

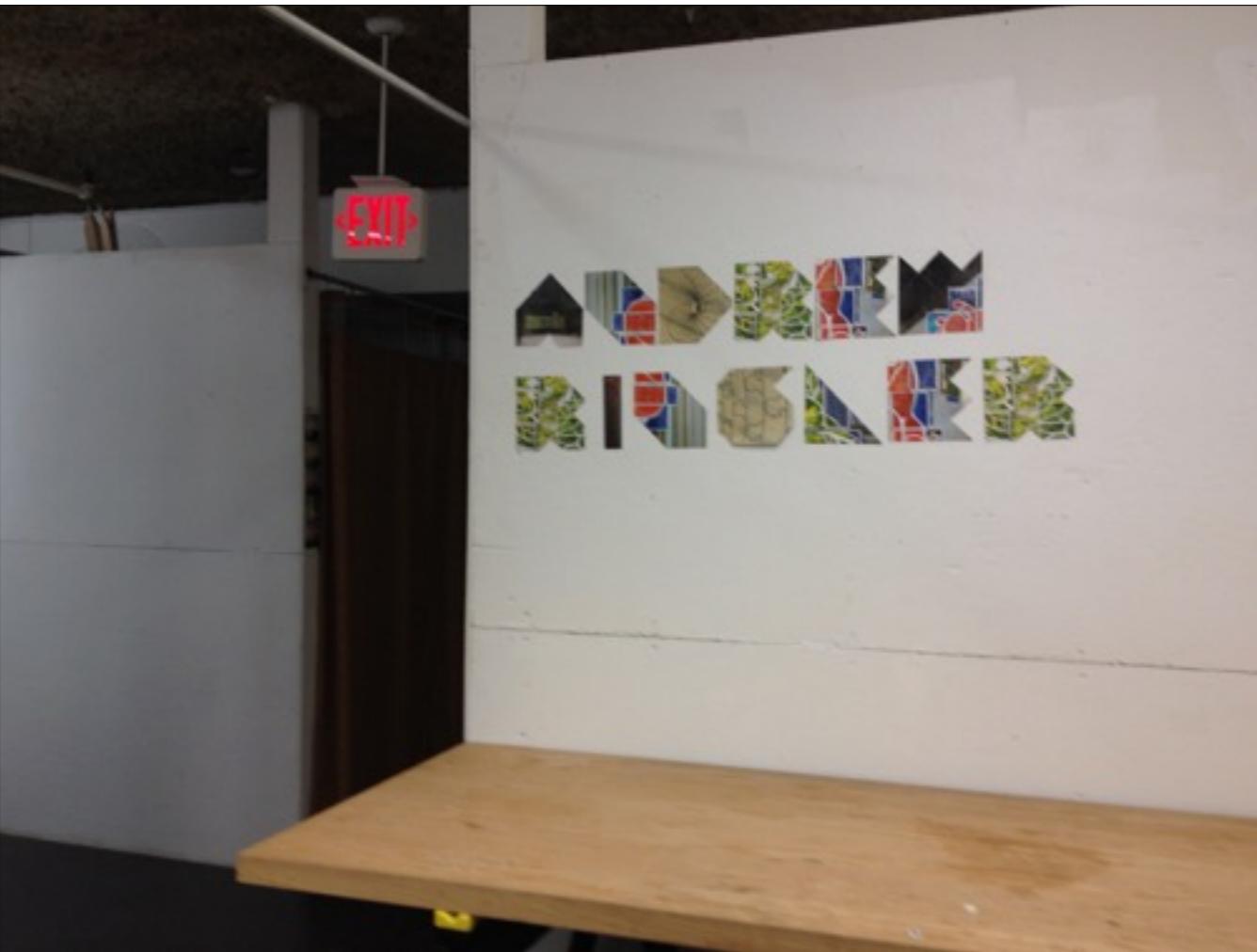
John Whitney
"Catalog"
1961

Created with his analog computer/film camera magic machine he built from a WWII anti-aircraft gun sight

Elements of Media #1

John Whitney's demo reel of work created with his analog computer/film camera magic machine he built from a WWII anti-aircraft gun sight. Also Whitney and the techniques he developed with this machine were what inspired Douglas Trumbull (special fx wizard) to use the slit scan technique on 2001: A Space Odyssey

<https://www.youtube.com/watch?v=TbV7loKp69s>



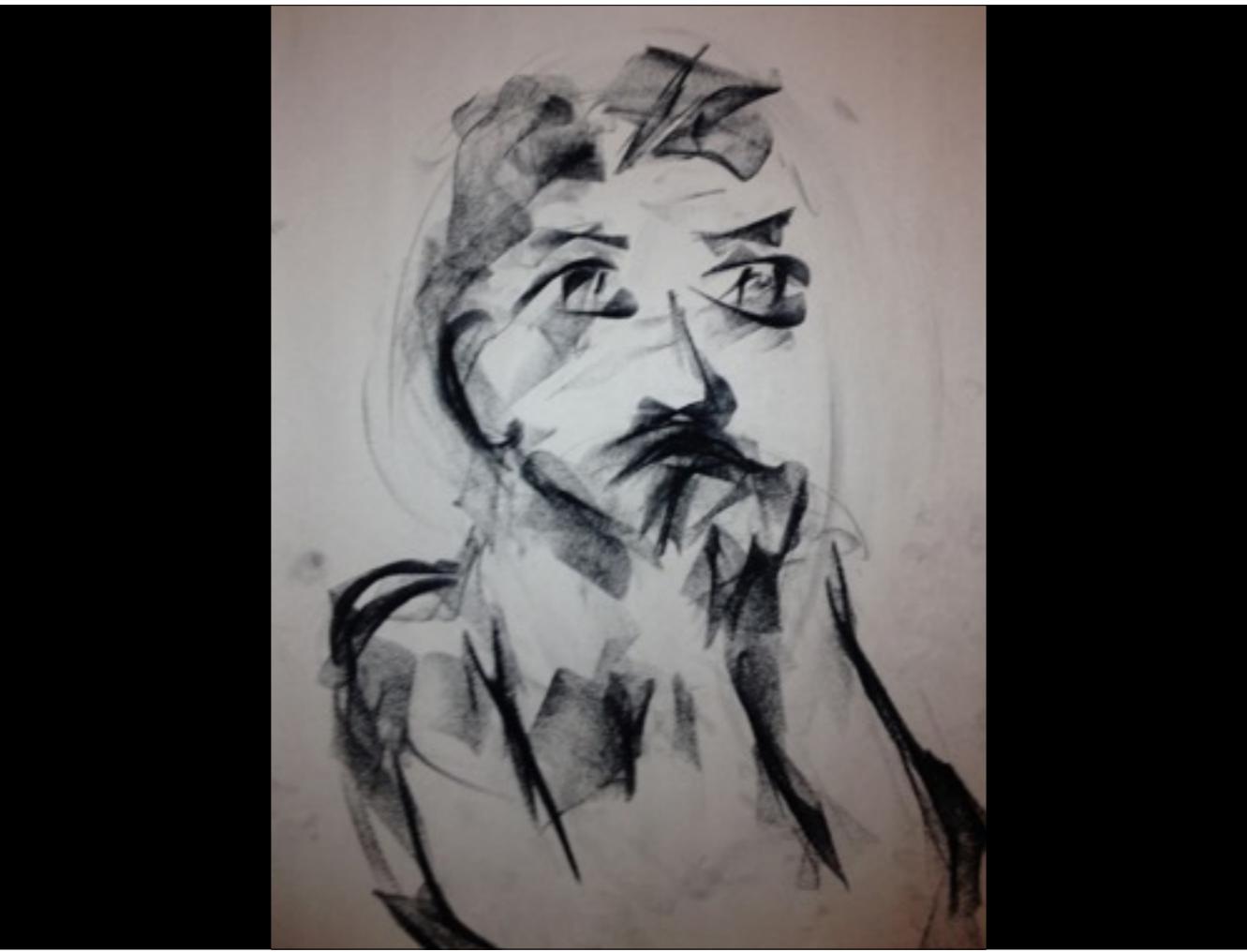
Me.

