

ddgk-001

Glitches with Shapes, Context, and Structure

Agenda

— — —

Homework + Critique

Shapes, Context, and Structure

Review

Github Repo Update

More Glitches

- pixelate, offset

Intro into Grapher

- drawGrid, halftone

Homework + Critique

— — —

- What you notice / stands out
- What you like about the piece
- Guess what the code was

Randomness & Regular

— — —

Randomness – made, done, happening, or chosen without method or conscious decision. unfamiliar, unspecified, odd, unusual, or unexpected.

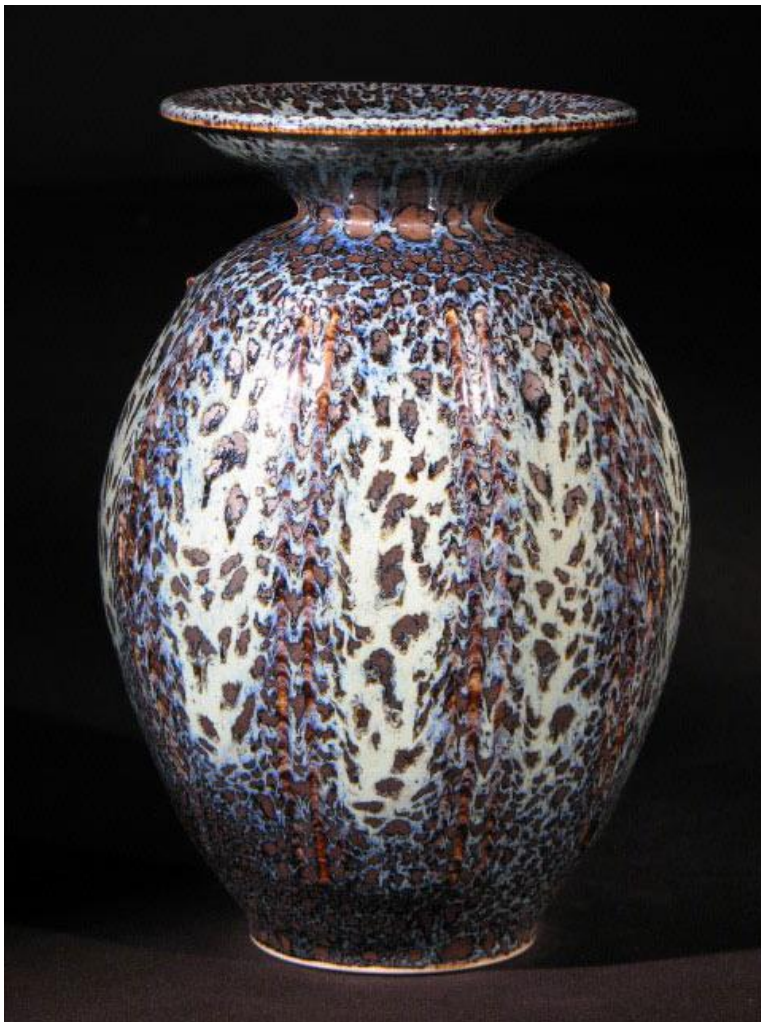
Regular – arranged in or constituting a constant or definite pattern, especially with the same space between individual instances.

