Spatial Media

Jared Schiffman
js4361@nyu.edu

Wednesday 6:30pm - 9:00pm
Thursdays 9:30am - 12:00pm

Spatial Media

What kind of class is Spatial Media?
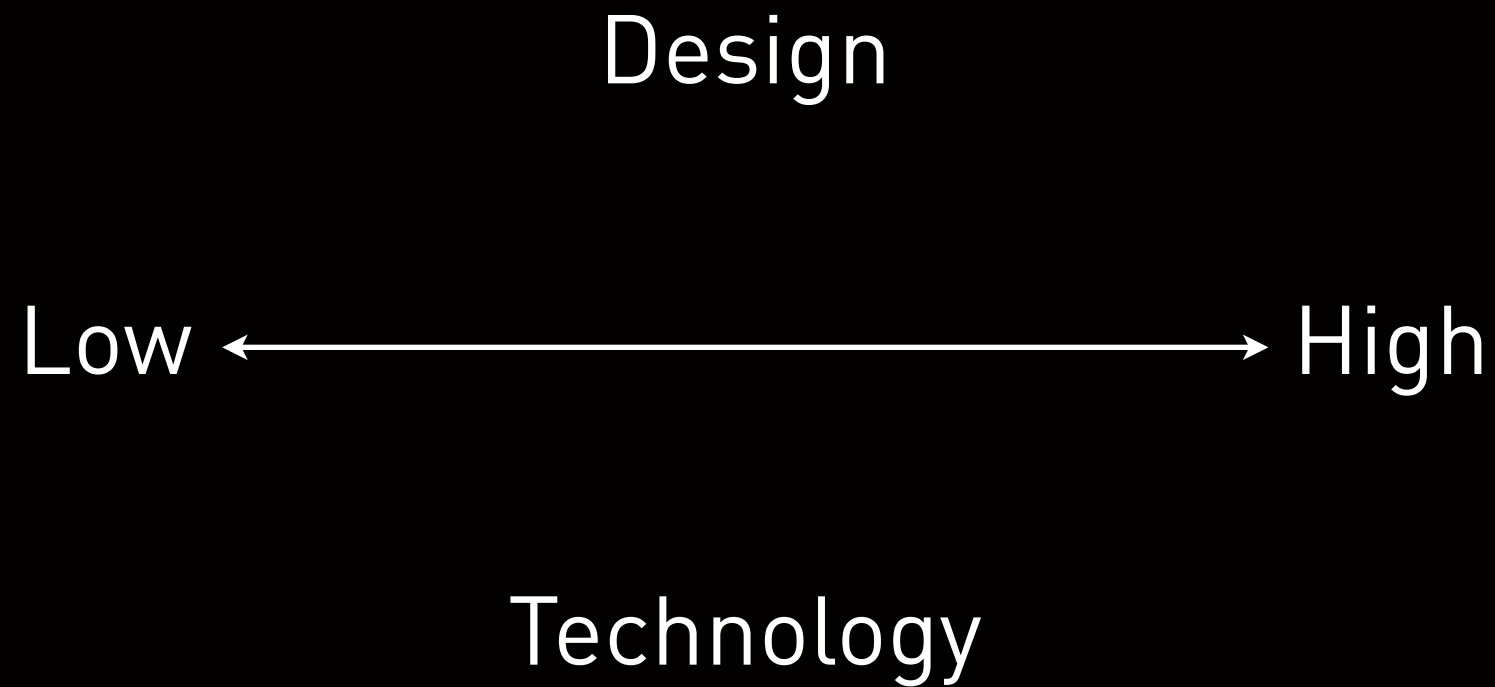
a design class

a technical class

a difficult class

Spatial Media

What makes Spatial Media difficult?

Design

Low ←————————————————→ High

Technology

Spatial Media

What is Spatial Media?

Media that occupies space.

non-traditional

Digital

Interactive

Spatial Media

Why study Spatial Media?

It is inevitable.

Someone else will do it.

They will do a bad job.

Spatial Media

Why study Spatial Media?

We live in the age of information.

All information has a place.

All places have information.

And because we can...

Spatial Media

What is the most important concept
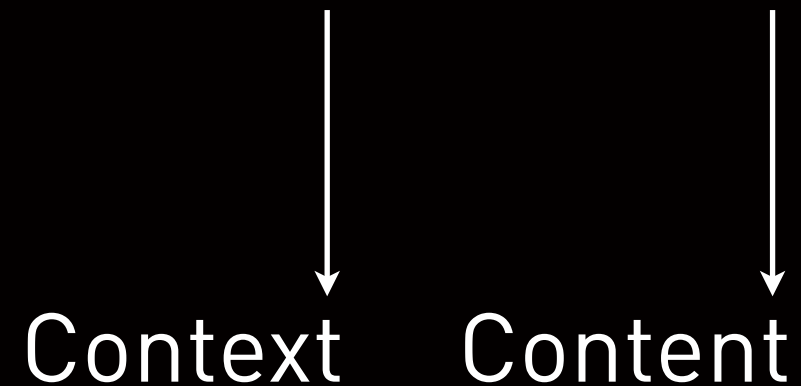in Spatial Media?

Having a concept.

What is a concept?

An idea that justifies its own existence.
A reason for being.
A point.

Spatial Media

What makes for a good Spatial Media Concept?

Context   Content

Physical Context
Intellectual Context
Social Context

Informational Content
Emotional Content
Artistic Content

Spatial Media

Spatial Media

Spatial Media

Spatial Media

Spatial Media

Assignment 1a: The Kitchen

1 paragraph about context

1 paragraph about content

1 paragraph about concept

1 high quality illustrated concept image

All in one page PDF

Spatial Media

Assignment 1a: The Kitchen

The Title by Your Name

high quality illustrated image

Context

Content

Concept

Spatial Media

Assignment 1b: Graphics Programming

0. Download and install pocode. It can be downloaded from pocode.org. Once downloaded, try compiling and running the following examples folder.

1. Write a function called "drawGrid1" that takes variables W and H, and draws a W x H grid of 10x10 pixel white squares over a black background. The squares should be spaced 20 pixels apart both vertically and horizontally. Call this function from the draw() method.

2. Duplicate the function from 1 and rename it "drawGrid2". Modify the code so that it also takes variables X and Y as input, and draws the X,Y square in the grid in red. All other squares should still be white. Call this new function from the draw() method. Also, draw the coordinates (X,Y) in the upper-right hand corner.

3. Utilizing the function from 2, modify your code so that you can use your keyboard to "move" the red square up and down, and left and right. You will not actually be moving any squares. You will just be changing the X,Y values passed into your function. Key press information can be received via the KeyPress method. Do not call your drawing function from KeyPress. Drawing can only be done inside the draw() method, or in functions called from the draw() method.

4. Once again, utilizing the function from 2, modify your code so that when your mouse moves over a rectangle, it turns red, and returns to white when the mouse is not over it. The mouse position can be retrieved from the built-in mouseMoved method. Remember, drawing can only be done inside draw().

5. Duplicate the function from 1 and rename it drawGrid3. Modify the code so that is draws a checkerboard pattern using white and red as the two colors of the checkerboard. Call this function from the draw method.

6. Modify your code so that drawGrid1() is called when you press '1', drawGrid2() is called when you press '2', and drawGrid3 is called when you press '3'. Please be prepared to demonstrate this in class.