So, first a little bit about me, Andrew Ringler.



I do Improv.

Which means I can stand on a stage with 2 chairs.



I often make charcoal drawings



I make short films.



I make interactive, tactile & collaborative digital art

Elements of Media

Four perspectives on the question, what are the properties of new media?

Compiled by David Tamés, <http://kino-eye.com>

Literature / Interactive Fiction

Janet Murray

Four characteristics that make [new media] a powerful vehicle for literary creation.

1. Procedural
2. Participatory
3. Spatial
4. Encyclopedic

Source: Janet Murray, *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*, Free Press, 1997.

Communication Design

Jan Kubasiewicz

Values and concepts we use to understand the phrase, "the language of dynamic media."

1. Information
 - Communication
 - Representation
2. Time + Motion
 - Sequentiality
 - Narrative
3. Interaction
 - Interface
 - Information Visualization
 - Narrative

Source: Jan Kubasiewicz, "The Atlas of Dynamic Media," *Massaging Media 2*, AIGA Design Conference, Boston, Massachusetts, Keynote Address, 2008.

Narratology

Marie-Laure Ryan

Five fundamental properties of digital media.

1. Reactive and interactive nature
2. Multiple sensory and semiotic channels
3. Networking capabilities
4. Volatile signs
5. Modularity

Source: Marie-Laure Ryan, "Will New Media Produce New Narratives?" in Marie-Laure Ryan, Ed., *Narrative across Media: The Languages of Storytelling*, University of Nebraska Press, 2004.

Media Studies

Lev Manovich

Five principles of new media: general tendencies of a culture undergoing computerization.

1. Numerical Representation
2. Modularity
3. Automation
4. Variability
5. Transcoding

Source: Lev Manovich, *The Language of New Media*, The MIT Press, 2001.

there are many
does not have to be interactive

we will use these as an organizing principle for this course. this course should give you skills to explore these elements, how do they influence experience?

Janet Murray = the New Media Reader: Janet wrote this chapter "Inventing the Medium", p3-11

p6

- * Procedural - execution
 - * Participatory - manipulation by user
 - * Spacial - embodying dimensionality, computer can present itself to us as a place, one which we enter and do not wish to leave
 - * Encyclopedic - huge capacity
- " as William Faulkner once described the aspiration of the novelist, the whole world in one sentence."

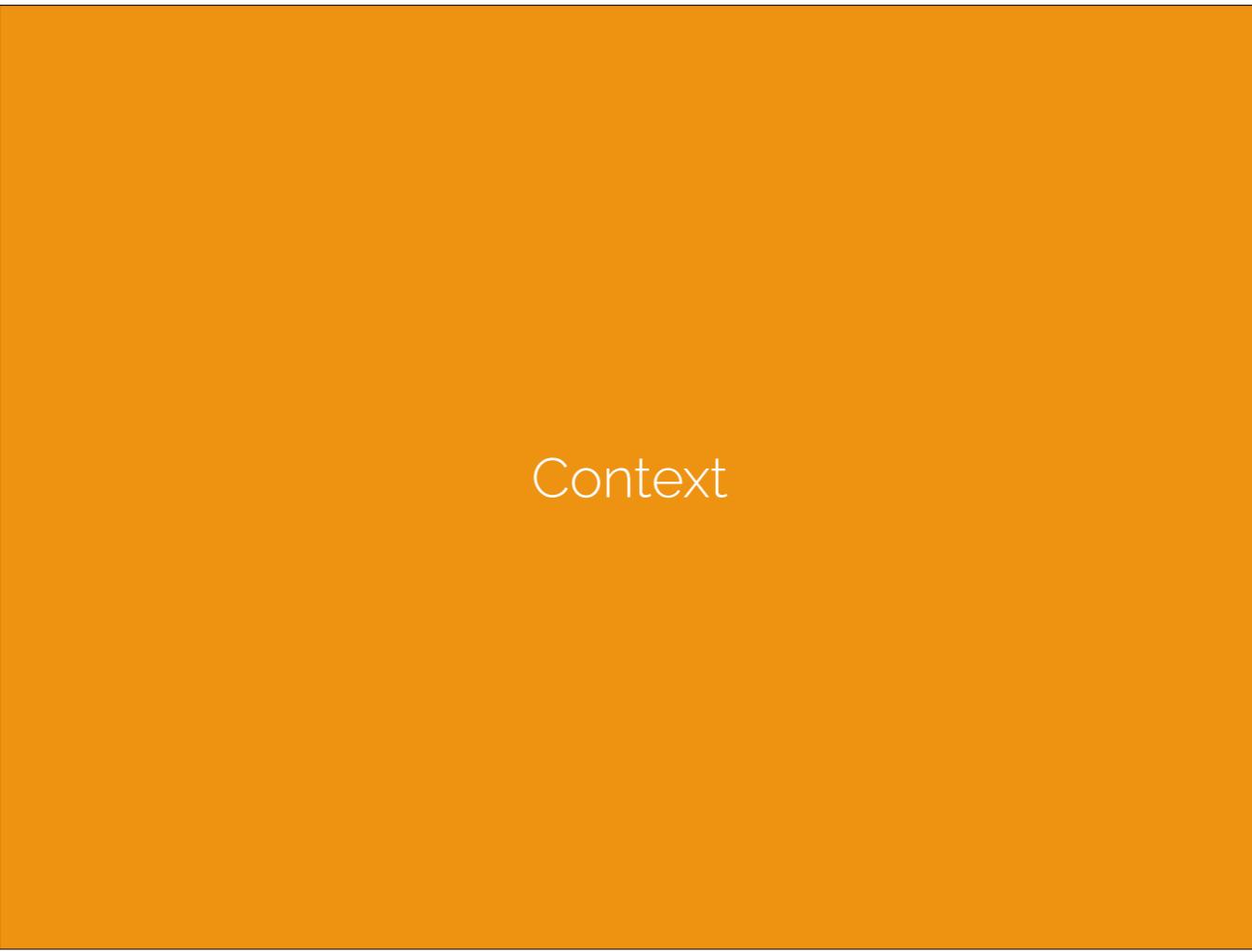
Lev Manovich

wikipedia:

Principles of new media (from "The Language of New Media"):

