SUBJECT B

Could you tell me about to your background, what you have studied or what you are working with?
I did computer science in university, 5 years, I was also really interested in art, growing up I did music and drawing so art was always back in my mind. After graduating I moved to California, I worked at a creative studio where we did primarily branding which means that I did a lot of frontend, it is not the typical build a UI or a component but a lot UI interactions and animations. So over there for one of my projects for my free time I decided to play around with p5. I built this installation where essentially all the animations and the program is running in the browser and then I plugged the arduino touchboards to the computer so that you could trigger the animation and then everything's projected onto canvases. I also have some experience working with processing, more like building small animations but nothing too fancy, I have more experience with p5. I recently moved to New York and Im working at another company where Im doing more traditional frontend

how much have you used p5 in terms of how many project or how much how much time you've spent on using p5?
Around 3 months. Besides p5 I also used normal Javascript on the canvas.

Had you used Processing before you started using p5?
Yes, around two months.

how involved have you been or are you in in the creative coding community?
I would say that im pretty involved, not in the sense that im actively doing something right now, but im following trends and im following awwwards, webly and musli, a chrome extension. They post a lot of cool projects that are kind of creative coding. are you familiar with touchdesigner? It is a program that lets you program your visuals, you dont write code but do it through routing stuff and then it can be exported and transpiled into Python. I do audio visual performance sometimes, im in charge of audio so my partner is doing visuals and lately has he has been playing around with touchdesigner because he wants to be able to program his visuals.

have you ever been involved in the actual development of P5?
no I haven't

you have done one project where you've used P5, the projection mapping visual thing. could you talk a bit about that project, quickly summarize what the project was about?
It was for san fransisco design week and one of the events was hosted in our office we were thinking since we are a creative studio should probably do something cool so instead of people just coming and get some drinks and networking maybe they can also interact with some kind of work. I wanted to do something with p5 this would enable me to do that. the concept and the visuals was around our new branding and I wanted to basically capture. so we have a graffiti mural and I wanted to make that into an interactive version. the graphics were rendered in p5, there were three canvases, behind the canvas were sensors that attached to the arduino touch board and the touch board itself is connected to the computer that was running the program so essentially like whenever you touch a section of a canvas it will trigger

the program through audio and animation

Was P5 the centre of it, running the whole thing or was it just the part of it?
it was the main piece of it because it's not only rendering the animation itself but also other detecting the triggers and which trigger it reacts to, so 80% is p5 and the rest of it, the hardware parts are just supporting p5.

so the hardware was in Direct communication with p5 then?
yes, it was connected through usb. it was similar to a key press event.

why was p5 chosen for this project?
I had done processing before and since 5 is essentially a JavaScript version of it i decided to use that. my partner studied Media art and one her professors was the creator of processing so she had done some processing before as well. so that is why we chose it, since we both know processing. initially we wanted to do processing but then i wanted to do it in the browser, in case i want to make it live as well.

how was it to work with P5, was it easy, did you have difficulties?
I don't have any major difficulties, it was pretty straightforward. the only thing that was slightly confusing was the layers, they are overlaid on top of each other and i couldnt follow the right way, why is this element behind these other elements. Also, although I guess it's not specific to p5, but the physics behind animations, angles and stuff

And you hadnt done a lot of animation per se before?
no, this is the only time ive done this kind of work. in computer science you learn hardcore theory rather than web stuff

the actual projection on the the three canvases, how was that done, how does the image actually map to the canvas?
This aspect is easier than you think. The computer was running this program in the browser full screen and then it was projecting to a projector to the canvas. before the event we set up the projector so we know like the position and the distance, so basically I tweaked the margins around the browser window to make them black and then I have two div columns that separate the three canvases and they were black as well. so basically a huge canvas overlaid by two divs columns and then adjusted by the margin around them to fit the canvas

do you have anything else you want to add about that project in regards to P5 or in general?
I think that p5 is a really cool tool, I have played around with three.js as well but I find it way more complicated, because it is doing 3D as well. I think that p5 still lacks some features from processing, I don't remember exactly what, I think it was something with events

what would you say is the primary use case for p5?
It is the easier way, if you use pure javascript it is more complicated, but p5 simplifies the drawing process. It could be used in any way, on your website, a cool animation in the background, or similar to D3 you can do data visualization

do you have a favourite example or some stuff that you really like that you've seen seen been done in P5?
can I send you you a link later if that's ok

have you used any other similar tools and I mean like creative coding tools for the web?
Ive played around with three.js and with that I did, i played around with AR, with three you can place objects in a 3d environment, and it takes inputs like the camera, but it was not a big project, it was more experimenting. Also, Hadooni(?), it is more of a 3d animation creation tool, it can be transpiled into code. I have used D3 at work for data visualization.

how would you compare p5 to these other tools that you have used?
P5 was more about I want to draw an object here, D3 was more about data visualization, so the intention is different, the way you use it is different. With three.js the experience is similar but in 3d.

I looked at some of the stuff of your former company, their website and they seem to be doing a lot of interesting things but obviously none of those projects have been done in in P5. why hasn't p5 been used more in the company?
Since p5 is a library it means that you have to import it and when you compile the code it makes the code heavier, so first all nobody in the company is really familiar with it except me and the other girl, secondly we only had simple animations and slightly triggering a shade so we build it directly in Javascript directly to canvas

right now or in the future do you think you're gonna use P5 again?
definitely, i like the framework. it's pretty simple and easy enough to learn, I would definitely would like to use it for my personal website as part of animation or something fun. I really want to learn three.js because I think it's a cool tool but its way more complicated and i havent had a chance to dig into it.

do you have any thoughts that you still want to add regarding P5 or creative coding as a whole?
the creative coding field is cool, especially with new media arts these days, but i wish there were more work opportunities in this field because if you think about what kind of people could do those things, if you have studied computer science yeah you'd understand the code but then you don't really get the visual part of it but if you studied art you're not technical enough to do the coding, so there is not a lot of middle ground, both in education and in the industry but I would love to do creative coding but looking at the job market right now there are not so many positions that require that skill, it's not really practical

you don't think there is any are there any benefits of learning for example P5 or another similar tool? no benefits for your work life?
using it as a medium to create art, instead of drawing things on the paper you can draw things in the browser. it's more of an artist thing then a more practical at work tool right now.