

Final Peer Review for Creative Coding Prototypes

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Project Creator: Presley Large

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Project: Reframing artworks

1. What do I like about this project?

I really like that you chose three famous artists - Mondrian, Kandinsky and Miró, and connected them to coding ideas in Processing. It feels like you've genuinely learned something each week by looking at the code. I also think the Miró sketch is especially fun, the interaction adds a playful touch that makes the whole thing come alive.

2. What is the project trying to say or do?

It's showing how code can be used to recreate and reimagine iconic artworks, and how creative coding can explore ideas like structure, randomness and play. Each artwork demonstrates something different: Mondrian's is about order and grids, Kandinsky's is about variation and colour, and Miró's brings in movement and interactivity. You're basically turning art principles into code, which is a cool concept.

3. How well does it work?

It works really well! The Mondrian piece looks neat and balanced, the Kandinsky sketch feels vibrant and random in a good way, and the Miró one reacts nicely when you click. Everything runs smoothly and the visuals feel true to the original styles. If you wanted to improve anything, you could maybe tidy up spacing or reduce overlaps slightly, but overall it's a great result, especially for a beginner project.

4. Git repository (Is it accessible, clear, with a README etc.)?

Yes! Everything was accessible, and the README clearly explains what the project is and how to run it. You could make it even better by adding a few screenshots or a short note on what each artwork represents, but it's already clear and well structured.

5. How clear is the code?

The code is clear and easy to follow. You've used descriptive variable names, comments that actually help, and neat formatting. The functions are well organised and make the code less intimidating. You're also using Processing tools like `pushMatrix()` and `popMatrix()` correctly, which shows you understand how the program handles shapes and transformations. Overall, it's clean and beginner friendly.

6. How clear is the explanation of the core idea or innovation?

Very clear. You've explained not just what you did but why you did it, and linked it back to lectures, tutorials, and external references. I like how you related technical steps to creative outcomes, like using randomness to reflect Kandinsky's abstract energy or interaction to reflect Miró's playful spirit. If you wanted to add anything, you could include a quick note on what you'd like to experiment with next time.

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7. A thoughtful question for the creator

Have you thought about limiting where the shapes appear in the Miró sketch, like giving them “zones” or areas to appear in, to make it look a bit more composed while still feeling random?

8. Final thoughts

This is such a strong, creative project. You’ve clearly developed your coding skills across the three artworks. It’s artistic, thoughtful, and technically solid. Really impressive work Presley especially for someone new to coding!