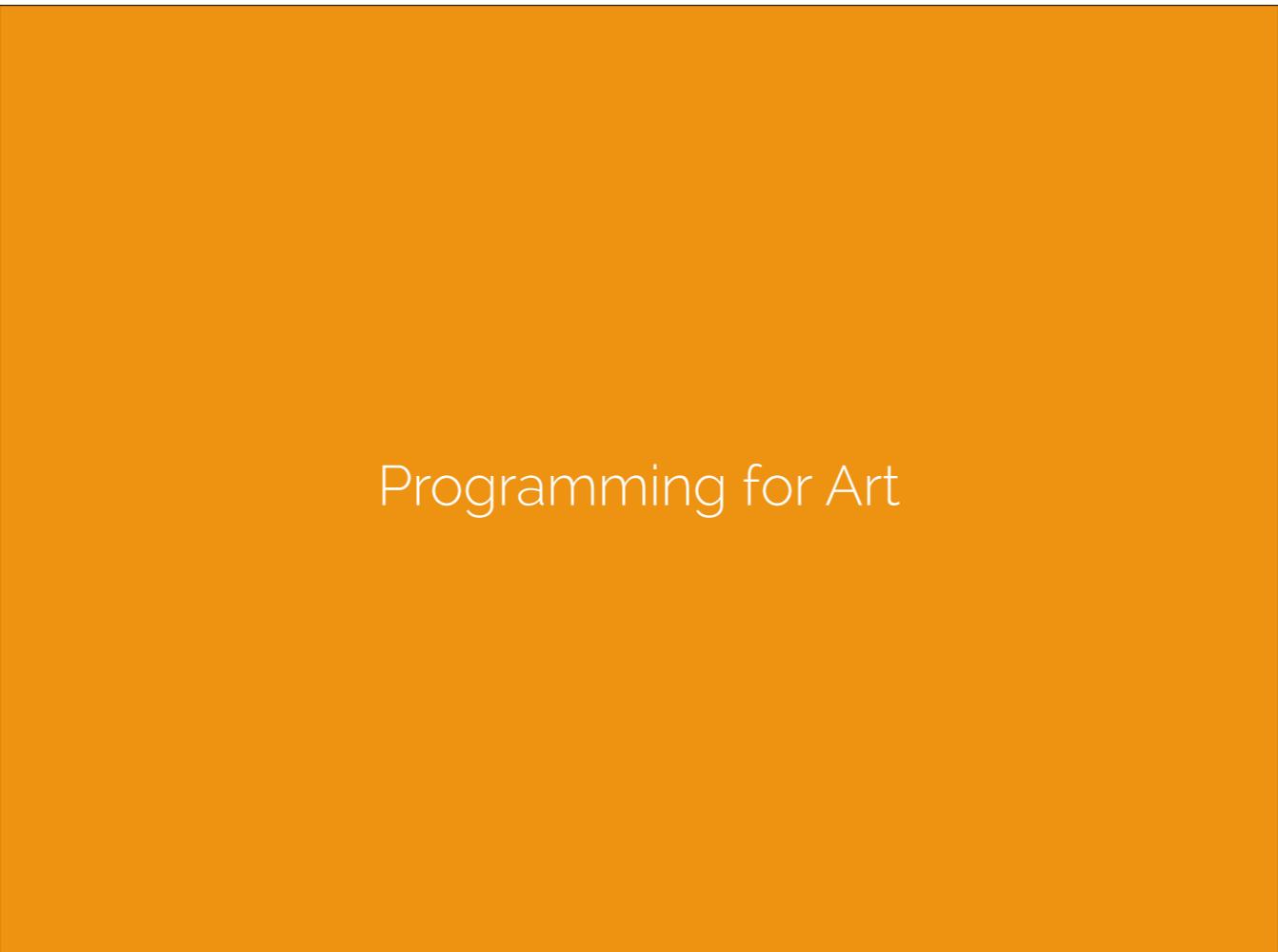
Numerical representation: new media objects exist as data

Modularity: the different elements of new media exist independently



Context

why are we creating new media, dynamic media?
art and design are two primary drivers



Programming for Art

so what is programming for art
dynamic media in the context of art

The screenshot shows a web page titled "animal advent ala ed emberley". At the top left are navigation icons for back, forward, and search. To the right is a small orange bird icon. The main text discusses Ed Emberley's Drawing Book of Animals and its influence on the project. It mentions an online advent calendar with 25 animal puppets, each constructed from simple shapes like letters and numbers. Below this is a small image of the book cover, which features a green dragon-like creature and the title "DRAWING BOOK OF ANIMALS". A link to buy it on Amazon is provided. The middle section contains several small square thumbnails showing different animal puppets and their construction steps. At the bottom are social media sharing buttons for Facebook, Pinterest, Twitter, LinkedIn, and Email.

I grew up with Ed Emberley's Drawing Book of Animals. It's a terrific book that shows kids and grownups how to construct animals step by step out of letters and simple shapes they already know how to draw. (Years later, I realized that the visual style I developed for my "virtual toys" employs the same core ideas, drawing things with rectangles, triangles, circles, and simple curves instead of pre-canned graphics. This book must have been a huge influence!)

This year, I have made an Online Advent Calendar with 25 "Animal Puppets". For every day in December up until Christmas, a new puppet is unlocked! Each shows off its construction from shapes and symbols and each is a little puppet you can operate with the mouse movement and button. (Just like that bird up there will "shake a tailfeather" if you pass the mouse over it.)

The animal puppets start simple but get complex, so come back every day for a new virtual toy! And if you would like to learn about how I made these and how you can make your own toys, check out the [Github project page](#). You can also see the [Director's Commentary](#) I made on my development blog.

If you'd like to learn how to draw these animals, and many more, buy the book! It's terrific for kids and grownups to lean on their own or together.

Happy Holidays!
Kirk <kirk@kirk.is>

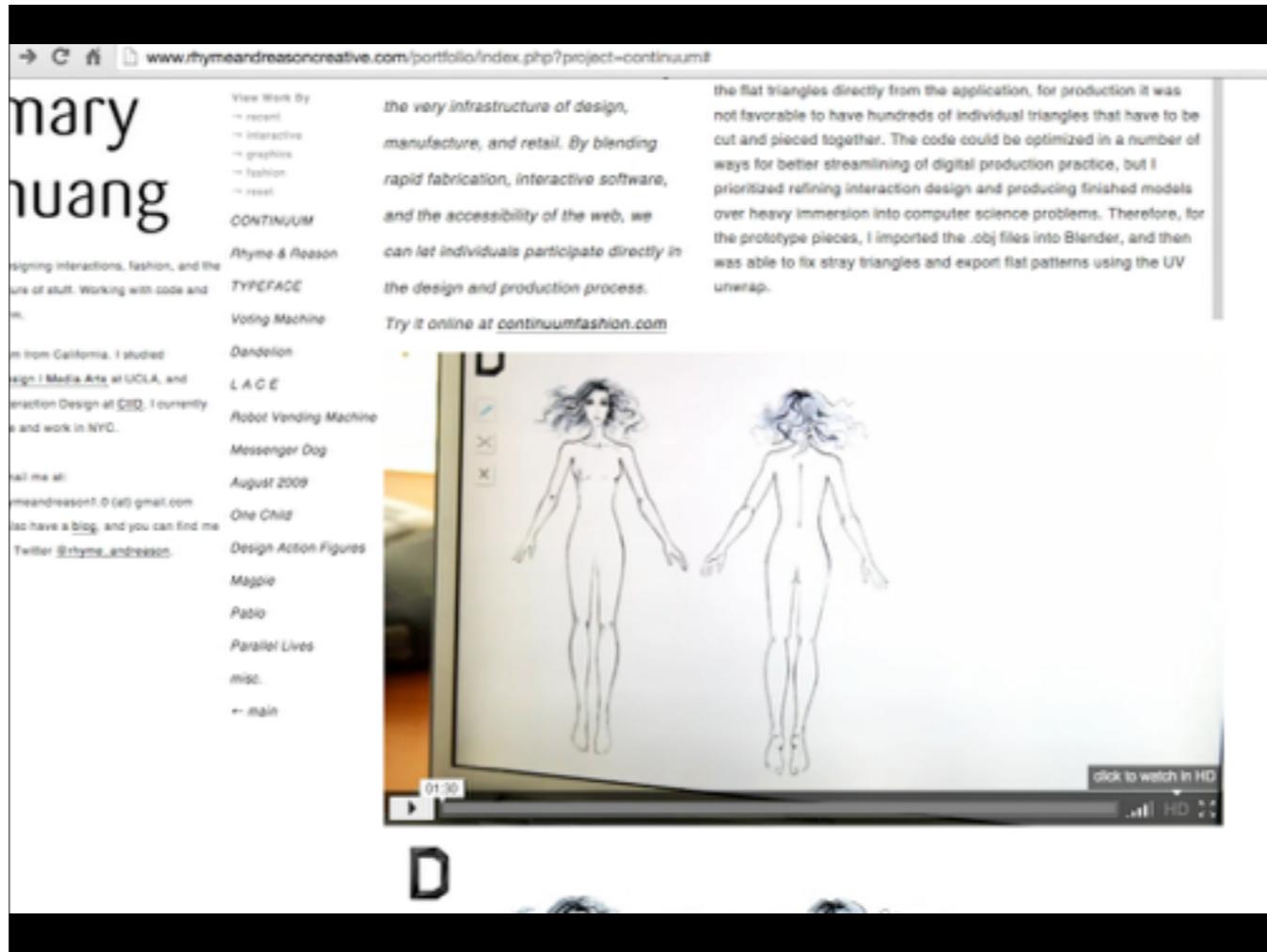
[Buy it On Amazon—
It's really good!](https://advent.kirk.is/)

