

# Assignment 1.2

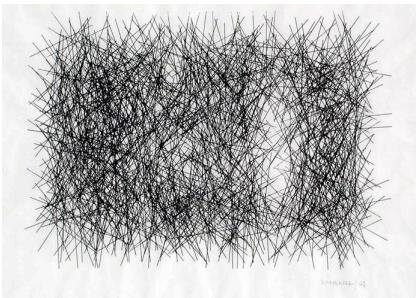
Posted January 22

Due January 27 before class

## Overview

This assignment is intended to let you explore visually the fundamental programming concepts of iteration, basic interaction, conditionals and logical operators. It also expects you to get used to our course's workflow, including publishing your code to GitHub and link it to your blog posts.

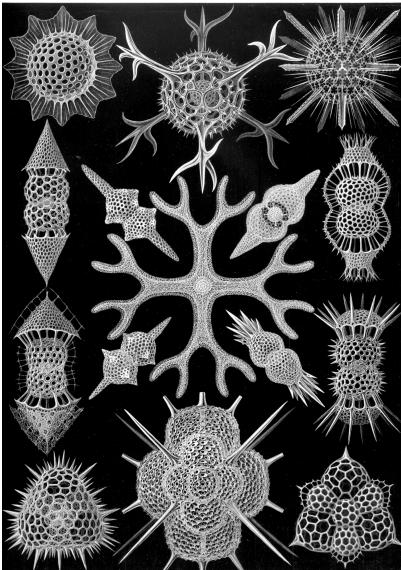
## Part 1: The Aesthetics of Repetition



(Vera Molnar)

Write original code to explore the “aesthetics of repetition.” Concept, expressive intent, technical resolution and visual results are important. You may use iteration, conditionals, and the random function, as well as Processing’s visual functions, to produce results that display a balance between accident and control. Optimize your output to the blog’s publishing dimensions. You may also explore examples of generative art and produce your own software interpretation. Interactivity is optional.

## Part 2: Parametric Construct



Write an original piece of software that demonstrates a parametric object. Choose any object, existing or fictional, and define it with code. Use user-defined and system variables, and Processing’s visual methods, to create an object that changes and adapts parametrically to different conditions of your choosing. Interactivity is a requirement. While interacting with the mouse is OK, you are encouraged to explore alternative forms of input (i.e. camera, microphone, or any kind of sensor). Important: Go beyond the visual methods seen in class.

### **Part 3: Code Documentation**

We will use GitHub as the official code submission system for the class (it is a very commonly-used and user-friendly versioning system, which is also free). Create a GitHub account and a repository for our course, and use it to publish each week's code. To get started, sign up for a (free) GitHub account: <https://help.github.com/articles/signing-up-for-a-new-github-account/>. In all your blog posts, you must link to the corresponding git.

### **Part 4: Research**

Read on and be prepared to discuss Object Oriented Programming.