ART 3001

INTERNET ART

OSU ART & TECHNOLOGY

SPRING 2021

JANUARY 11- APRIL 23

EXERCISES

EXERCISE 0: GIT INIT

Create a git repo that will house the exercises & projects from this class. Display it using GitHub Pages. Submission should include:

- An index.html that will be your homepage/landing page
- A title on your page (you can change it later)
- Using the sitemap we create in our workshop, create a directory structure of html pages that correspond to the Exercises, Projects, & Blog entries we will complete throughout the semester. They should each be titled appropriately.
- Hyperlinks of each html page listed on your homepage (index.html)

Submit your GitHub Pages link to EXERCISES ⇒ #exercise-0
RESOURCES

What is git?

Github Pages

EXERCISE 1: HYPERTEXT

Create an interactive hypertext narrative that reveals something about yourself or an experience you've had. It could be a story about yourself, a journey through a topic you're interested in, a mode of navigation that mimics your personality, etc. There should be multiple HTML pages linked together by <a> tags. Each page could contain text and/or images. No styling. Limit your focus to story and interaction.

Submit your link to EXERCISES ⇒ #exercise-1 &

INSPIRATION

With Those We Love Alive by Porpentine Charity Heartscape : What Time is it Here? by Dalena Tran : http://wwwwwwww.jodi.org/ : Woman as Place by Angela Washko : Hypertext Gardens : https://umhi.xyz/ : Komron Khojayori : Experiments in Hypertext Thinking by Tom Critchlow : Headgear.pw by Shiraz Gallab & Becca Abbe: Cat Petting Simulator by neongrey: The Uncle Who Works for Nintendo by Michael Lutz and Kimberly Parker: Queers at the End of the World by anna anthropy

EXERCISE 2: 5 VARIATIONS

Choose a poem. Using HTML/CSS, give the poem 5 distinct variations.

Submit your links to EXERCISES ⇒ #exercise-2

INSPIRATION

Theresa Castellucci : Cameron's World : Claire Busby : Komron Khojayori : Aamina Palmer : Tyler Scott

EXERCISE 3: PROJECT 1 PROPOSAL & DESIGN

You will create a proposal for your upcoming Project 1.

Your proposal should include a mockup. You can sketch it out on paper, in photoshop, using figma, or in any format, software, or process you like. (If you're feeling adventurous, you may even design and prototype directly in HTML/CSS)

Include references to websites that you may have found during your web crawl from the previous exercise. Include a mood board of images, colors, and other relevant material to organize your creative thoughts. See the project description for some inspiration!

Submit as a PDF (or link) to EXERCISES ⇒ #exercise-3

EXERCISE 4: COMMUNITY CONTACT

Create a homepage for a community. It can be for a community that you're involved with, one that you admire, or a fictional community. For instance, a site for a colony of robots that lives on the moon, a nonprofit organization of your choice, or a site for an OSU student group that you're a member of or would like to start. You can imagine that this homepage is part of a larger website, but the links don't needed to lead anywhere. You can write my link to make a link that goes nowhere.

You can try to recreate layout and interface patterns you've seen online, or be more experimental with your design. In any case, your design should be clearly informed by the content it is representing. Just like with print design, how can you use web design to communicate an idea, identity, and community?

Your design does not need to be responsive, but should work on either a standard laptop monitor or a mobile phone (your choice). When you post your project link, also post a screenshot as it looks on your device for reference. See tutorial on device preview to preview your site for mobile.

Submit your link & screenshot to EXERCISES ⇒ #exercise-4

INSPIRATION

Megan May Daalder ∴ Ai Weiwei, Humanity ∴ Planned Parenthood, Unstoppable ∴ Machine Project ∴ Yung Jake ∴ Petra Cortright ∴ Martine Syms ∴ David Horvitz ∴ Rosa Menkman ∴

EXERCISE 5: TRANSFORMATION

Create an webpage that transforms between two distinct perspectives or identities through the user's interaction with it. "Identity" could mean aspects of a personality, political perspectives, moods, cultural backgrounds, or anything else. "User interaction" could encompass click, hover, mouseout (leaving element), doubleclick, keypress, window resize, scroll, or anything else. Basically, your page should start in one mode, and look very different during or after user interaction. It is suggested that you make use of JQuery events and JQuery events, though not all of these will be applicable.

Submit your link to EXERCISES ⇒ #exercise-5

EXERCISE 6: EXPLORE + FINAL PROJECT PROPOSAL

This project is about beginning to think about your final project and teaching yourself something new. First, think about some possible ideas for your final project. What new skills might you want to learn to complete this? For example, are you interested in working with scrolling, hovering, 3D graphics, sound, or something else?

Your goal is to learn and explore a new library, web or coding tool, and use it to make a sketch or prototype of something you may want to incorporate into your final project. Begin by scanning through the documentation. Does it feel within your reach? Follow / fill out the worksheet (TBA).

See the project description for some project inspiration!

Submit your PDF document to EXERCISES ⇒ #exercise-6

LIST OF LIBRARIES

p5.js · paper.js · three.js · ml5.js · joy.js · howler.js · tone.js · jquery ui · two.js · d3.js · hover · typed js · anime.js · matter.js · chart.js · scrollreveal · choreographer.js · bindery.js

LIST OF WEB, STORY, & GAME TOOLS

Twine ∴ LÖVE ∴ Ren'Py ∴ HaxeFlixel ∴ Godot Engine ∴ Luxe Engine ∴ Phaser.io ∴ Pixelbox.js ∴ nCine ∴ Superpowers ∴