[f](https://advent.kirk.is/) [p](https://advent.kirk.is/) [t](https://advent.kirk.is/) [in](https://advent.kirk.is/) [e](mailto:kirk@kirk.is)

Kirk Israel - <http://advent.kirk.is/>

An interactive Animal Advent calendar created by Kirk Israel coded in Processing.js

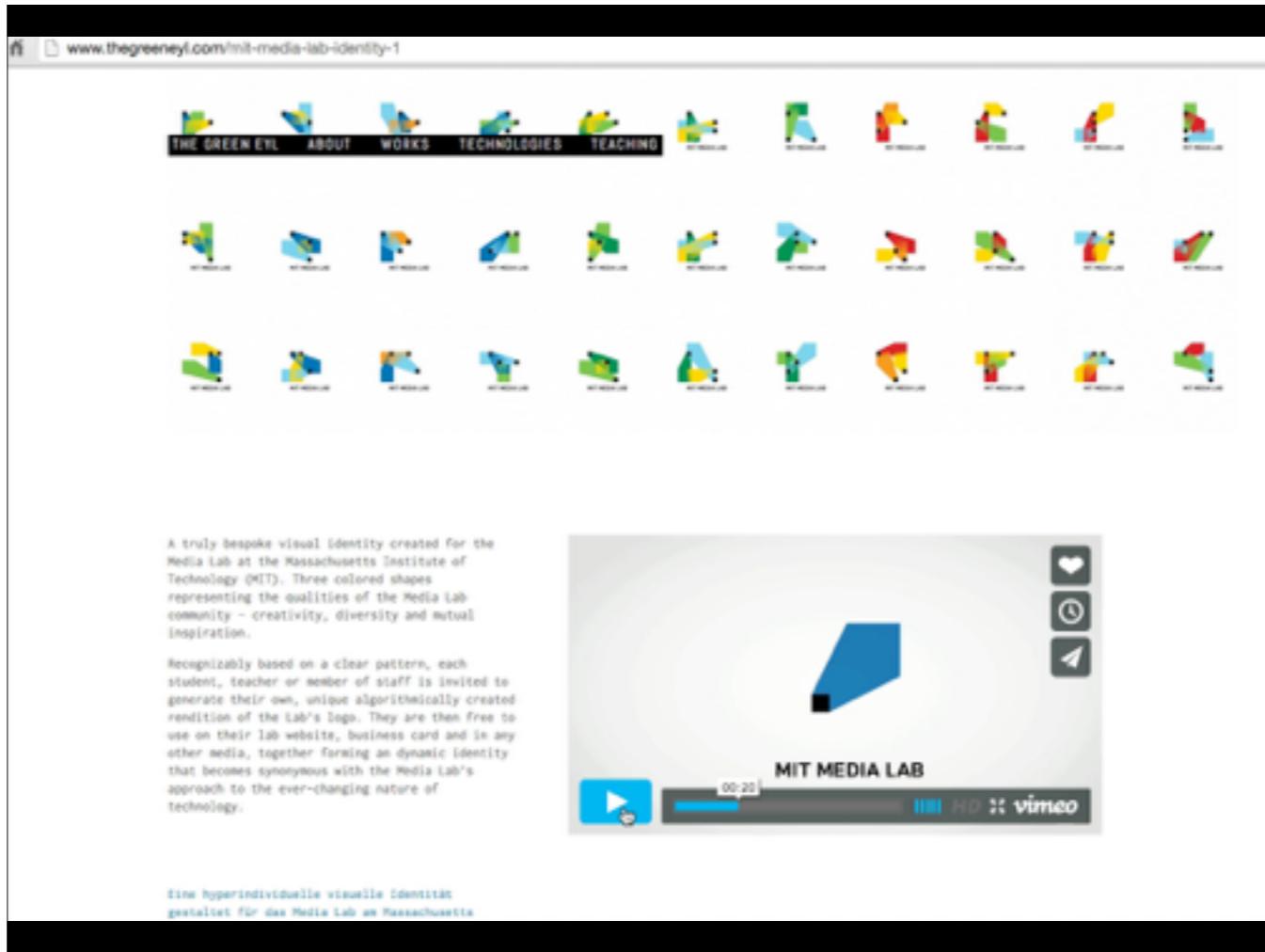
<http://advent.kirk.is/>



Interactive and algorithmic assisted dress generation by Mary Huang, written in Processing.

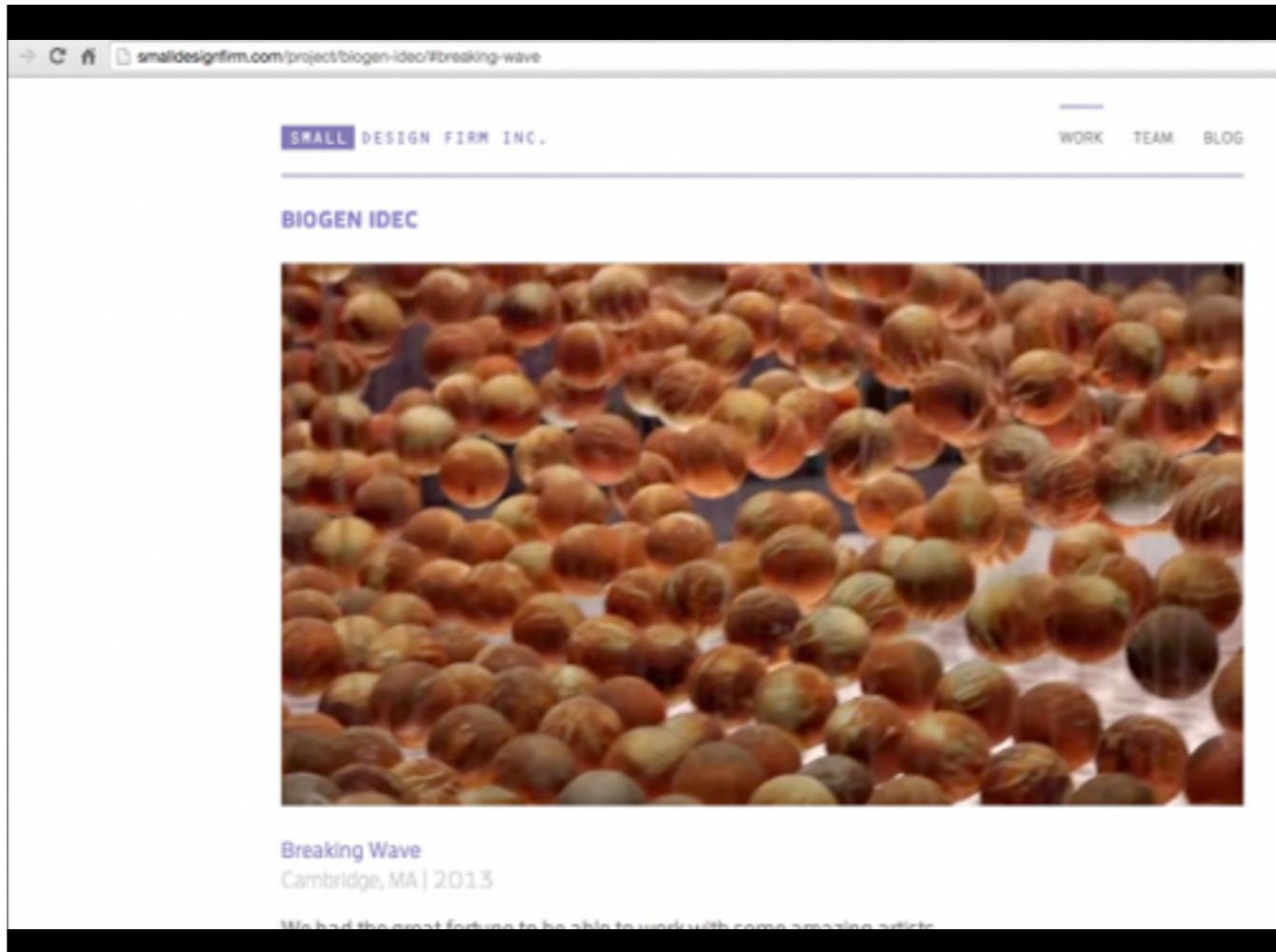
The software application was created in Processing. The generated dress models can be exported as .obj files. While you could export the flat triangles directly from the application, for production it was not favorable to have hundreds of individual triangles that have to be cut and pieced together. The code could be optimized in a number of ways for better streamlining of digital production practice, but I prioritized refining interaction design and producing finished models over heavy immersion into computer science problems. Therefore, for the prototype pieces, I imported the .obj files into Blender, and then was able to fix stray triangles and export flat patterns using the UV unwrap.

