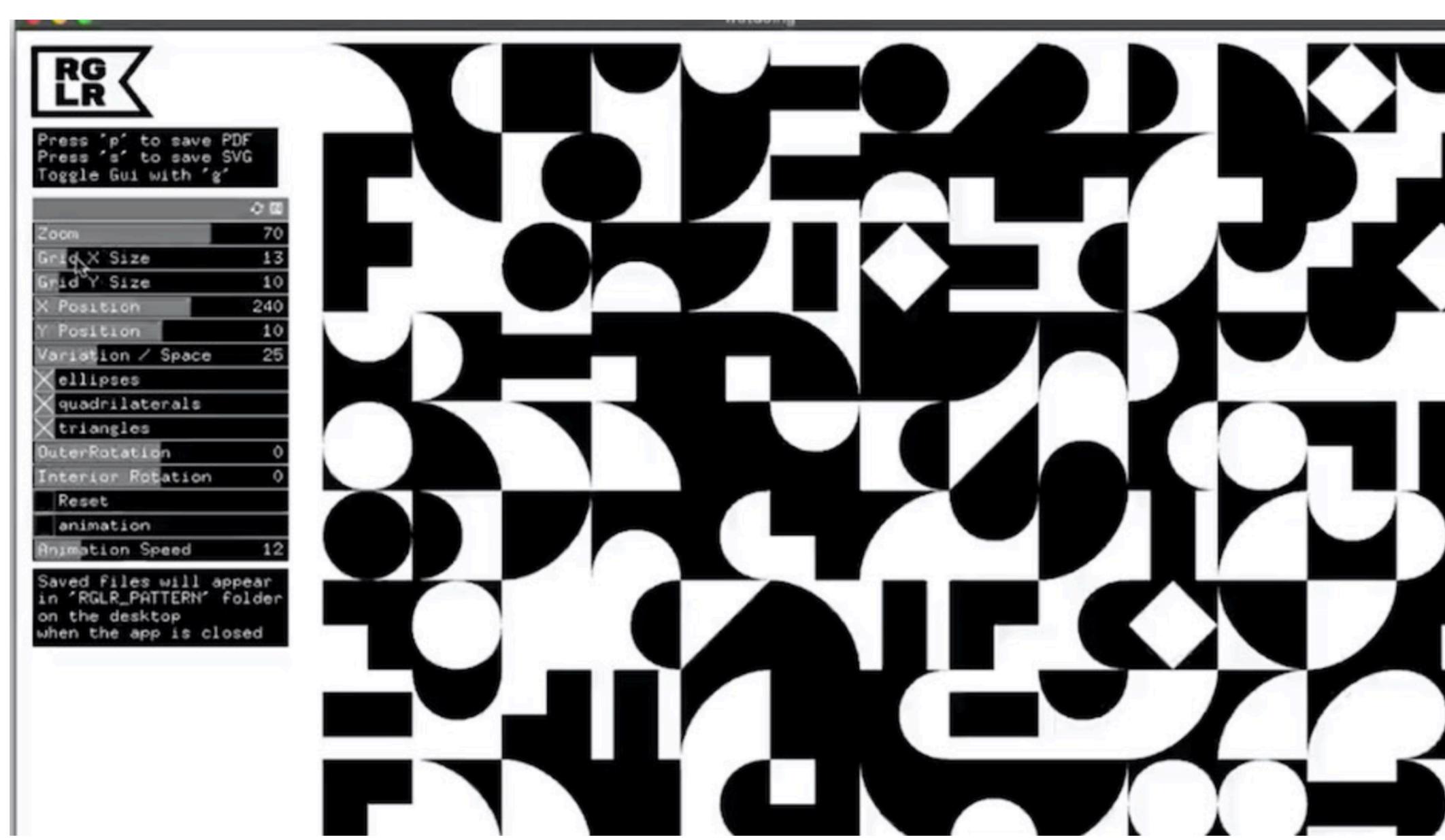


Creative Code p5.js

Sequenz 4: Kreation



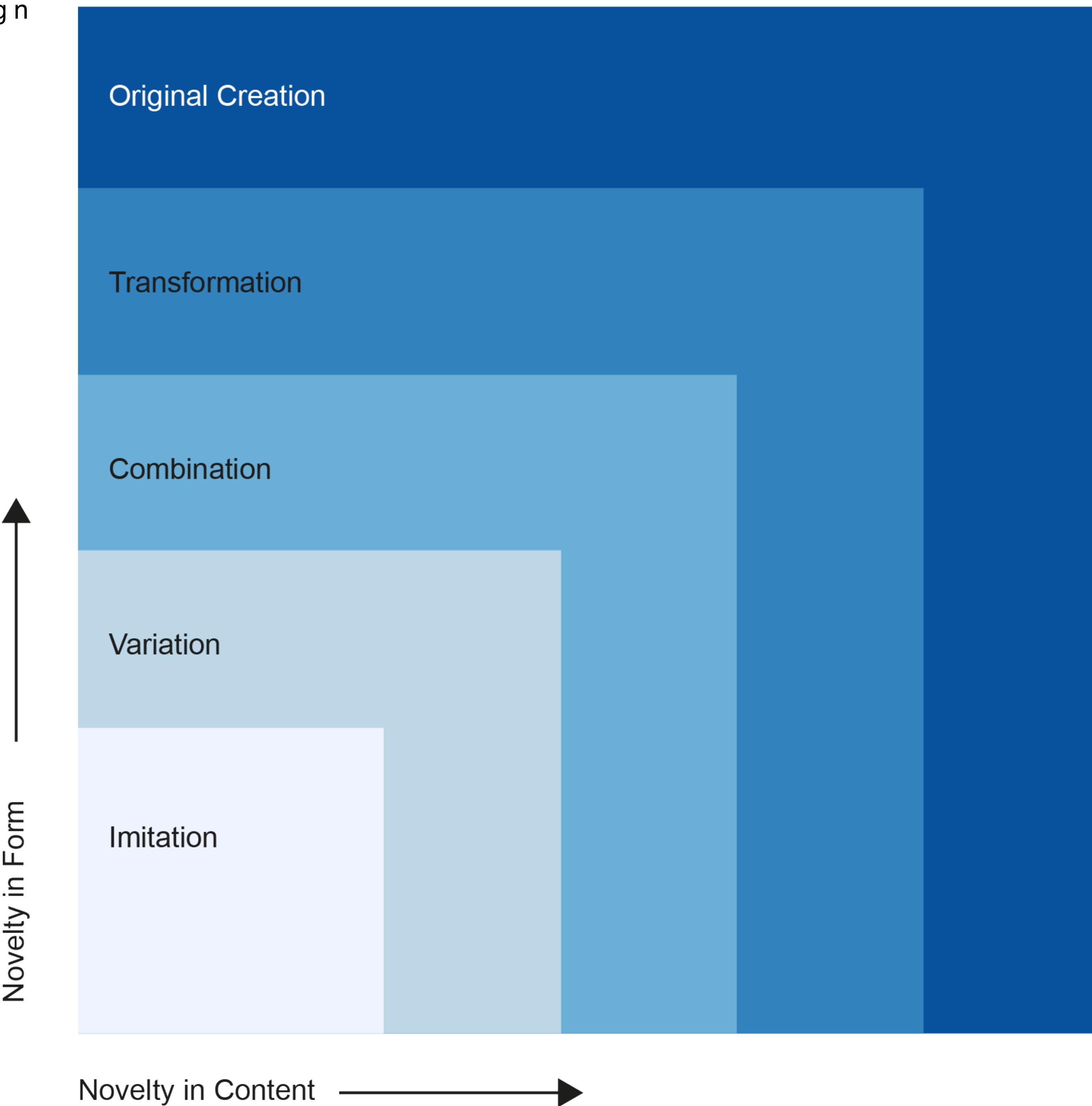
Recreating the past (MAS.S62)

The image shows a grid of 12 abstract line drawings, each consisting of several intersecting or nested curved lines forming organic, star-like, or geometric patterns. To the left of the grid is a code editor window titled 'sketch.js' with some code visible.

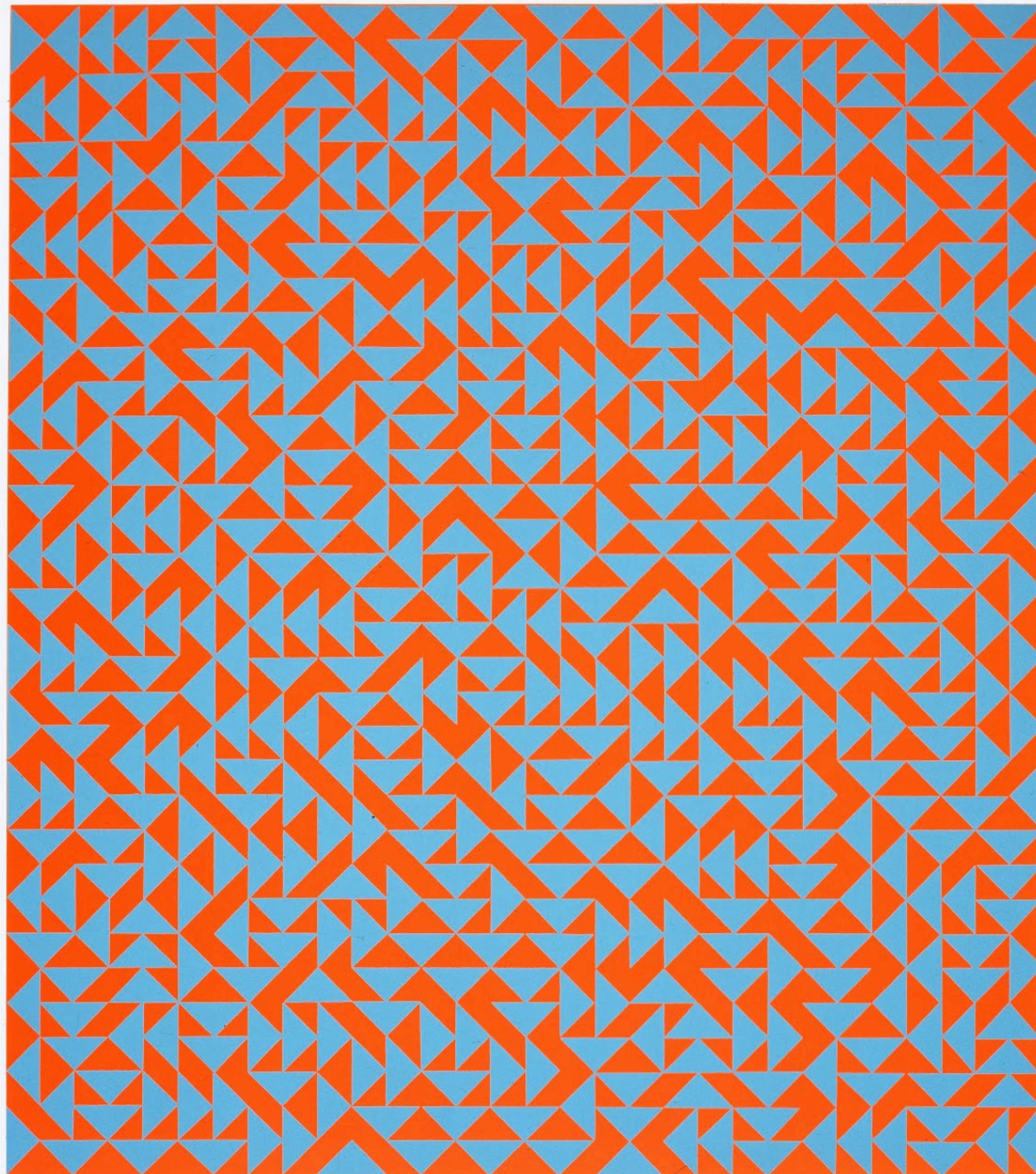
```
narGrid.js x sketch.js x +
// this will draw all the current
beginShape();
for (var i=0; i<this.lastToDraw;
var index = this.order[i];
var position = this.getPosition(index);
curveVertex(position.x, position.y);
}
endShape();

// before we reach the end, we can
if (this.lastToDraw < this.grids)
    // we can use lerp (see lerp_
    // the last current vertex and
    // frameRemainder / frameInter
    var t = this.frameRemainder /
    var indexCurrent = this.order[min(
    var indexNext = this.order[min(
        this.order.length - 1,
        this.lastToDraw
    ) + 1], indexCurrent
    )]
```

