MM1A03: Multimedia + Digital Society

Exercise 4: Programming and Interactivity

DUE NOVEMBER 29 BY 11:59 PM

Each student will:

Use 'Processing' to create an interactive digital project that evokes, embodies, and communicates (through format, colour, shape, and interactivity) one of the following adjectives:

- mesmerizing
- serpentine
- turbulent
- audacious
- elegant
- persnickety
- trippy
- jocular
- elusive
- structured
- arcadian
- tricky
- subversive
- ethereal
- sensual

Each project must:

- At a minimum, address the following parameters: **format (dimensions), colour, shape, and interactivity.**

- Include, **via comments within the code**, **an explanation of how you modified** the code for your project.

- **Further exploration in Processing** (via the information and tutorials available on the Processing website) **is encouraged** and there are **no limitations on what you are allowed to do in Processing**.

- The goal of the project is to use Processing to create an interactive digital project that successfully reflects the adjective you have chosen.

Marking Rubric:

Concept/evokes adjective: **20%**

Complexity and ambition: **20%**

Functionality (the project works properly): **20%**

Documentation (explanation and comments within the code): **20%**

Overall impact: 20%

Submission Guidelines:

- Name your project: **lastname.firstname.assignmeent4.pde**

- **Post your .pde files** from Processing **in Avenue to Learn**

Note: Failure to name your file properly or submit it in the proper format will result in a 10% deduction from your final mark on this exercise.

DUE: NOVEMBER 29 - FINAL ACCEPTED DATE DECEMBER 6 AT 11:59 PM