Repetition & Context

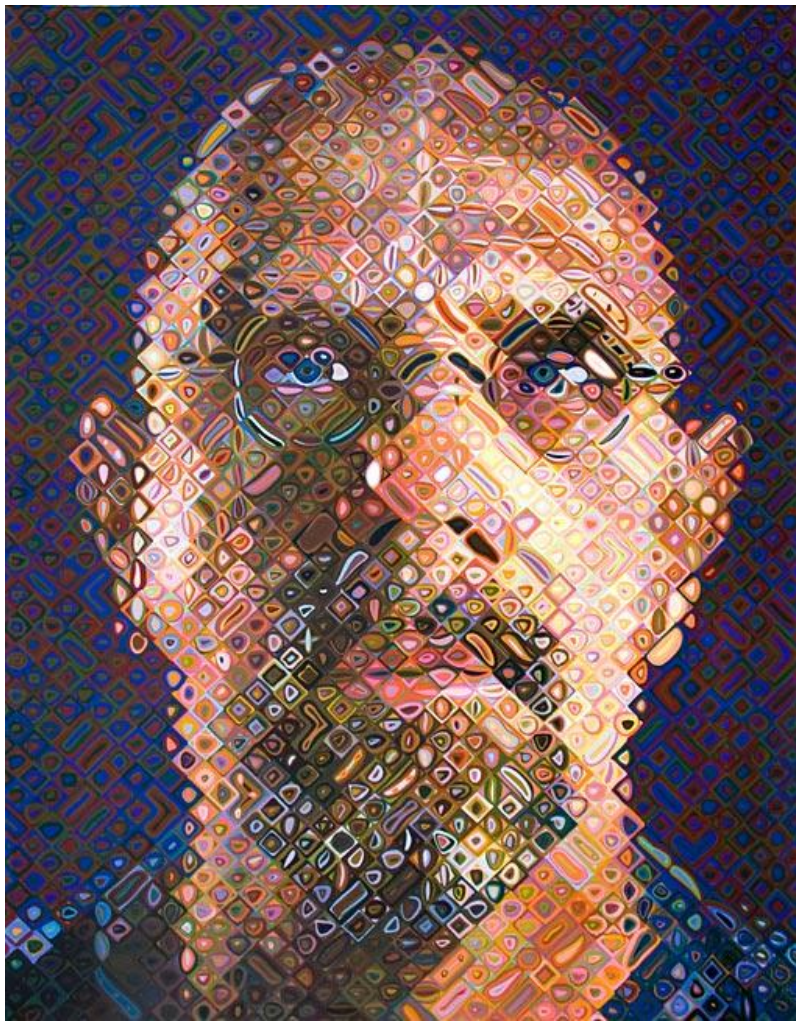
Repetition - the action of repeating something that has already been said or written. the recurrence of an action or event.

Context - the circumstances that form the setting for an event, statement, or idea, and in terms of which it can be fully understood and assessed.

— — —
Tom Turner - Oval
Bowl Lipped Bottle
Vase, 2011, porcelain
with oilspot glazes,
8.125 x 5.125 in.



— — —
Chuck Close - Self
Portrait 2007
Screenprint, 2007,
Screenprint in 187
colors, 74.5 x 57.8
in.