Taxonomy of Creative Design
(Peter Nilsson, 2011)



- **Annie Albers**
- **Joseph Albers**
- **Bridget Riley**
- **Sol Lewitt**



Titel: Untitled

Künstlerin: Anni Albers

Datum: 1969

Abmessungen: w22.5 x h24 in

Typ: Print

Rechte: Gift of Wallace and Wilhelmina Holladay; ©
Anni Albers

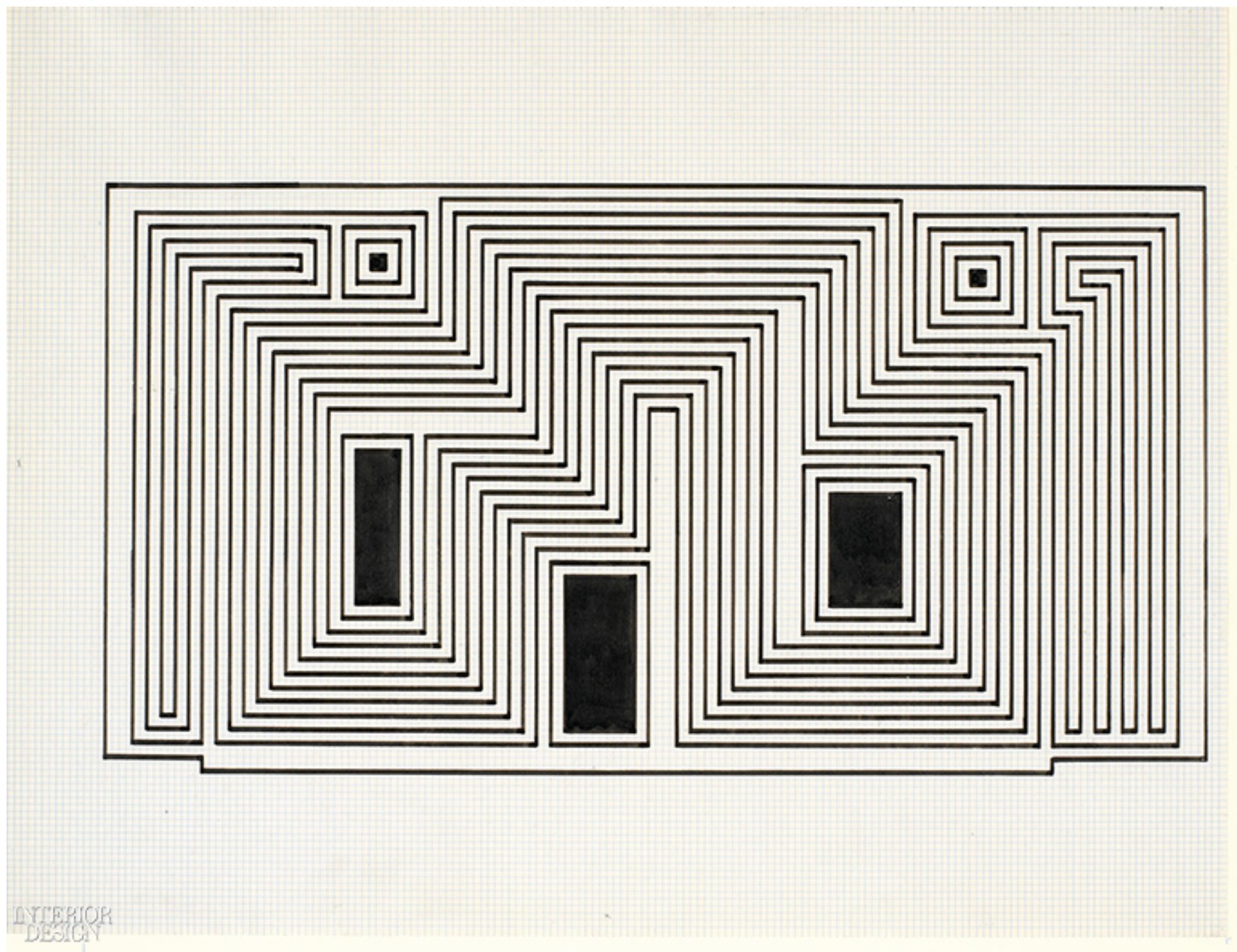
Externer Link: National Museum of Women in the Arts

Material: Serigraph on paper

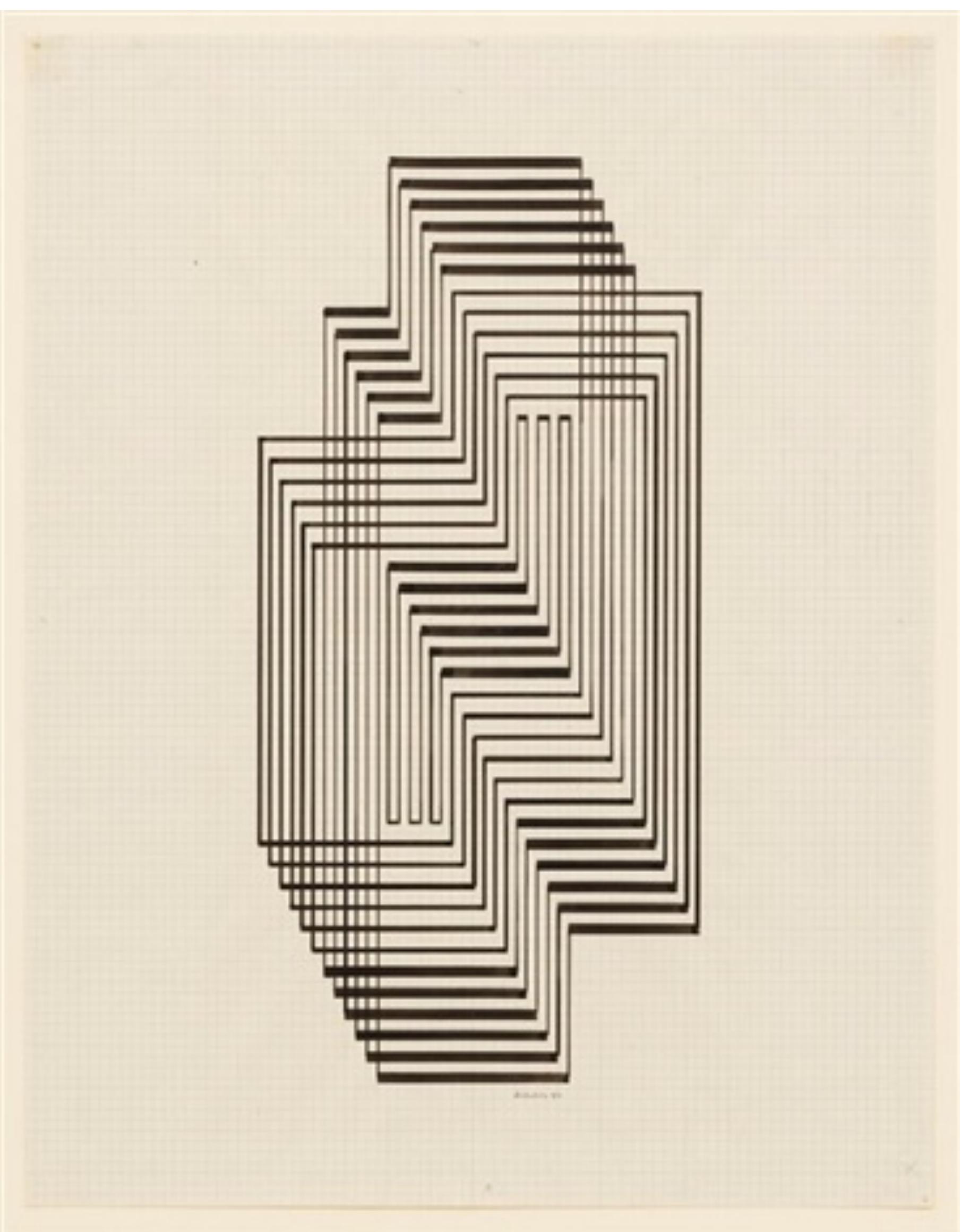
Quelle, Google Arts & Culture:

