

SUBJECT C

what's your background, what are you working with or studying?

my background is actually in industrial design and after I graduated college I taught high school art for a couple of years, then I decided I wanted to do something more in the Tech sector so now I'm finishing up my grad school degree, my major is digital media, my masters is a masters of professional studies and within digital media im studying interaction design and within interaction design I'm studying usability and development so it's a lot of UX with creative coding mixed into it and some research and stuff, so yes it's been really fun, the really short way to summarise that is my background is very varied but ultimately I'm in design

are you working right now with the stuff that you are studying or you mostly focusing on your studies?

I am actually part-time freelancing so I've been lucky enough that a couple of my professors over the past two years have had projects that they wanted to hire me to work on so I've done that and I also had a job this summer as a user interface designer for a small company where I live and I already have a job for after I graduate so that will be fun and relieving.

Is it soon that you will graduate?

my program is really weird, as in America most higher education, we would usually graduate by the beginning of May but my program I don't technically end classes until the end of June and my actual date of like walking at graduation is August 24th so I don't know why that is

You have actually learned to code in P5, was that your choice or was that through school. why p5?

part of my program is that they teach everybody how to code, even though some of the people in my department are digital video majors and game designers but everybody has to learn how to code. before I got into the program they were teaching people how to use processing instead of JavaScript and I guess at some point before I got into the program, we were the first Group to get switched over into JavaScript and then within JavaScript into P5 I think because of its similarities to processing but also my professor is obsessed with Dan shiffman, he loves his YouTube videos and he thought it was like a really good resource for us. and I think it's pretty semantically logical from an English perspective, it doesn't feel like such a stretch learning programming in P5. so we actually started with svg.js and then we transitioned into P5. the majority of my programming was in P5 and I think all of us had to have a final that was in P5

so this was part of your of your interaction design studies or was this part of your industrial design studies before?

no, I didnt learn to program until a year and a half ago, so part of grad school and digital media program

how much have you use P5, either in terms of how many projects or how in the amount of time you've used it?

I think if I was programming more I would probably use it more but since I've finished that course my classes have been a little bit of programming but mostly visual

design. I wish it was more programming but since I finished that course I haven't used it at all, although I might have experimented with it a bit like a couple months after when I was just like making things for fun but I haven't used it too often since but that's just because of the work that has been demanded of me and less what I would want to do. when I was working on that project I would say I was using it constantly, I was very immersed in it

how involved would you say that you are or have been in the creative coding community?

I'm not sure how to quantify that either, my ambition is greater than my actual actions, again mostly due to my school work and just the insanity that is grad school, but I am in a couple of slack channels for different creative coding Communities and the last time I had to program a project I did it in D3 and I am actually still in part of the D3 slack and occasionally I'm on reddit and respond to requests for interviews, haha. but my Focus has been elsewhere but actually my thesis is going to be D3 I think, so I will be coming back into creative coding for my final term so I'm excited about that but I've had a bit of a detour

have you ever been involved in the actual development of p5 the library?

No I haven't

what types of projects have you used p5 for?

I don't know how you would categorise it but like sketches, kind of quick doodles to kind of see if I could make something that worked quickly, so I would have ideas, this was after I had already learned it, it was mostly that I thought wouldn't it be cool if I could make something that did this and I would start to build it and then give myself like a half hour to do that and then whatever this Final project was

what were the purpose for those sketches, website design, data visualisation art projects?

I would put it akin to tinkering as in just kind of messing around to see what I can make as opposed to for a purpose, it wasn't building a website or anything

could you give me some examples of some of the projects where you have p5 and how you used P5 in the project?

I built this website for lack of a better word, a page that was essentially the proof of concept for an idea I had for one of my final projects and this was for that class on programming where we had to learn p5. my idea was to ultimately make an interactive installation where people could plant flowers, not real flowers but digital flowers and then other people would have to tend to them as they pass and so it was kind of a way to build community and make people feel more connected

did you have to use P5 or was that your choice to use it for that project?

the suggestion was to use P5 just because a lot of my classmates aren't very self motivating so I think that was like the overall suggestion, that if you don't feel like learning anything else you should use p5. on top of that I went with P5 play which I don't think is put out by the same people as p5 but it works it works really well with it

did you consider any other like technology or platform for doing that project or was it P5 from the get go?

yes but i would have to research what they were called. could i get back to you on what they are called?

Why did you choose to go with P5 in the end?

We already knew how to use that from class. I don't think we went too in-depth with it. also the fact that Dan shiffman just has such a wide and deep coverage of how to use P5, all on YouTube totally free, totally accessible and is responsive on Twitter. I ran into an issue and I tweeted at him and he actually helped me out. just seeing that there's more of a resource for this than for anything else so why would I bother trying to learn anything else if I could just do this. If I ran into an issue I would have multiple ways to figure it out

how did you find it working with with the p5 library, did you have any difficulties, was it very easy?

