

CS4059 Creative Coding

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Creative Coding | Module Overview

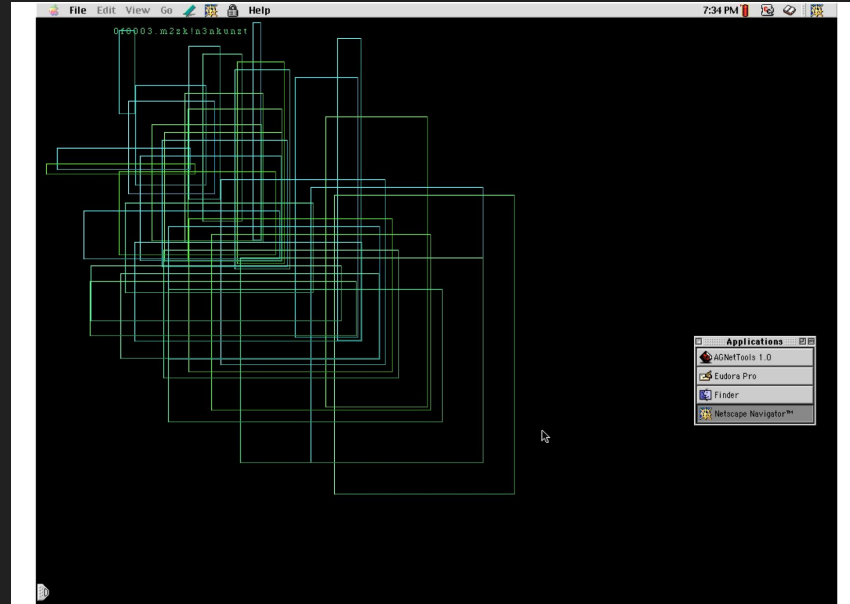
This module focuses on the development of artworks created by means of code.

The goal is to have by the end of the semester a portfolio of works that deals with code grammar, practices and critiques of those.

We delve into the study of the grammar and syntax of programming languages in order to extract, analyse and discuss their value in artistic practices and processes. In doing so, we are not necessarily concerned with developing complex lines of code (that would be entirely up to you and your level of understanding of coding grammars). Rather, we want to study and present under the form of small artworks how even a few lines of code, structures and sentences can be interpreted for artistic purposes. Re-arranging, re-ordering, re-interpreting is at the core of this practice.

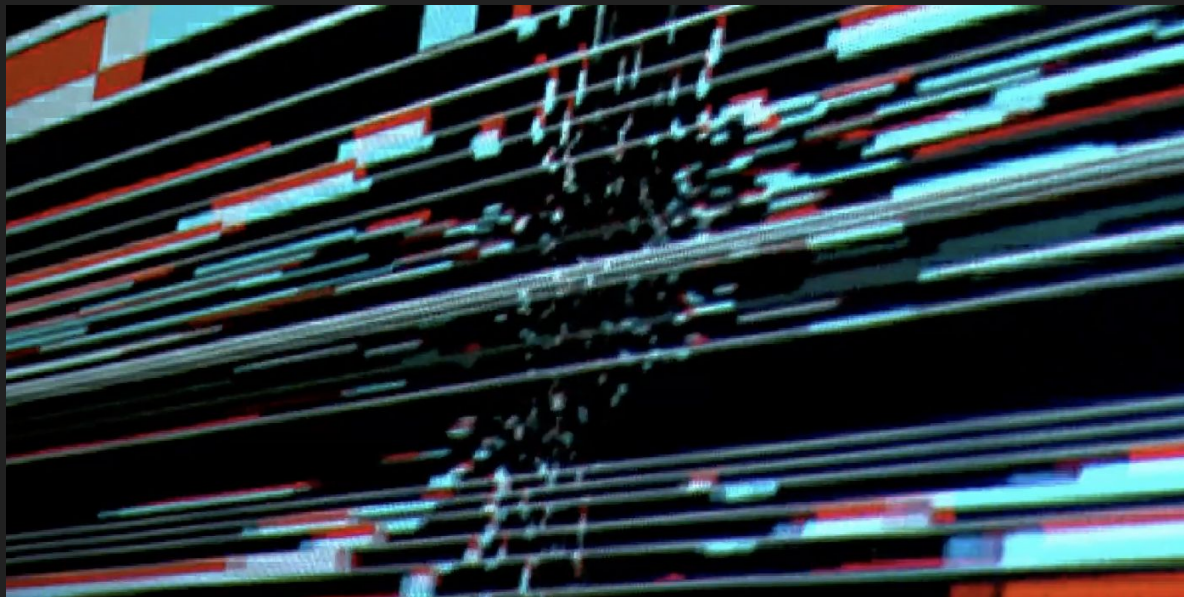
The context is provided by the literature concerned with political networked digital art practices and live coding. The study of this literature will serve as a means to help you develop your own works in light of existing ones. You will need to develop equally technical and critiquing skills.

M9ndfukc.0+99 | Netochka Nezvanova (1999)



<https://anthology.rhizome.org/m9ndfukc-0-99>

re|thread.art | sys|calls (2023)



<https://vimeo.com/832170011>

<https://rethread.art/projects/syscalls.html>

Eve & Franco Mattes | biennale.py (2001)



<https://0100101110101101.org/biennale-py/>

Cory Arcangel | Super Mario Clouds (2002)



<https://www.youtube.com/watch?v=fCmAD0TwGcQ>

Creative Coding | Learning Outcomes

By the end of the semester you will have produced a portfolio of works inspired by code. In doing so you will:

- Develop, from concept to final delivery, a software artworks
- Critique software artworks in current digital art practice.
- Manipulate code and handle multiple libraries
- Experiment with existing code
- Understand coding as an artistic practice

Deliverables

- Project 1 (35%)→solo project. Presentation in Week 5
- Project 2 (35%)→solo project. Presentation in Week 10
- Continuous assessments (30%)

Creative Coding | Module Outline

Theme I

Network, Code and Art

Week 1 - 4 → Class plus labs

Week 5 → Exhibition

Theme II

Live Coding performances

Week 6 - 9 → Class plus
labs

Week 10 → Live performances

Readings for next week...

- The Beginnings of Computer Art in the United States: A Memoir (Micheal, A. Noll)
- Visual Intelligence: The First Decade of Computer Art (1965-1975) (Frank Dietrich)