<https://g.co/arts/GF5fk01wXWrd8h2bA>

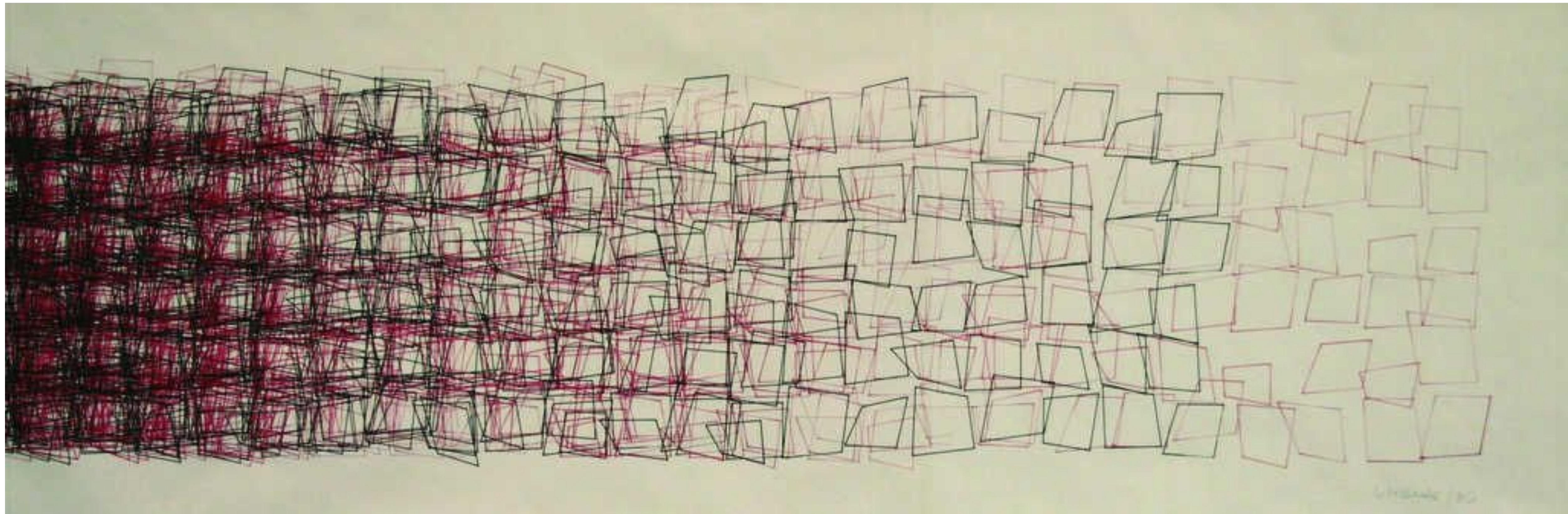
Joseph Albers

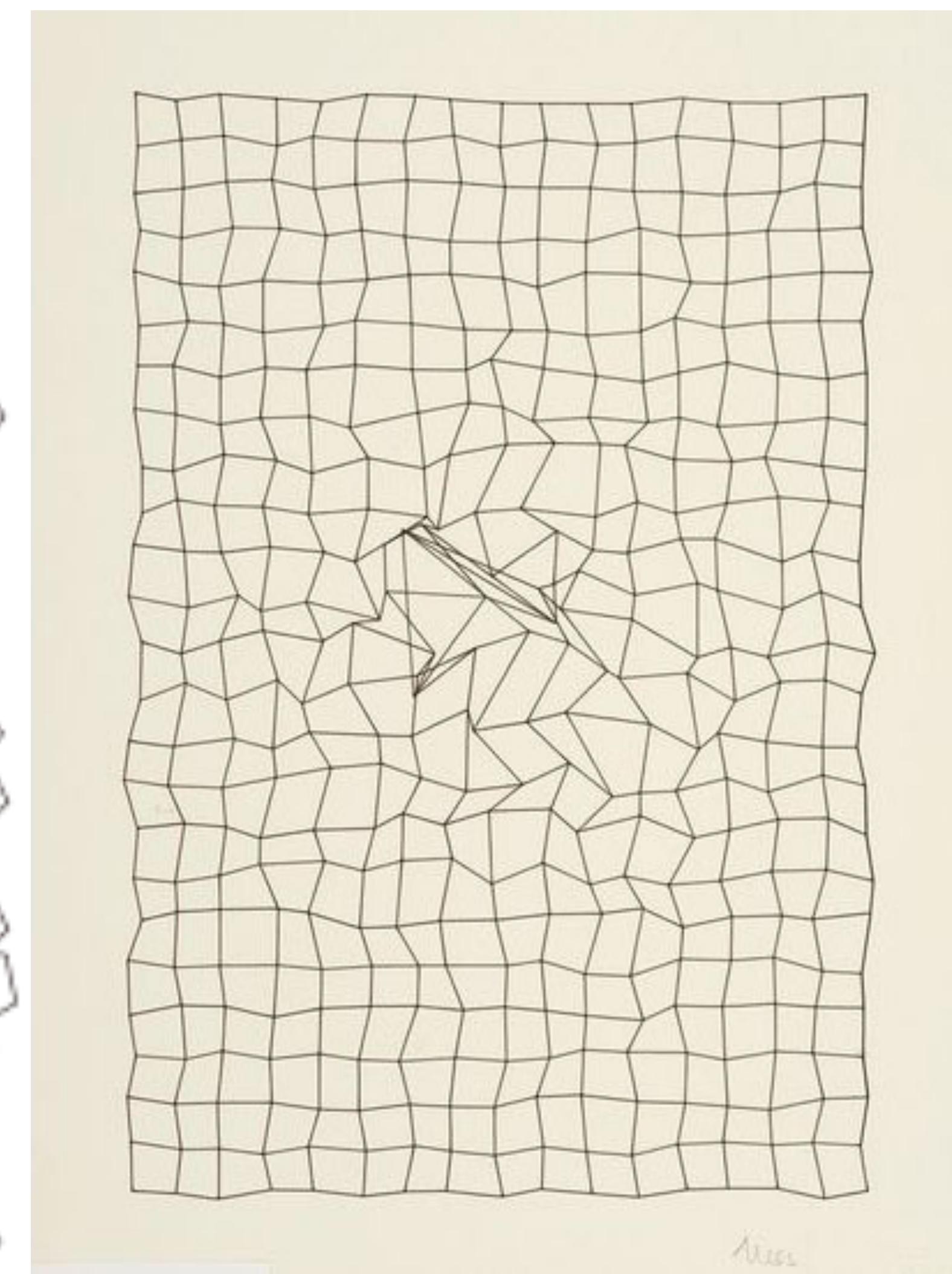
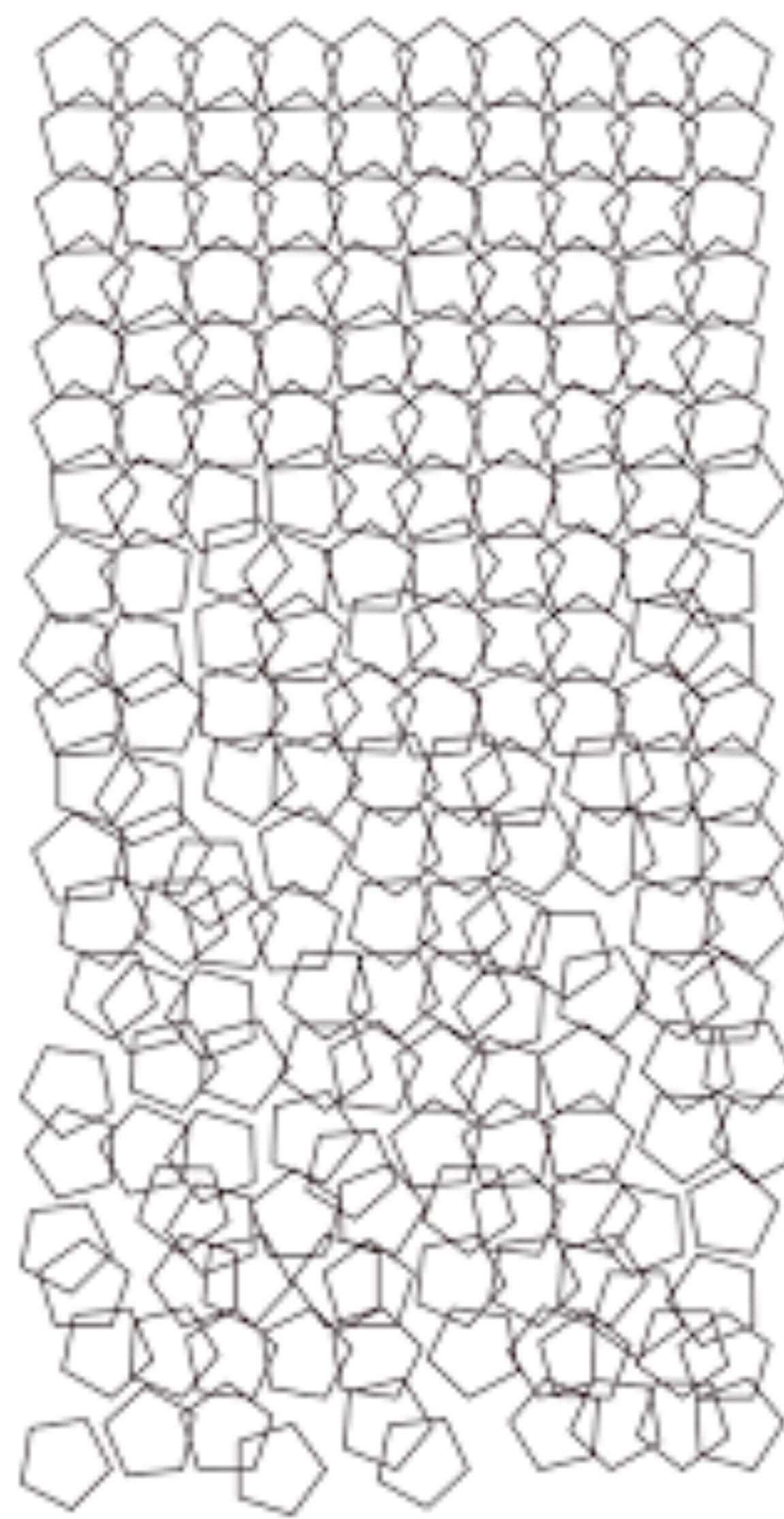
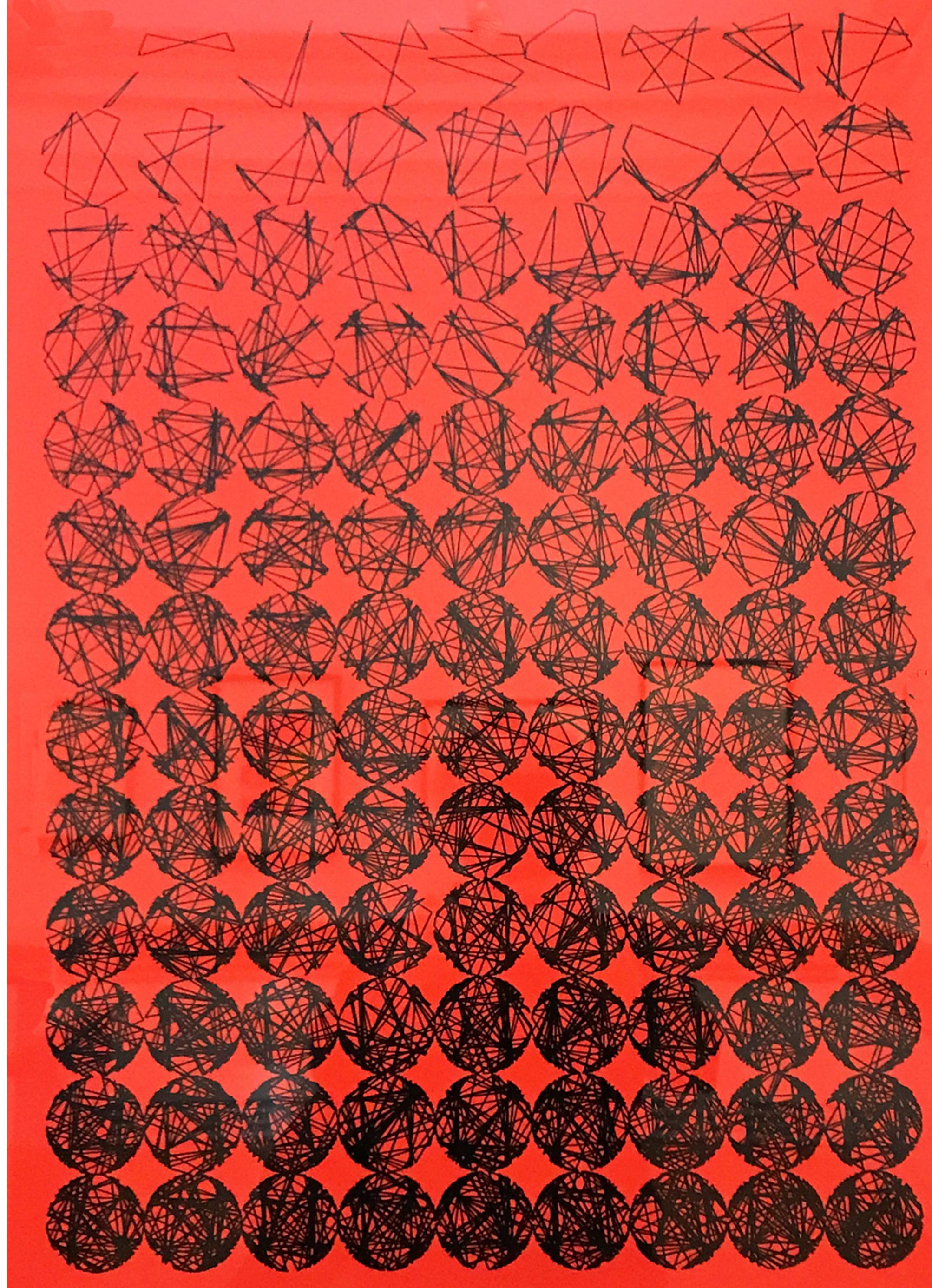


