Lesson 7.3
Set Up

Your Own Art

* Use the concepts learned in the past lessons to create a unique piece of generative art.

Project Goal:

1)   Generally, what should the project look like?

2)   What skill(s) are being learned/ practiced?

3) What concept are students gaining insight on?

Manipulating variables to move objects.

Programming/ Math Vocabulary:

Lesson 7.3

Outline

Introduction to Topic:

"Today we are going to be making our first piece of generative art. The goal is to make a completely unique piece of art.

Project Breakdown:

1)

Example Projects/ Basic Source Code:

// write an example project that is totally unique to something students have seen before

Lesson 7.3
Troubleshooting

Common Mistakes and Confusions:

FAQ's:

1) How can I help the students find inspiration to make their art?