<http://www.rhymeandreasoncreative.com/portfolio/index.php?project=continuum#>



MIT media lab branding by TheGreenEyl and E Roon Kang made in Processing.

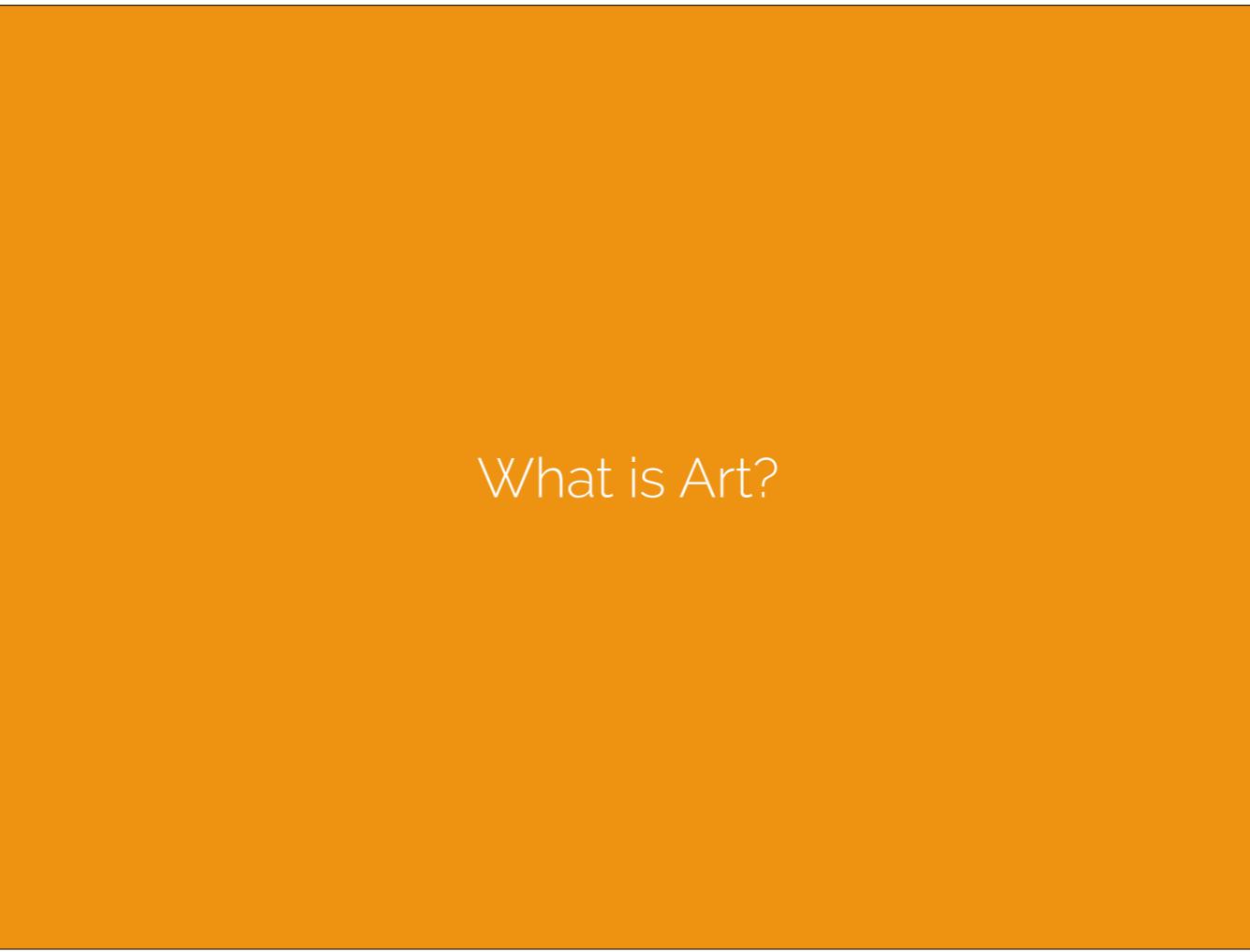
The new visual identity of the MIT Media Lab inspired by the community it comprises: Highly creative people from all kinds of backgrounds come together, inspire each other and collaboratively develop a vision of the future.



Small Design Firm, Plebian Design and Hypersonic Engineering for the Biogen IDEC headquarters lobby

<http://www.hypersonic.cc/projects/breakingwave>

<http://smalldesignfirm.com/project/biogen-idec/#breaking-wave>



What is Art?

The screenshot shows the Apple Dictionary application window. The title bar reads "Dictionary (248 found)". The search bar contains the word "art". Below the search bar, there are tabs for "All", "English", "English Thesaurus", "Simplified Chinese", "Simplified Chinese - English", "Apple", and "Wikipedia". The main content area shows the word "art" highlighted in a grey box. To the left of the main content area is a sidebar with a list of related words: Art Blakey, art car, Art Carney, art cars, art deco, art film, art films, art for art's sake, art form, art forms, art galleries, and art gallery.

art ¹ | ärt |

noun

1 the expression or application of human creative skill and imagination, typically in a visual form such as painting or sculpture, producing works to be appreciated primarily for their beauty or emotional power: *the art of the Renaissance* | *great art is concerned with moral imperfections* | *she studied art in Paris*.
• works produced by human creative skill and imagination: *his collection of modern art* | *an exhibition of Mexican art* | [as modifier] : *an art critic*.
• creative activity resulting in the production of paintings, drawings, or sculpture: *she's good at art*.