INTERIOR
DESIGN

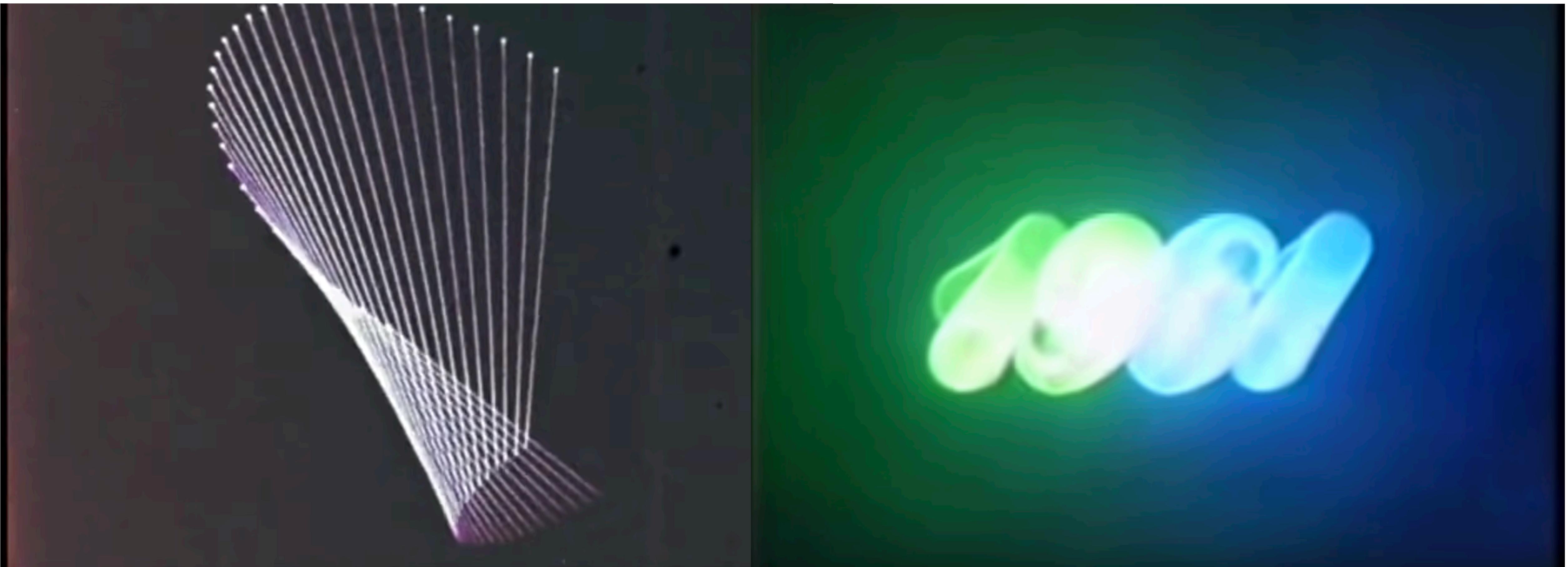


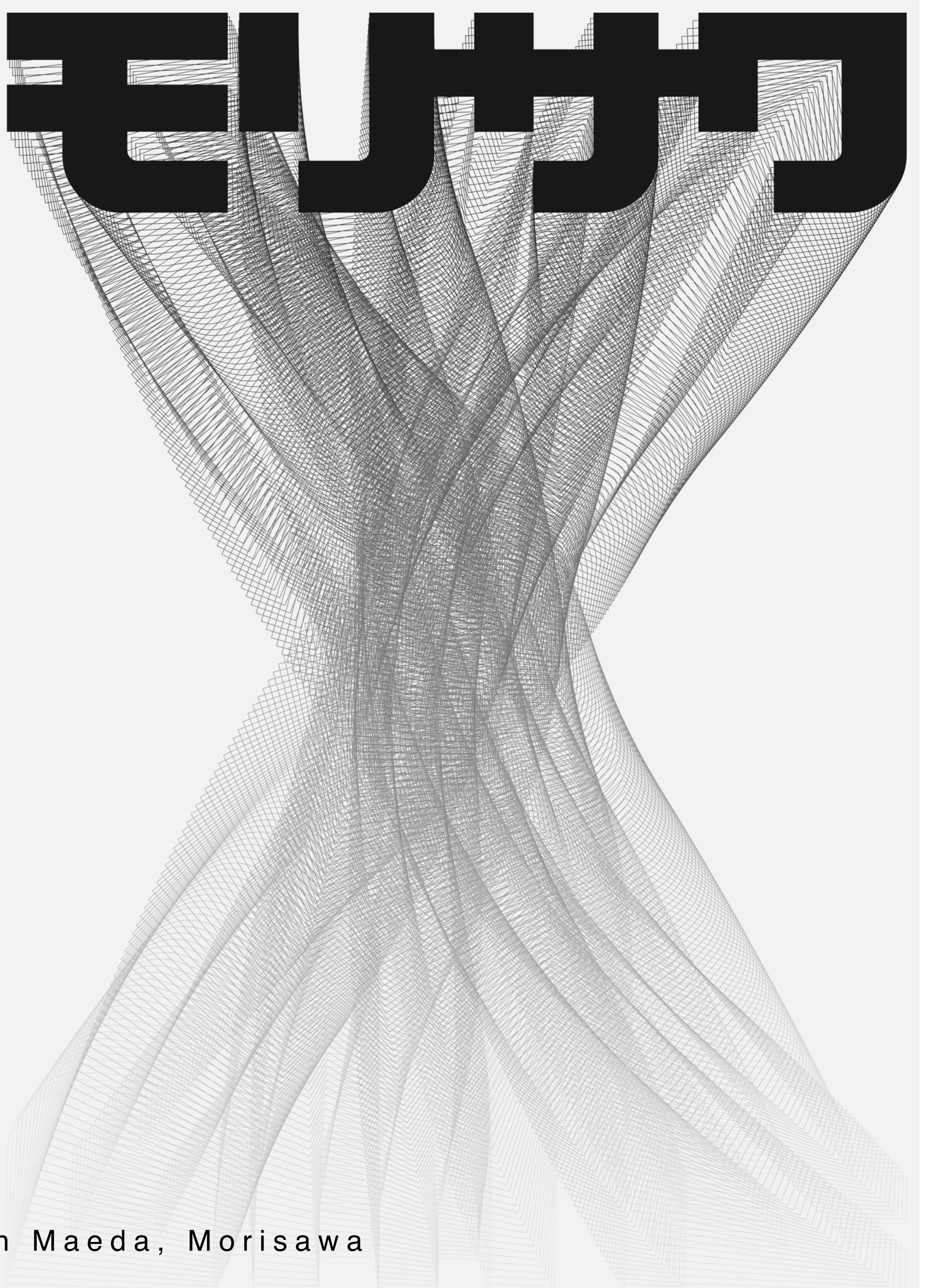
Frühe Computerkunst



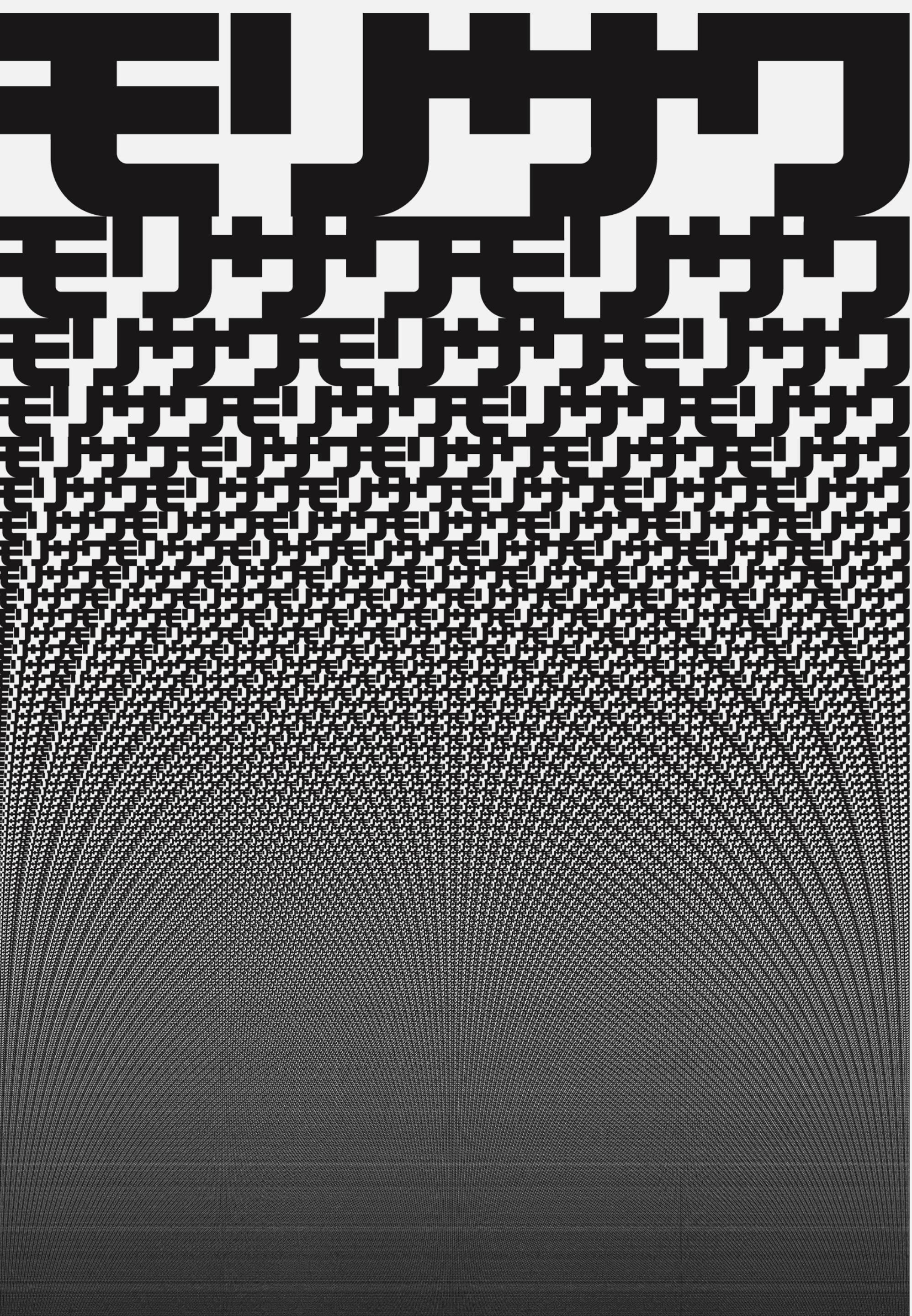


John Whitney, 1917 – 1995





John Maeda, Morisawa





Anni Albers

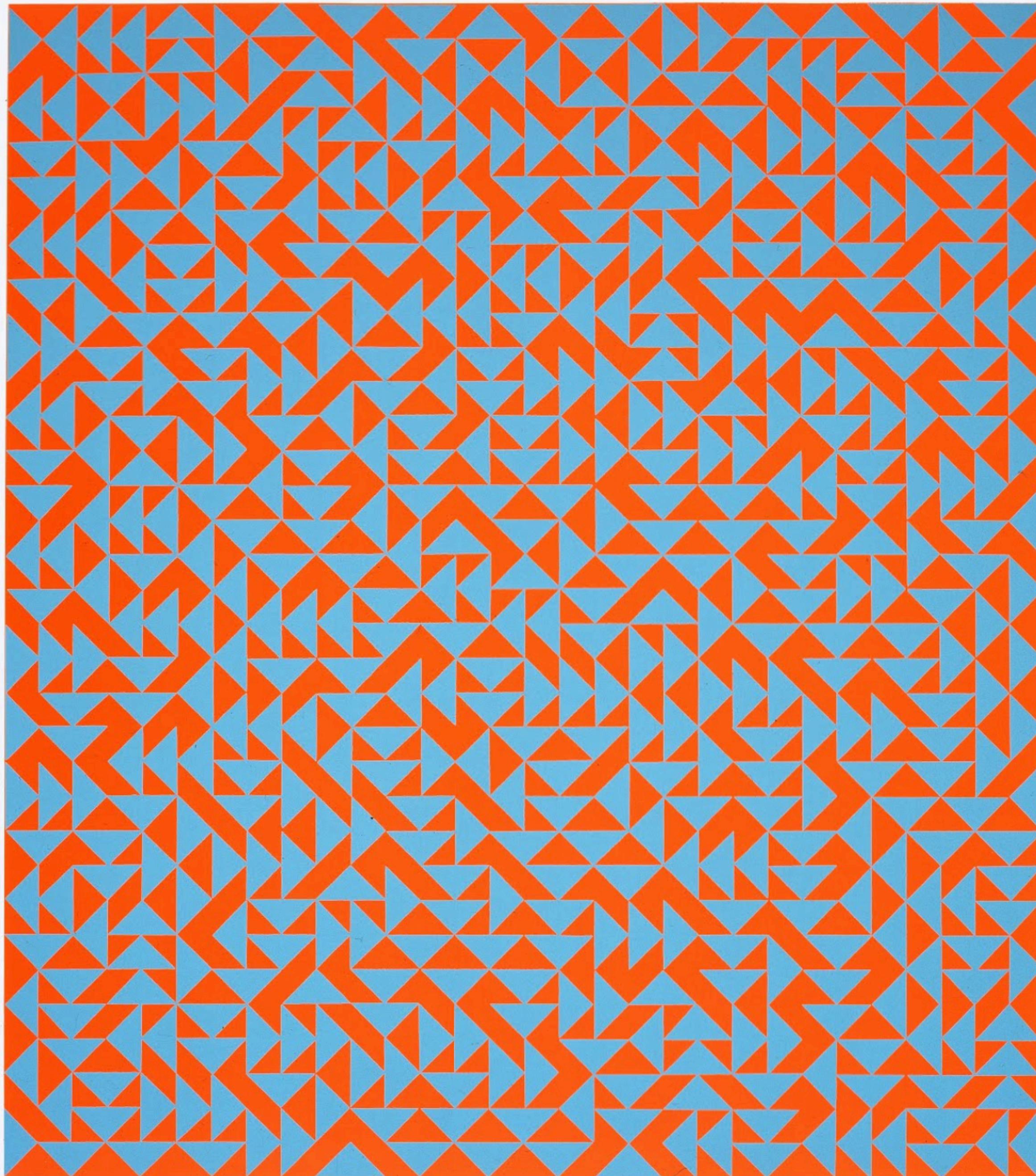
Deutsch-amerikanische Künstlerin

Geboren 1889 in Berlin

Lehrerin am deutschen Bauhaus, der 1919 gegründeten neuen Kunsthochschule, die die Ausbildungen in Kunst und Handwerk zusammenführen wollte.

