University of London International Programmes
CO3343 Computing art and image effects
Coursework assignments 2015–2016

Coursework assignment 2

Part A. (30 per cent) (guideline 600 words, plus illustrations)

Do online research and explain what is meant by the term 'glitch art'. Write a short essay exposing the ongoing debates, concerns and paradoxes regarding the definition and the value of this art form. Compare and contrast different opinions on the subject and give your own, justified viewpoint. Support your analysis by presenting and reviewing indicative works of glitch art, including appropriate illustrations. Make sure that all your sources are cited and referenced.

You can use references [1], [2] and [3] as starting points.

Part B. (20 per cent) (guideline 400 words, plus illustrations)

Describe how, in general, the software provided with the subject guide might aid you in making pieces of glitch art, with the features of the images you described in Part A above. Inspired by these, describe the concept of two art works of your own that can be realised using *Processing*. Explain how the effects will work and present photographic images that you like and are suitable for use in the experiments in the next part below. Briefly describe what attributes of the images make them suitable for illustrating effects with your experiments.

Please note that the proposed effects may be relatively simple but not too rudimentary and should demonstrate understanding of techniques discussed in the subject guide.

Part C. (30 per cent) (guideline 300 words -- not including code listings -- plus illustrations)

Write *Processing* code that implements the effects you described in the previous part above and illustrate the results on the chosen images. Describe the methodologies you devised in the implementation and comment on them. Make your software interactive so that parameters of the applied effects are controlled by the mouse position and so that pressing the spacebar key saves a screenshot of the result. Explain your choices of parameter values and discuss how their variation affects the result. Analyse how well the displayed work meets your artistic intentions and suggest what possible improvements could be made.

Part D. (20 per cent) (guideline 200 words -- not including code listings -- with illustrations)

Modify the code of Part C above so that it achieves the same effects on video. Apply your code on a short video clip of your choice, which you should include in your

submission. In your report, include screenshots from the processed video and comment on the achieved effect. Describe the software modifications that you made and suggest possible improvements.

Submission
Submit a single .zip file which contains:

- your coursework assignment as a single .pdf. This should include listings of the software you have developed, with your own contributions highlighted and an attribution for the remaining code (such as code taken from the subject guide or external sources).
- all source code files that you have developed for this coursework assignment, with instructions (as comments in the source files, or as a separate readme file) on how to run them.

When naming your zip file ensure that you include your full name, student number, course code and coursework assignment number;
e.g.FamilyName_SRN_COxxxxcw#.pdf (e.g.Zuckerberg_920000000_CO3343cw2.pdf)

- **FamilyName** is your family name (also known as last name or surname) as it appears in your student record (check your student portal)
- **SRN** is your Student Reference Number; for example 920000000
- **COXXXX** is the course number; for example CO3343, and
- **cw#** is either cw1 (coursework 1) or cw2 (coursework 2)

References

[1] https://en.wikipedia.org/wiki/Glitch_art

[2] http://virose.pt/vector/x_06/moradi.html

[3] http://networkcultures.org/blog/publication/no-04-the-glitch-momentum-rosa-menkman/

[Total 100 per cent]

[END OF COURSEWORK ASSIGNMENT 2]