

Project 1 : A Generative Drawing Machine

This project is due Sept. 29th

Description:

For this project we will use p5.js editor to make our very own algorithmic visuals. These will be uploaded to github and accessible on the web. These will be generative videos that will continue to draw themselves as long as a viewer is on the page. In addition to a live website, you will write a brief description and set of instructions for the user to better understand your decision making process and rubric.

Grading:

%10 Practice drawing

%10 Final is available on the web

%10 Clear Description of focus and key interactions

%10 Decisions are focused on a few compositional elements

%20 Multiple generative elements that interact with each other

%20 User interaction deeps formal exploration

%20 Artistry

Here are some examples:

http://www.generative-gestaltung.de/2/sketches/?01_P/P_2_2_6_04

http://www.generative-gestaltung.de/2/sketches/?01_P/P_2_2_6_03

http://www.generative-gestaltung.de/2/sketches/?02_M/M_1_5_03

Resources:

Ideas: <https://thebookofshaders.com>

<https://natureofcode.com/book/>

Tutorials: [The Coding Train](#)



Nam June Paik 1965 - "Magnet TV"