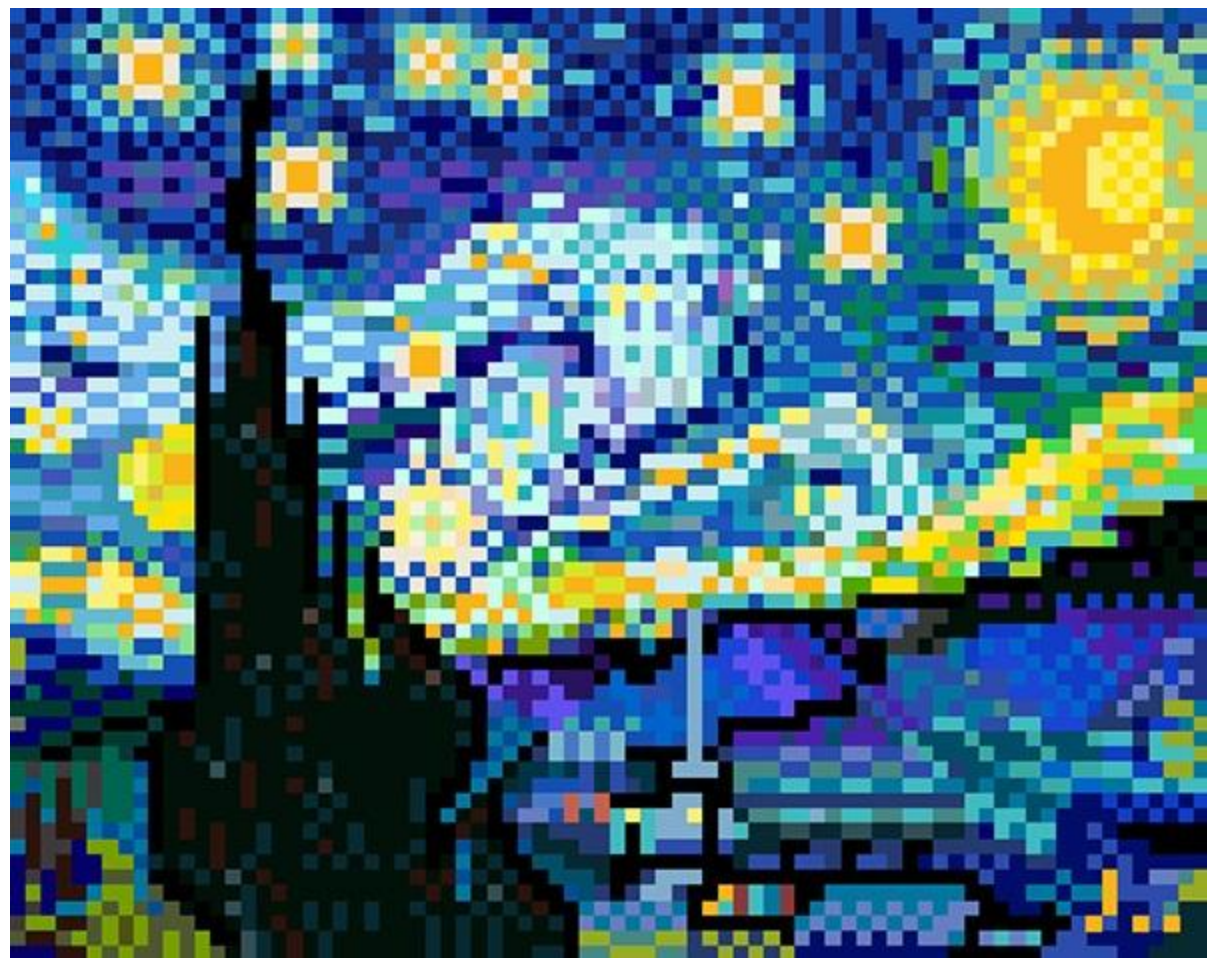
— — —
Chuck Close - Self
Portrait 2007
Screenprint, 2007,
Screenprint in 187
colors, 74.5 x 57.8
in.