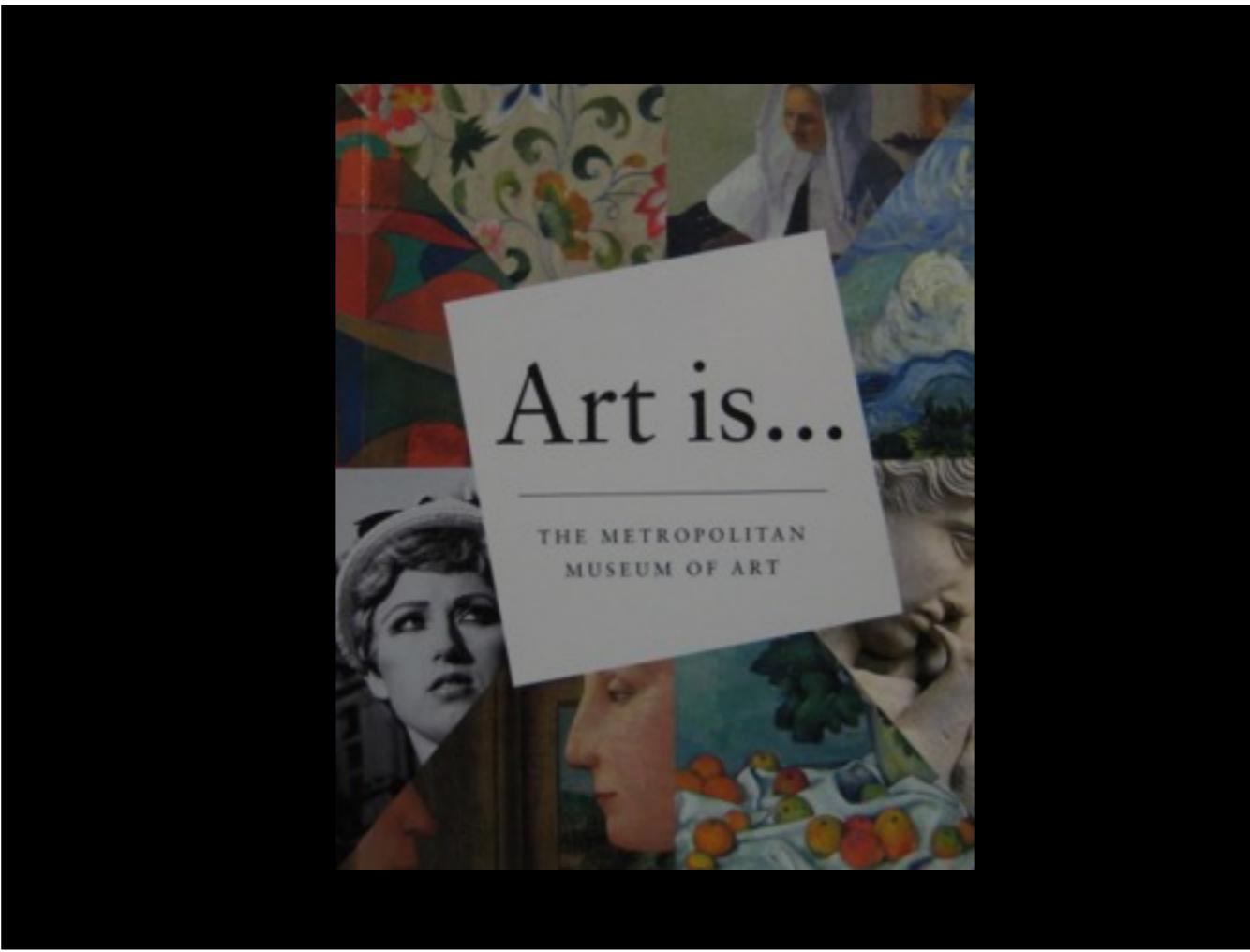
2 (**the arts**) the various branches of creative activity, such as painting, music, literature, and dance: *the visual arts* | [in sing.] : *the art of photography*.

3 (**arts**) subjects of study primarily concerned with the processes and products of human creativity and social life, such as languages, literature, and history (as contrasted with scientific or technical subjects): *the belief that the arts and sciences were incompatible* | *the Faculty of Arts*.

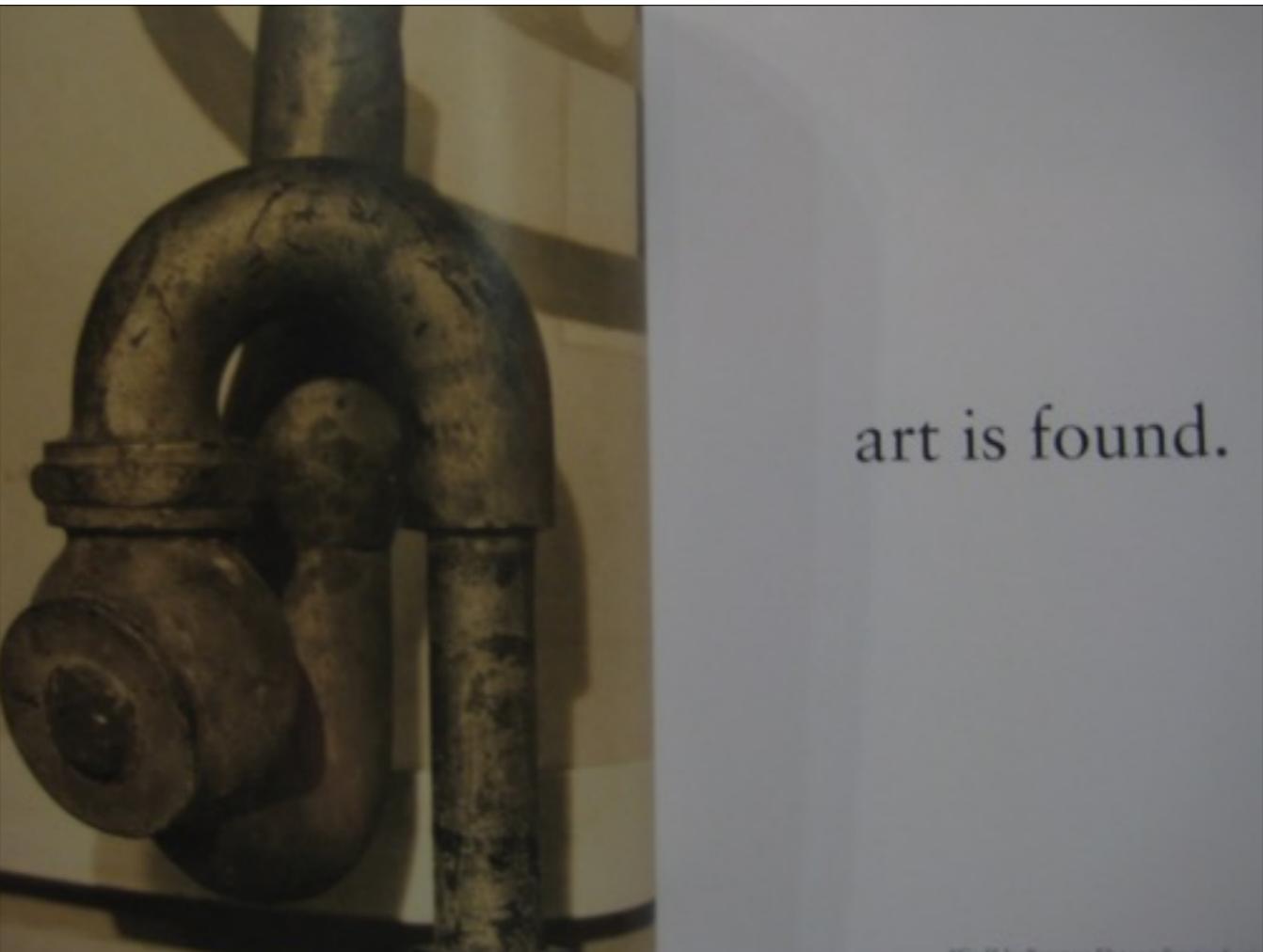
4 a skill at doing a specified thing, typically one acquired through practice: *the art of conversation*.

