* Though it took three strokes instead of one, I finally ended up with a satisfying drawing. The need to keep the pen in contact with tablet created some interesting effects, which I find endearing