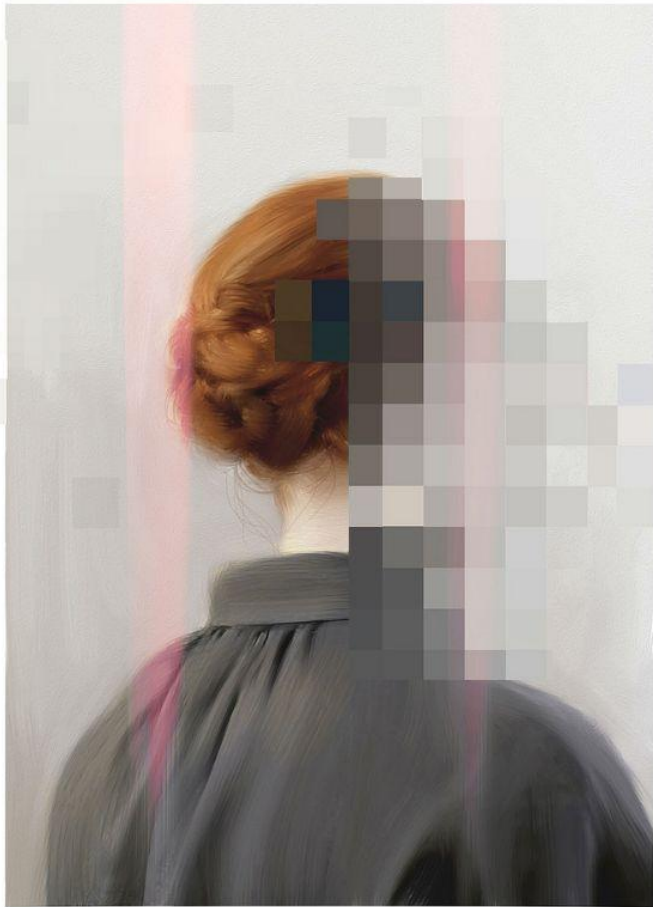




Gloria Petyarre - Bush Medicine Dreaming, 2008, acrylic on canvas, 152 x 91 cm

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Github Repo Update

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<https://github.com/jromeem/ddgk-glitch>

Review

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glitch_000_base

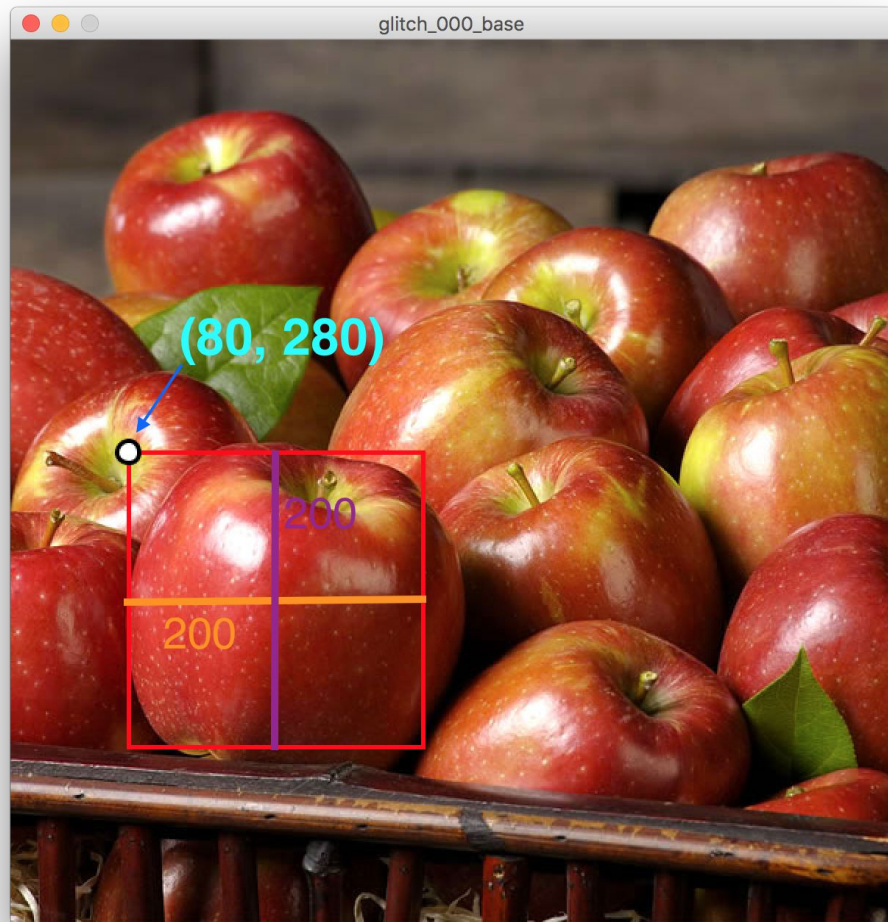
More Glitches: Offsetting

```
glitch.offset(A, B, C, D, E);
```