Art - from Apple Dictionary

the expression or application of human creative skill and imagination, typically in a visual form such as painting or sculpture, producing works to be appreciated primarily for their beauty or emotional power



I have a book called Art is... from the Met



art is found.

art is found

Art is simple,

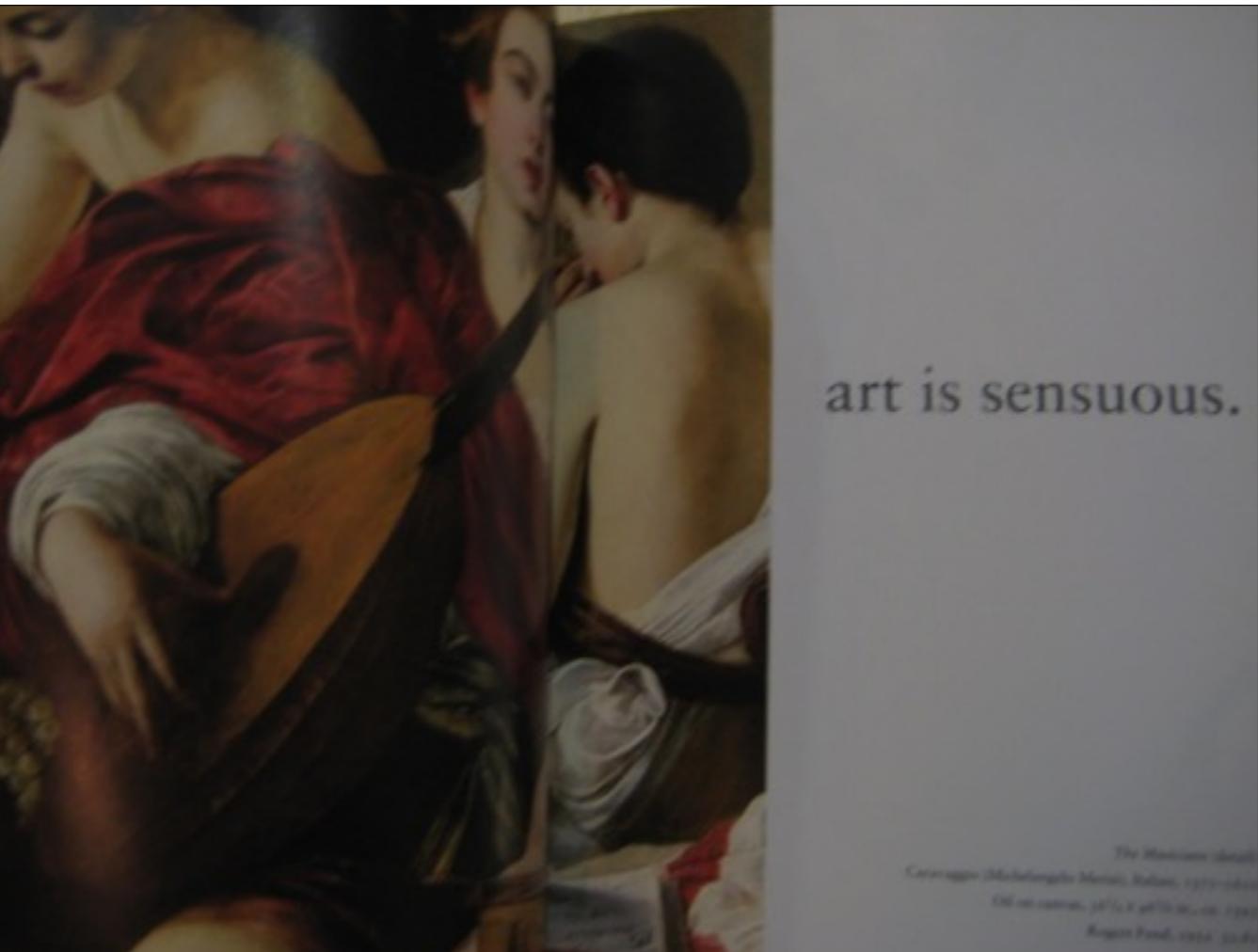


Art is simple

Art is symmetry,



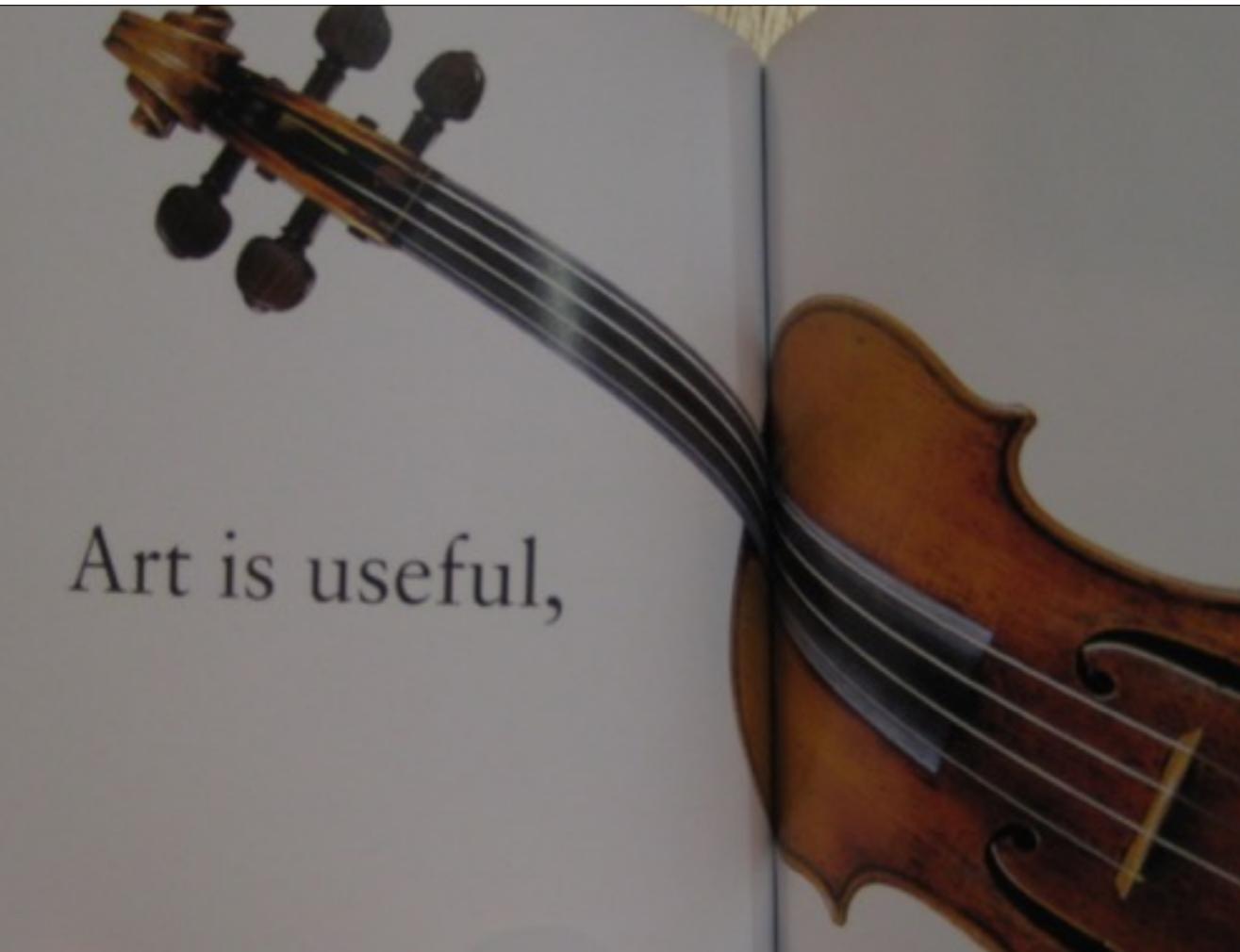
Art is symmetry



art is sensuous.

The Musicians (detail)
Caravaggio (Michelangelo Merisi), Italian, c.1571-1610
Oil on canvas, 30 1/2 x 40 1/2 in., ca. 1595
Rogers Fund, 1912, 32.82

Art is sensuous



Art is useful,

Art is useful

art is expressive.