1933 nach der Machtergreifung Hitlers emigrierte sie in die USA und lehrte dort Weberei.

Beitrag auf Deutschlandfunkkultur



Titel: Untitled

Künstlerin: Anni Albers

Datum: 1969

Abmessungen: w22.5 x h24 in

Typ: Print

Rechte: Gift of Wallace and Wilhelmina Holladay; ©
Anni Albers

Externer Link: National Museum of Women in the Arts

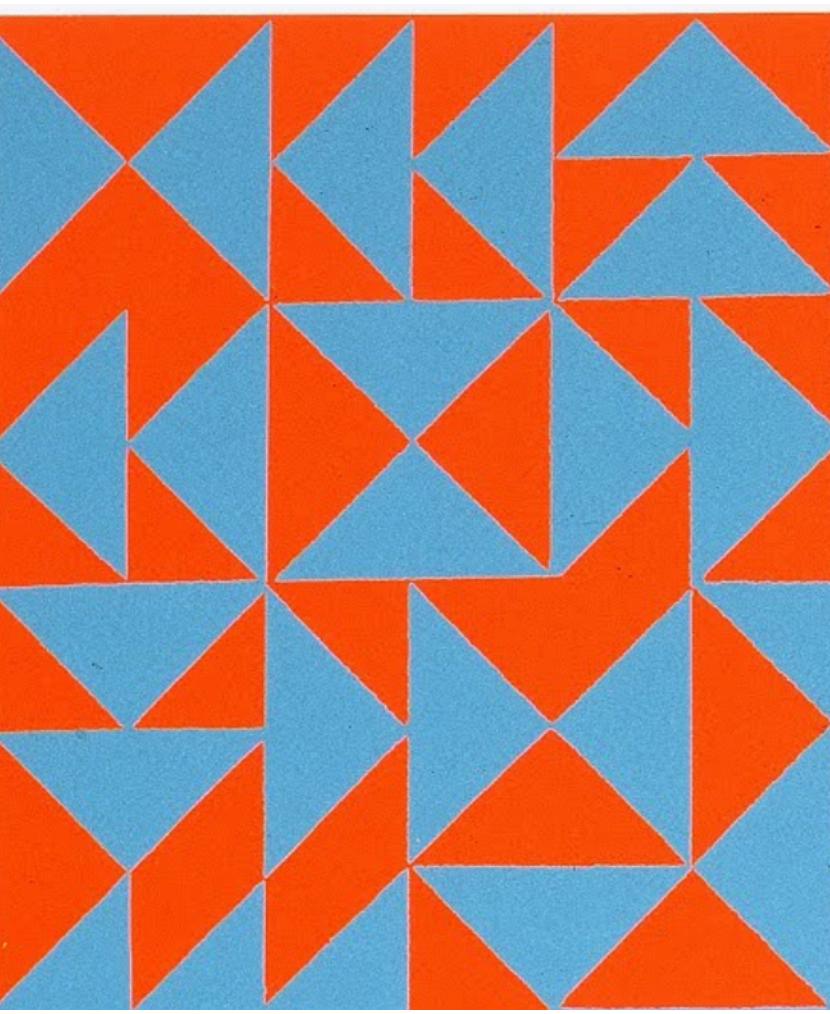
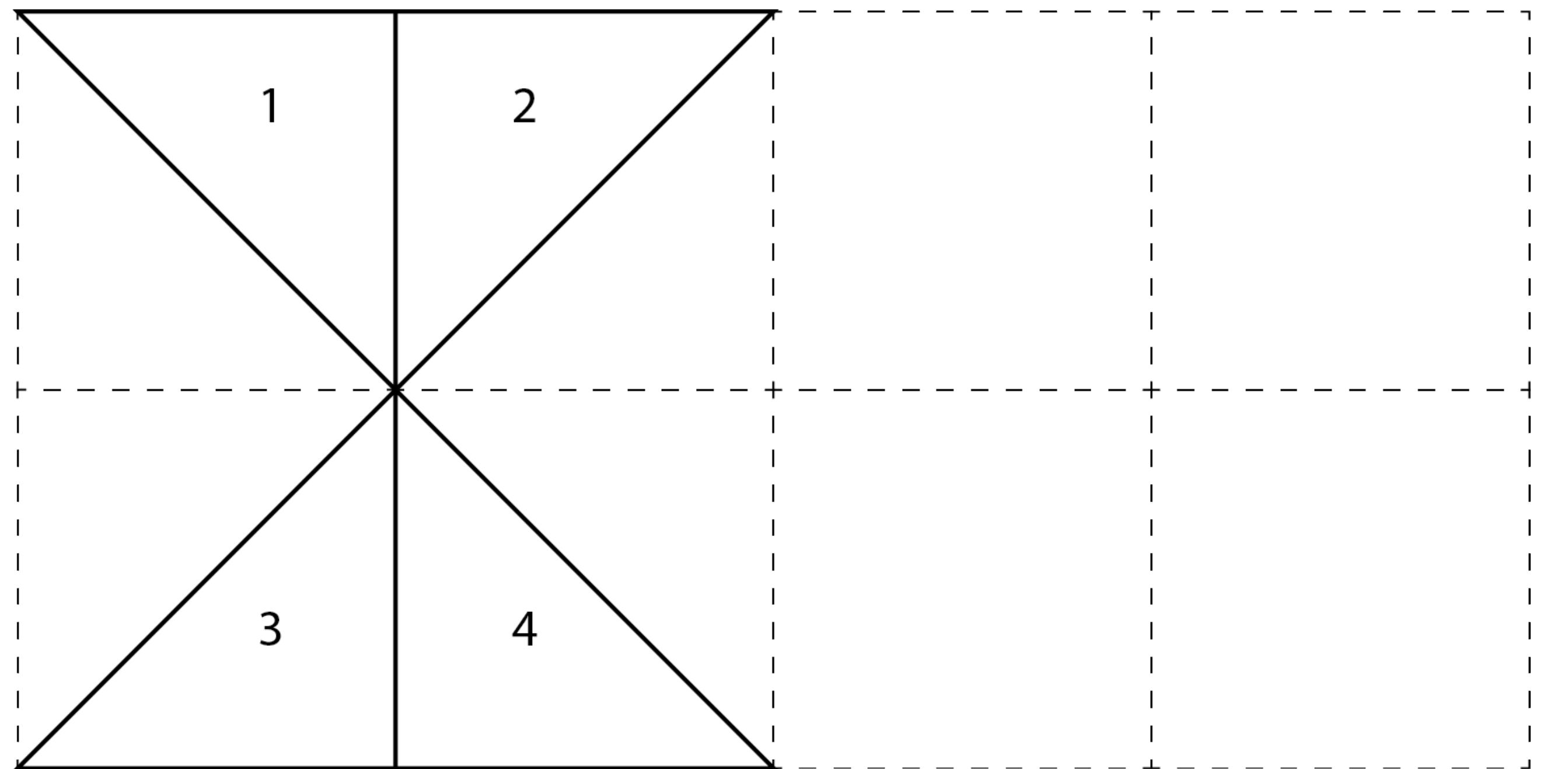
Material: Serigraph on paper