More Glitches: Offsetting

— — —

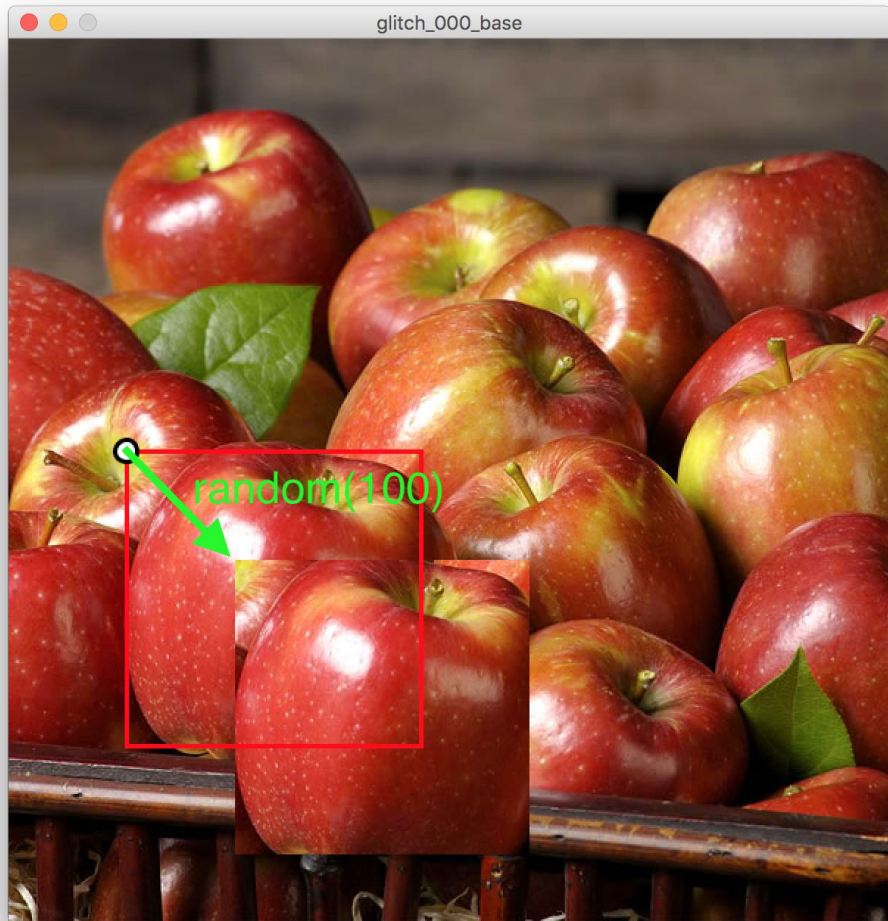
```
glitch.offset(80, 280, 200, 200, 100);
```