I think it was easy. by the time I got to the final final iteration of my project I was mostly in P5 play so I don't know if that counts for the purposes of your interview, but it allows for sprites, that was confusing to me to figure out from an animation standpoint because I was drawing all the flowers and wanting them to like bloom and then start to wilt(?). i was hand-drawing all this and I was confused as to how to like sync up and my image(?) with the code and there are not as many resources for P5 play so that was definitely confusing but once I figured it out it was extremely rewarding

what is it that P5 play can do that you needed?

mostly the creation of sprites. also, even though i did not get into these functionalities, I believe there's a way to have multiple sprites and they bump into each other then they will change Direction, although I'm sure you can do that in p5 by these are sprites, although im still not sure what sprites are but i know that i can animate them.

animation is something you've done before in other contexts?

no, just for this project. i was very immersed for this project

are there any other projects where you used p5 that you would like to mention?

most of what else I did with p5 was pretty much experimentation and just trying to learn it, they werent projects.

based on your experience with P5 what would you say is the the primary use case for it?

I'll answer the opposite of your question and then answer your question. I have trouble understanding how it could be used in a practical sense in terms of like how to use it to build an actual website, a commercialised type of website I don't understand if or how that would be possible, granted I'm not extremely versed in P5, but I think there are better things for that. I think the ultimate use cases are how I came into it, that I don't know how to program, I don't want to be scared to program, here is this library that makes a lot of sense and is very simple to grasp at least for me and here's this wiki of all the different functionalities, just see what you can make, ive seen all types of cool sketches, experiments, i forget what its called but there's like a site that you basically upload your like code snippets to and it basically it's a

gallery of different code snippets that you can play with and so I feel like that is a good case for that but I don't understand how you would make something in a very practical sense.

do you have some my favourite examples that you've seen, how p5 has been used? like that is a really interesting unexpected way of using p5?

I can't think of anything specifically but I do follow Dan shiffman and like a bunch of people that he follows on twitter, so they often will post things and it's really cool to see what they make I can't think of anything specific because I'm usually like half-paying attention to Twitter. people have built a lot of really awesome looking and/or functioning things and I definitely admire that and think that that's really cool

you mentioned that you've done a bit in another libraries as well you mentioned svg.js and D3. do you have other any other other tools similar to p5 that you've used, creative coding stuff for the web?

those are probably the main ones that I've used. it's so sad because if you had talked to me this time a year ago I would have so much more to tell you but my brain is like choosing to ignore some of the information that I learnt. I think those are probably the main libraries Ive used.

how would you compare p5 to these other tools that you've used? what would you say are the pros and cons of each? in which cases would you use P5, in which cases would you use some other tool?

I'm not entirely sure how I would put motion on to SVG.JS so I feel like that I've seen some really interesting things on Twitter where people will recreate cartoon characters using svg and thats cool and getting them to move. I think that seems very time consuming but cool. im using SVG as more of a stationary type of programming whereas P5 is very animation/motion/interaction based. then D3 is just so complicated, I really like it because I will like what you can do with it but trying to understand it, I feel like I spent a long time in D3 and I have really only even brushed the surface of what it can do and it was hard to get me to that point so I think it's like not for people who are brand new to coding and not for people who are impatient. P5 is more just like I don't want to say introductoty because that feels almost like degrading in a way like because I think a lot of people were very experienced with programming still use p5 to make cool stuff. it's much more palatable for somebody who just doesn't have the vocabulary to deal with anything else

you mentioned that for your final project you are going to work with D3, why D3?

the use case for my project is that I want to create data visualisations and so I guess you probably could do it in P5 so maybe i could look into that a little bit but just the fact that heres a CSV and then make this thing and that really appeals to me about it and I don't know I think it's just for my job currently and then for the job im going into I just think that D3 is more marketable towards where I'm headed like I don't think I've ever seen P5 on a job application. but I have seen D3. not that I'm going into software engineering or anything but like you know just be able to speak that language to the programmers while I'm designing stuff I think would just be helpful to let them know that like I understand I know what you're doing

I looked through your website and all the different cool projects that youve

done but I assume none of these projects have used P5?

I had two weeks course where i learned HTML CSS and like the tiniest bit of JavaScript, mostly jQuery and so I built Whats that noise using those tools but I had no concept of what i was doing then. I have a much better understanding at this point

if you would redo that project today would P5 be an option for doing it?

I don't know. i used a parallax library, but I really had no idea what i was doing. i dont see why not. I don't think it would necessarily be my first inclination because it's mostly just like images that I inserted and then positioned so like honestly I feel like I don't even need p5 to do it you can probably just do it with JavaScript itself, but if I were making it if I wanted to do it where I wasn't inserting images than yes I would probably use P5

is there anything you would like to add to our discussion any final thoughts on P5 or creative coding or anything we've talked about?

Not that i can think of.