Quelle, Google Arts & Culture:

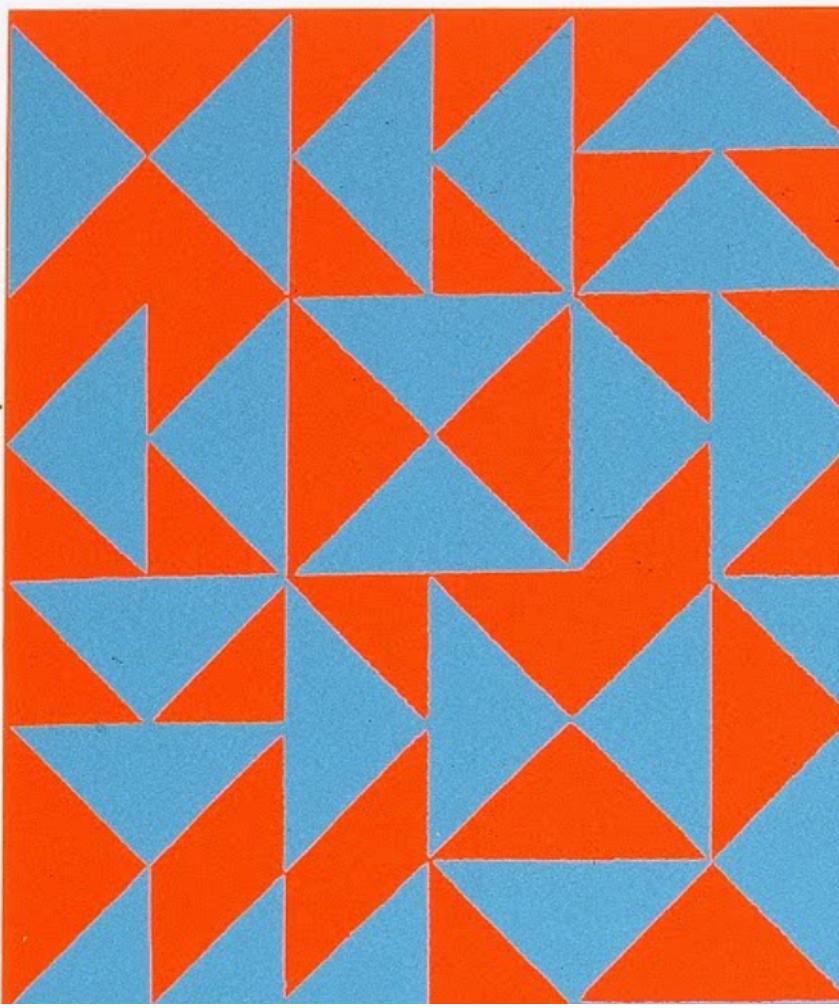
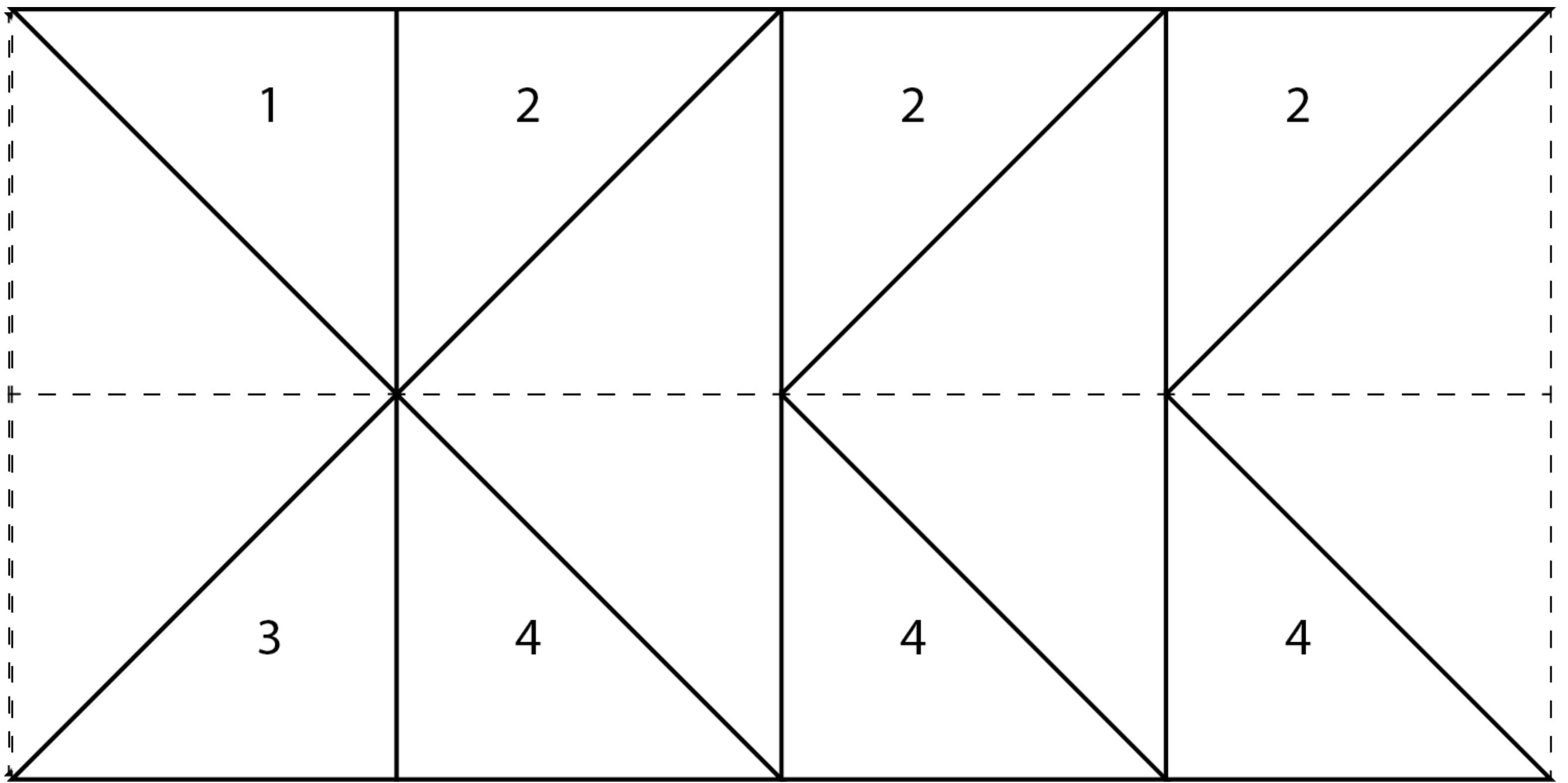
<https://g.co/arts/GF5fk01wXWrd8h2bA>

- Unterschiedliches Vorwissen
- Unterschiedliche Lerntempi
- Unterschiedliche Lernmodi
- Daniel Shiffman sagt ...