More Glitches: Offsetting

— — —

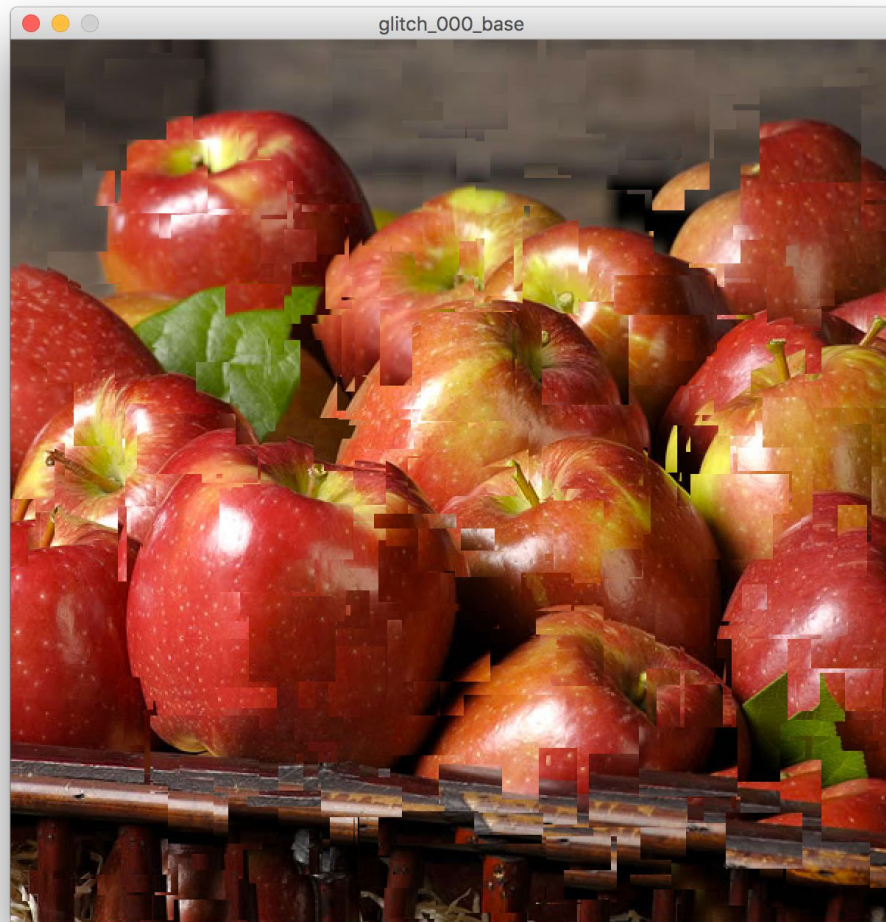
```
glitch.offset(80, 280, 200, 200, 100);
```



More Glitches: Offsetting

— — —

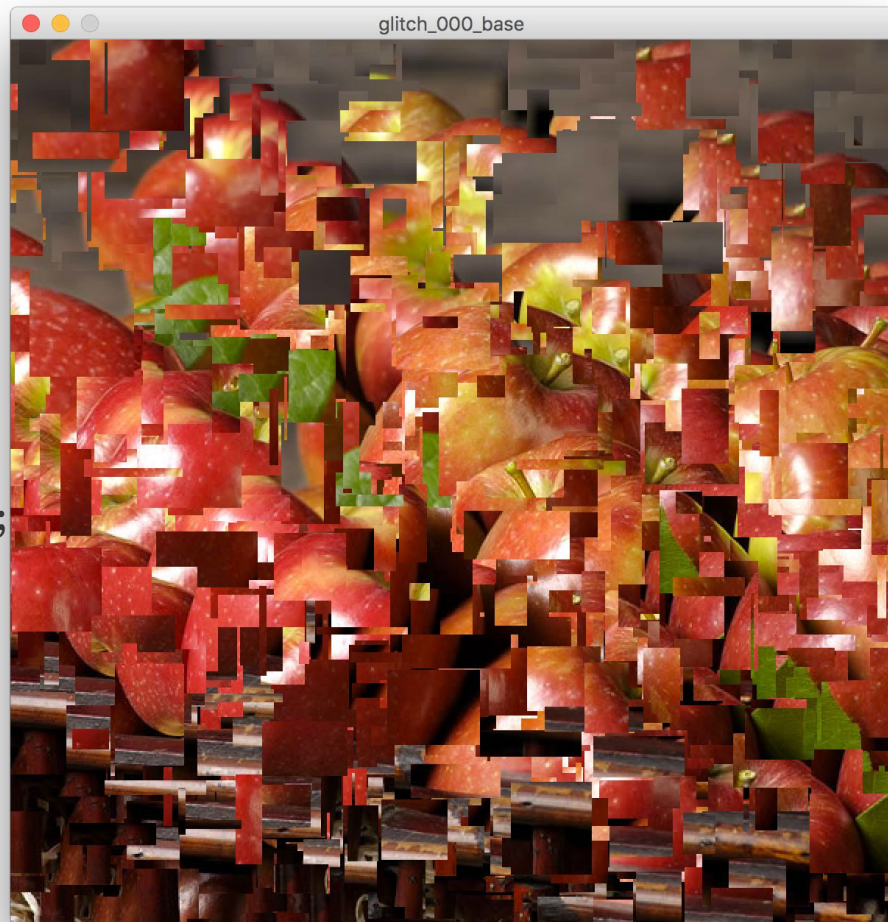
```
glitch.offset(A, B, C, D, LOW NUMBER);
```



