Assignment 1: interactive art piece

Due 5pm Mon Aug 1 - no late submissions

The task for this assignment is to explore the use of shape and colour by creating a simple generative art piece in Processing. Feel free to look around the internet for inspiration, but the code you submit must be your own.

This isn't meant to be a scary assignment, it's just a chance to get started with making small works of art in Processing. You don't have to be an artist to do well in this section—art pieces based on simple shape and colour variation can be just as effective as more complex artistic drawings. Be creative with your mappings!

1 Spec

You must submit (through Wattle) a **zipped folder** which satisfies the following requirements. The `assignment1.pde` and `artist-statement.md` files in this folder are a starting point.

1.1 Art/Interaction

- when run, the sketch must produce visuals which are interesting & dynamic enough to watch for about 1 minute
- the sketch must respond to the mouse in some way—see "ideas" below

1.2 Code

- include your name and uni ID in the top two lines of the `assignment1.pde` sketch in this folder
- add your own code to the body of the `draw()` function
- for drawing, the sketch is limited to basic 2D shapes (e.g. lines, ellipses, rects, etc.)—so no 3D stuff for assignment 1.

1.3 Artist statement

- include an artist statement (200 words) as described in the week 2 code+design lecture

2 Marks (5 marks)

- Art & Interaction (2 marks)
- Code (2 marks)
- Artist statement (1 mark)

3 Ideas

- experiment with different shapes to find an aesthetic you like
- use both static "background" content and dynamic "foreground" content
- experiment with different colours (including transparency) for the `stroke()`, `fill()`, `background()` etc. of your sketch
- use one (or more) of the random functions from Ben's artist talk to control the way your code draws things—think about the *mapping*!
- use `mouseX` or `mouseY` (or any of the other built-in variables) to make your sketch interactive
- use the `frameCount` variable to make your code change over time
- look in the reference!

4 Submission instructions

Make sure you follow these instructions—you'll lose marks if you don't include all the files with all the right names.

1. check that your project satisfies the **spec** above
2. check that you've included your artist statement `artist-statement.md`, written in [Markdown](#)
3. check that you've put your uni ID and name at the top of the `assignment1.pde` file
4. take the `assignment1` folder, which contains the `.pde` file and your artist statement, and create a zip file ([Windows instructions](#), [Mac instructions](#))
5. change the name of the zip file to `uXXXXXX-assignment1.zip`, replacing the `XXXXXX` with your uni ID
6. upload it through the COMP1720 Wattle page (in the **Assignments** section)

5 Getting help

There's a special **assignment-1** label in the Piazza forum—if you have any questions related to the assignment you can ask them there.

During the Thursday afternoon lab session, the tutors and lecturers will be happy to help you think through ideas for your sketch.