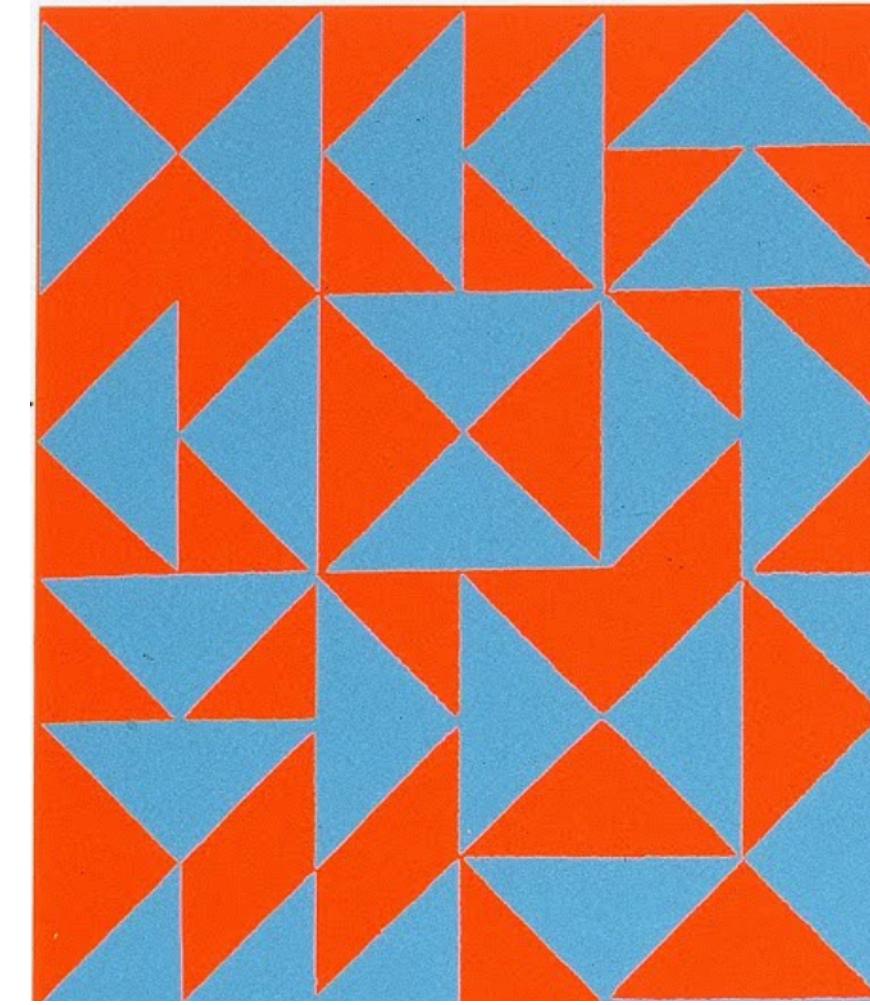
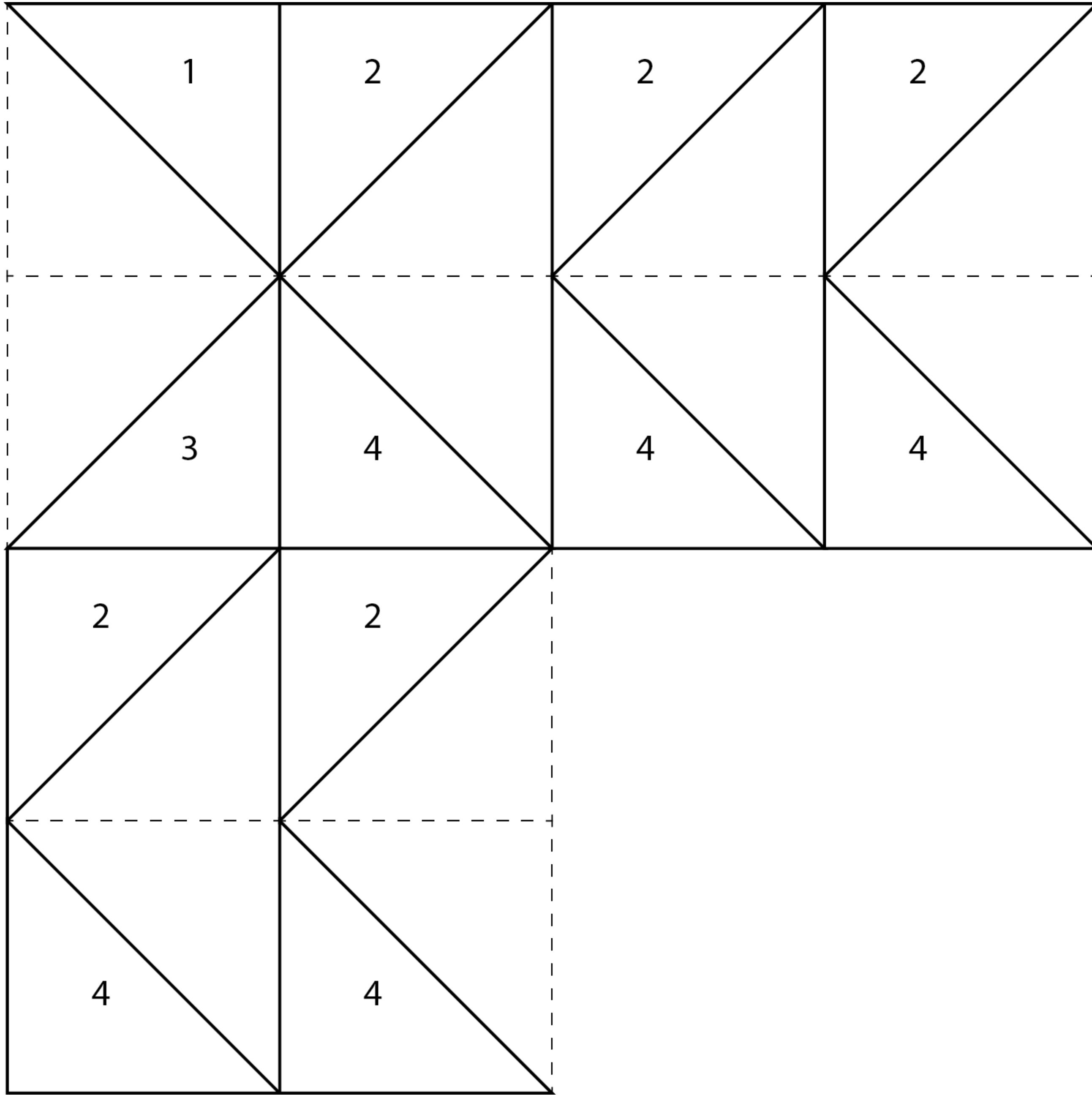
Analysē



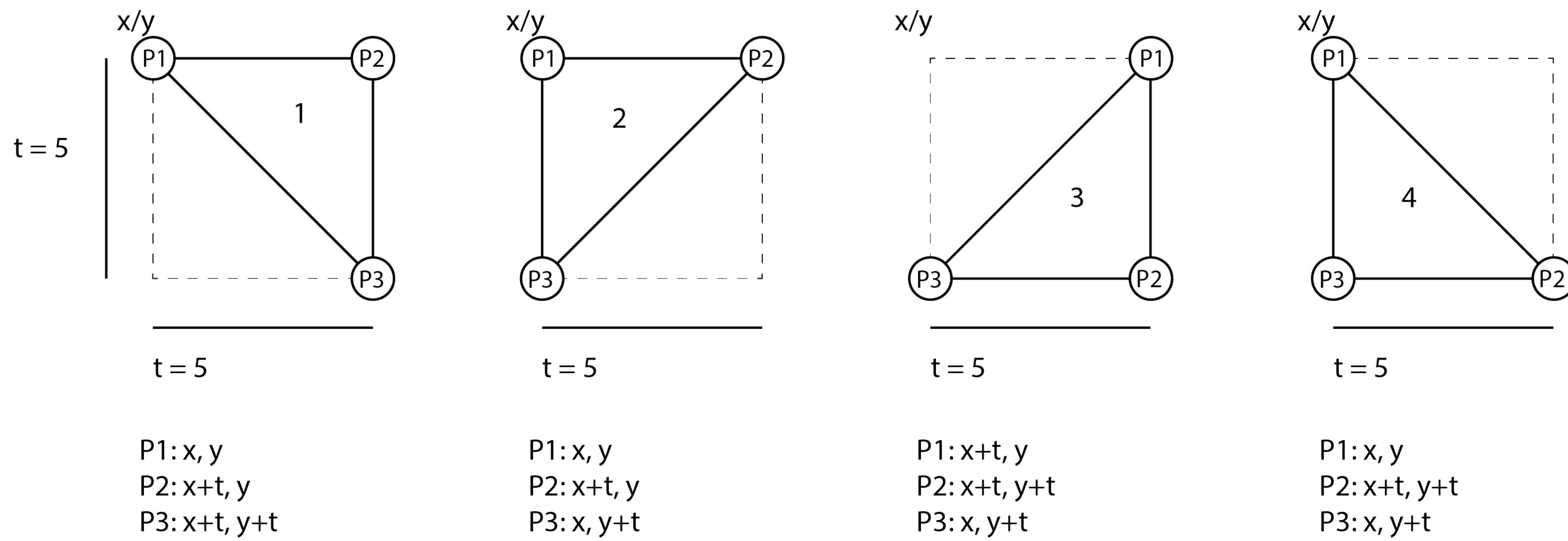
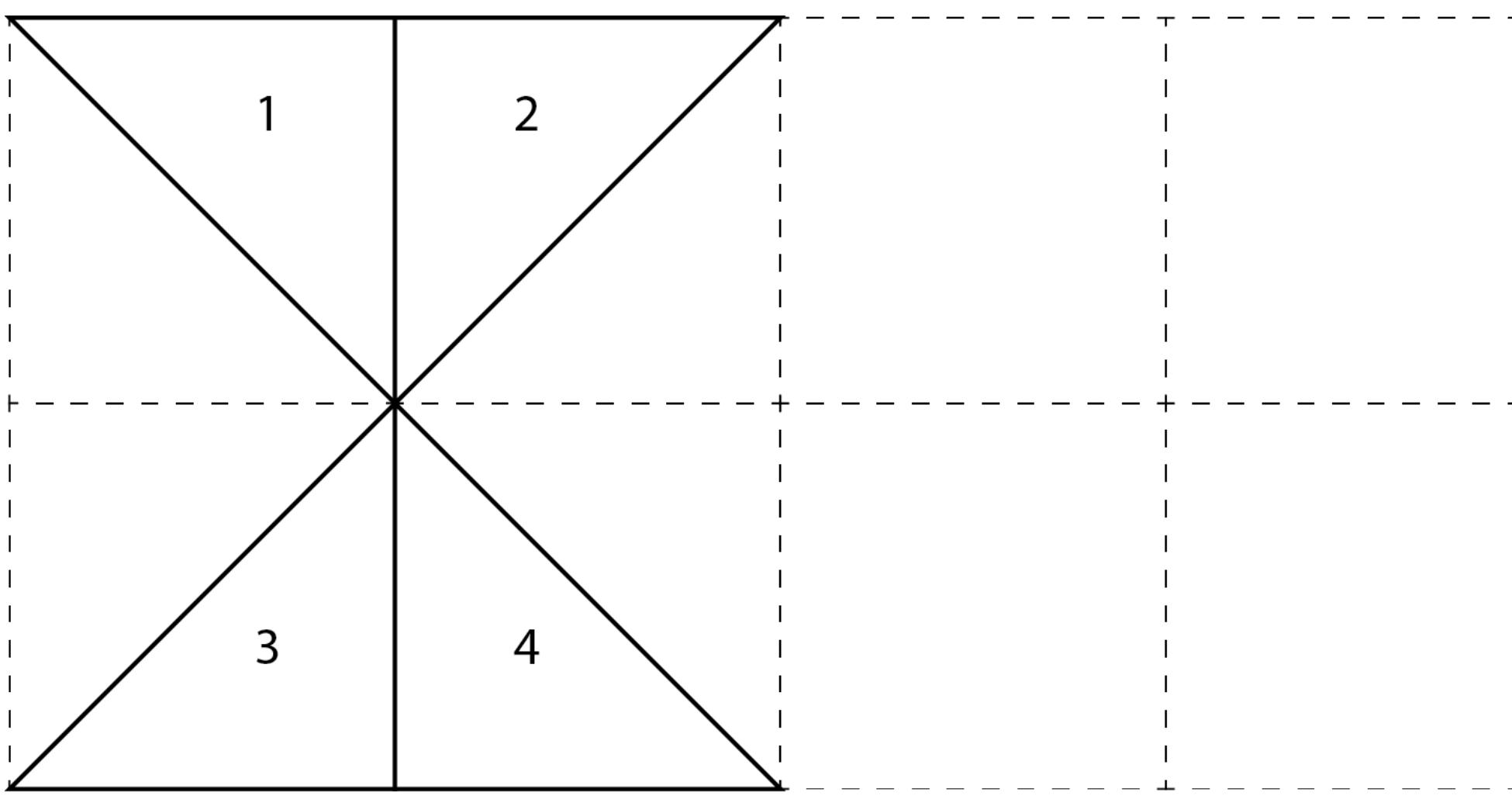
Analysē