More Glitches: Offsetting

— — —

```
glitch.offset(A, B, C, D, HIGH NUMBER);
```



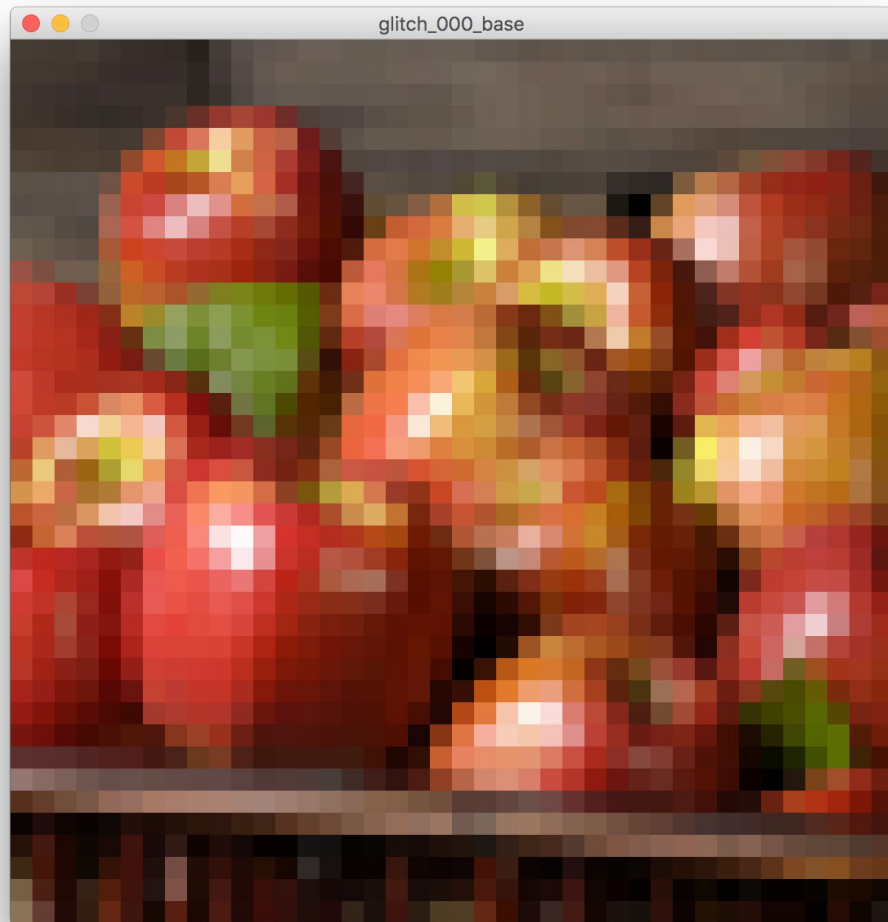
More Glitches: Pixelating

```
glitch.pixelate(A);
```

