

## **## Plan : Introduction**

### **### 0 - \_05\_ Intro / Induction : 05**

- stand up : Find Friend, Share, Fun Plans

### **### 1 - \_10\_ Welcome : 15**

- Nice Notebooks : **\*\*image - degrees\*\***
- Academic Autonomy :
  - \*\*moodle - lectures - labs\*\***
    - schedule & gaps;
  - \*\*moodle - objectives, tasks (core, extra), colour, summary\*\***
- Pretty Polly (PAROT) :
  - \*\*creativeCoding , this lecture\*\***
- Other Tips :
  - NoteTaking, AI, Copying
  - *\_it's the journey\_*

### **### 2 - \_10\_ First Sketch : 25**

- rect (boring)
- rect (original & **\*\*form\*\***) - unique, exciting
- ~* **\*\*collective, compassionate coding ... be collegiate\*\***
- circle (boring) *\_order\_*
- circle (missed & **\*\*form\*\***) 🦉 *<CLAP>*

? who used their sketchbooks?

### **### 3 - \_10\_ Coordinates : 35**

- location *\_from top left\_*
- shapes **\*\*experiment\*\***
- save ?GitHub? *<CLAP>*

### **### 4 - \_5\_ Colour : 40**

- pen *\_background\_*

### **### 5 - \_5\_ Styles : 45**

- talk through *\_The example below\_*
- **\*\*play\*\*** 🦉

### **### 6 - \_10\_ Setup & Draw : 55**

- **\*\*image - flow\*\***
- talk through *\_flow example\_*
- explain **\*\*mouseY\*\***, **\*\*mouseY\*\***
- frameCount, frameRate
- frameCount as coords, color
- x/y reversal game
- text() remove Background

### **### 7 - \_05\_ Autonomy : 60**

- exercises
- summary
- objectives
- extras