Analysē



Analysē



Zufall, 4 Fälle

**Wiederholung des Musters über
x und y Achsen**

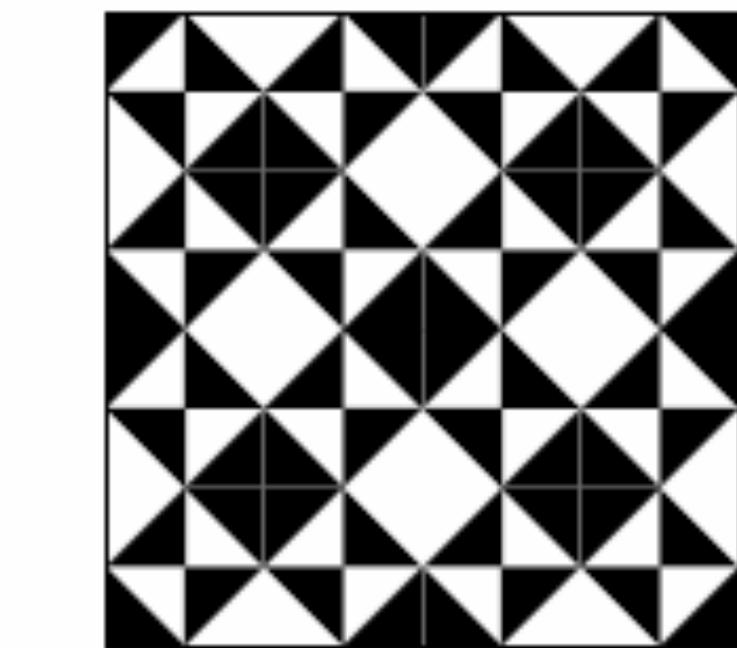
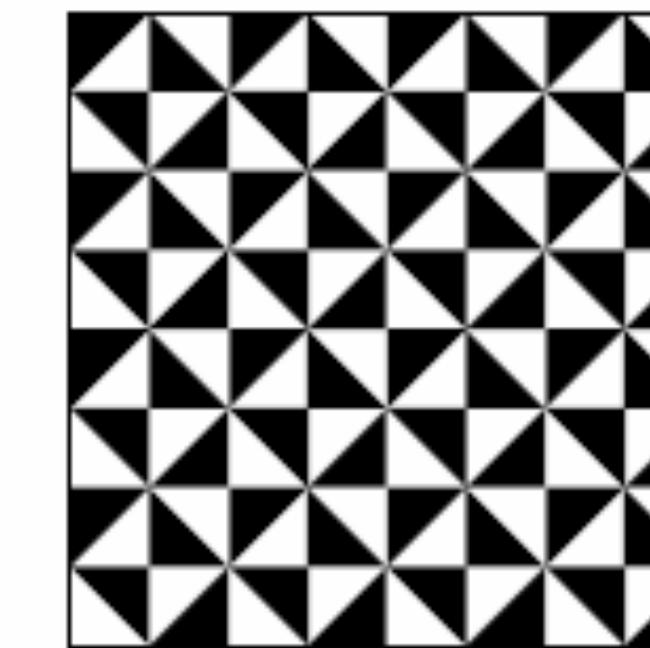
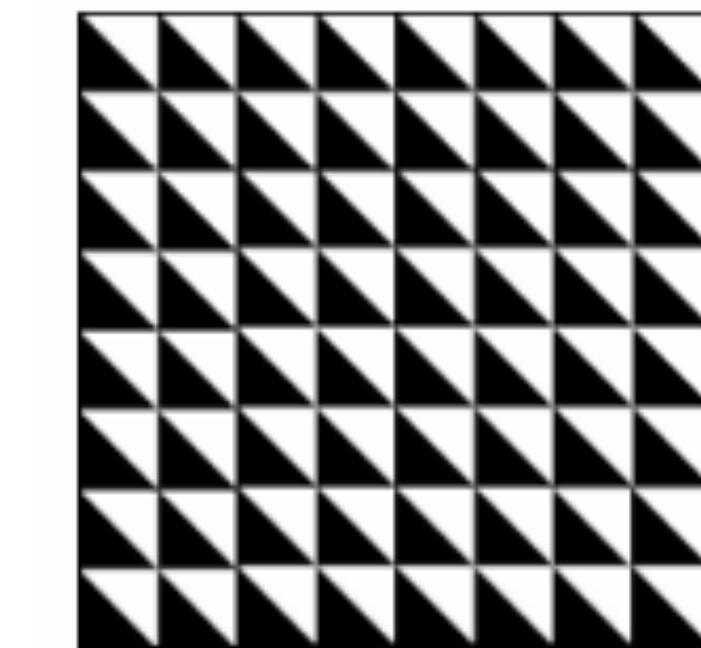
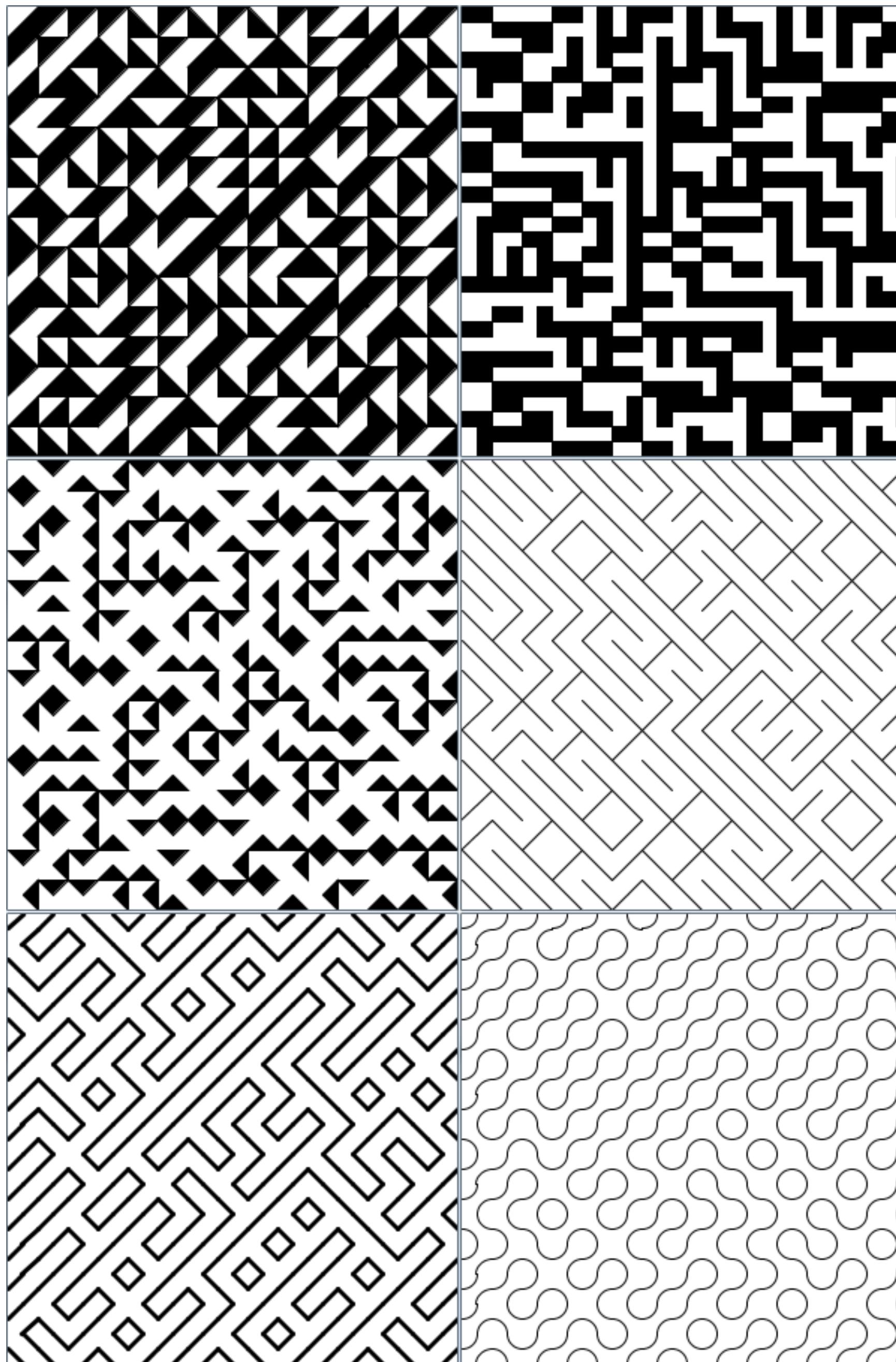
Pseudocode

```
1 x <- 0
2 y <- 0
3 t <- 10 // t für Tile (kachel)
4
5 wiederhole so lange wie x kleiner als breite-der-zeichnung {
6
7     w <- würfle zahl zwischen 1 und 4 (inklusive 1 und 4)
8
9     falls w==1:
10        Zeichne Dreieck Fall 1
11    falls w==2:
12        Zeichne Dreieck Fall 2
13    falls w==3:
14        Zeichne Dreieck Fall 3
15    falls w==4:
16        Zeichne Dreieck Fall 4
17
18    erhöhe x um t
19 }
```

Schrittweise Planung (Iteration)

1. Ein Dreieck abhängig von x,y (linke obere Ecke) und Quadratlänge in ein Quadrat zeichnen —> [Variablen](#)
2. Ein Dreieck über die x-Achse wiederholen —> [Einfache Schleife?](#) [einfachere Lösung über P5.js draw](#)
3. Ein Dreieck über die x- und die y-Achse wiederholen —> [Doppelte Schleife?](#) [einfachere Lösung über P5.js draw](#)
4. Zufall einführen, «Würfeln» —> [random\(\) Funktion](#)
5. Aus der Zufallszahl vier Fälle bauen —> [Bedingungen](#)

- Videotutorial schauen
- Selbständige Programmierung
- Gestalterische Variation A. Albers
- Interaktion einbauen
- Anderes Werk wählen



Sébastien Truchet, 1657 – 1729

Quelle, Wikimedia

P.Gibellini, Public domain, via Wikimedia Commons