More Glitches: Pixelating

— — —

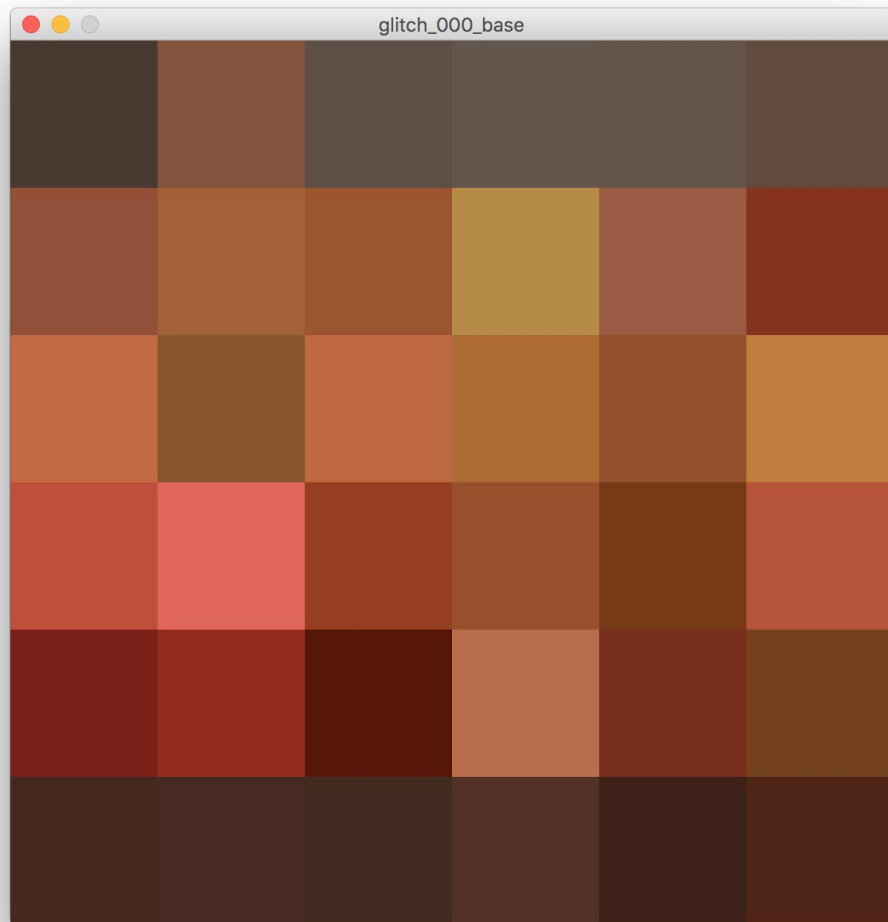
```
glitch.pixelate(15);
```



More Glitches: Pixelating

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```
glitch.pixelate(100);
```



Glitches & Media: Shifting

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glitch_003_pixelating_1

glitch_004_offsetting_1

Intro into Grapher

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— — —

```
1 // dadageek: Generative Collage and Glitch Art with Processing
2 // Glitch & Media: Base
3
4 PImage img1;
5
6 Glitcher glitch;
7
8 void setup()
9 {
10
11     size(600, 600);
12
13     img1 = loadImage("data/apples.jpg");
14
15     glitch = new Glitcher(img1);
16
17     glitch.shiftSegment(100, 400, 50);
18
19     image(glitch, 0, 0);
20
21 }
22
23
24
```



```
1 // dadageek: Generative Collage and Glitch Art with Processing
2 // Glitch & Media: Base
3
4 PImage img1;
5
6 Grapher graph;
7
8 void setup()
9 {
10
11     size(600, 600);
12
13     img1 = loadImage("data/apples.jpg");
14
15     graph = new Grapher(img1);
16
17     graph.halftone(10, color(255, 255, 255));
18
19     image(graph, 0, 0);
20
21 }
```

```
1 // dadageek: Generative Collage and Glitch Art with Processing
2 // Glitch & Media: Base
3
4 PImage img1;
5
6 Grapher graph;
7
8 void setup()
9 {
10
11     size(600, 600);
12
13     img1 = loadImage("data/apples.jpg");
14
15     graph = new Grapher(img1);
16
17     graph.halftone(10, color(255, 255, 255));
18
19     image(graph, 0, 0);
20
21 }
```

Intro into Grapher: Grid

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glitch_005_grid

Intro into Grapher: Halftones

— — —

glitch_007_halftones

Announcements

— — —

Homework

Think about exhibit:

- Content

- Composition

- Display/Presentation

Homework

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3 images:

human figures, faces

nature/landscapes

urban settings