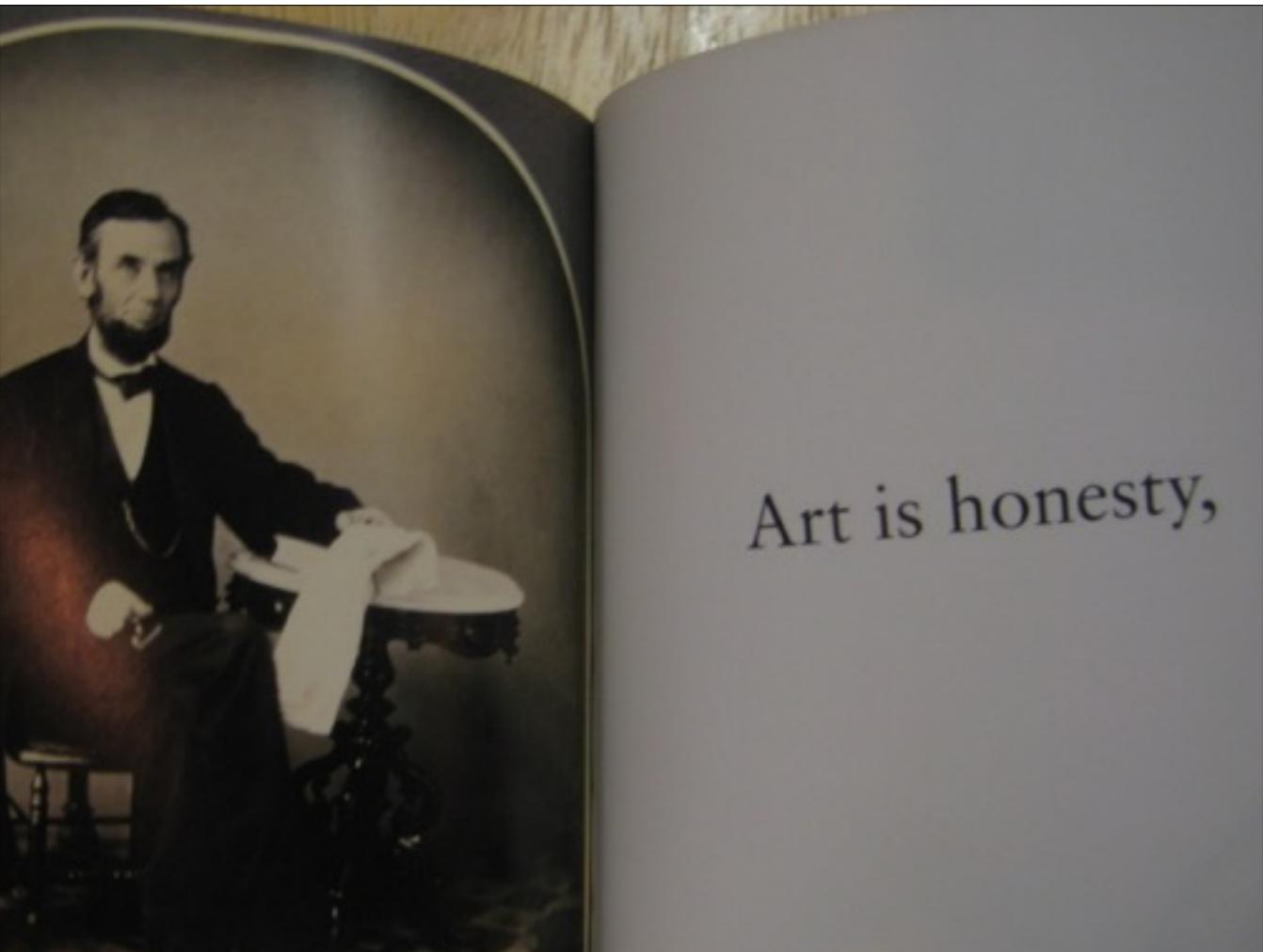


Art is expressive

Art is self,

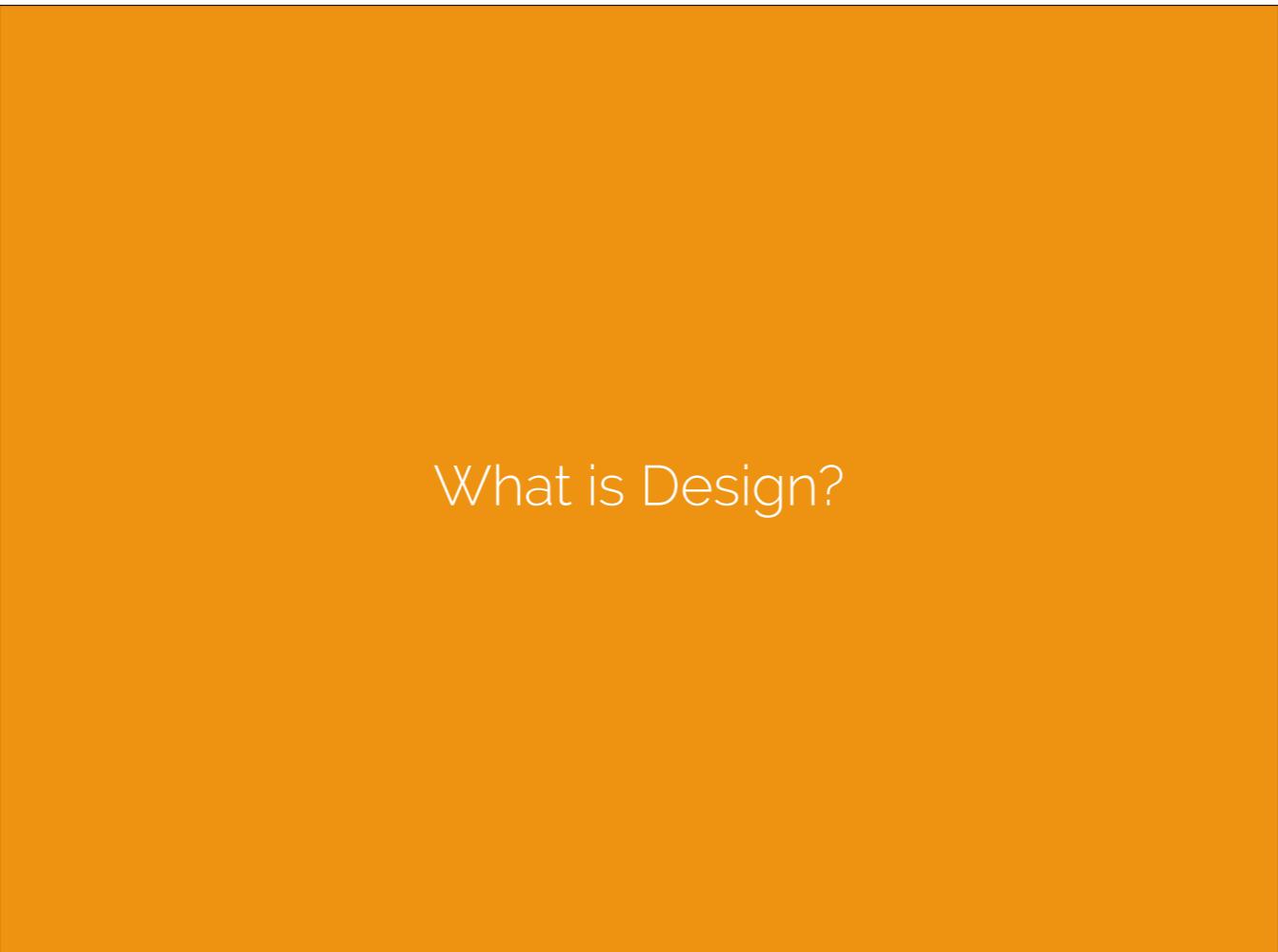


Art is self



Art is honesty,

Art is honesty



What is Design?

and what is Design?

All English English Thesaurus Simplified Chinese Simplified Chinese - English Apple Wikipedia

design | *da'zīn* |

noun

1 a plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is built or made: *he has just unveiled his design for the new museum.*

- the art or action of conceiving of and producing a plan or drawing: *good design can help the reader understand complicated information* | *the cloister is of late-twelfth-century design.*
- an arrangement of lines or shapes created to form a pattern or decoration: *pottery with a lovely blue and white design.*

2 purpose, planning, or intention that exists or is thought to exist behind an action, fact, or material object: *the appearance of design in the universe.*

verb [with obj.]

decide upon the look and functioning of (a building, garment, or other object), typically by making a detailed drawing of it: *a number of architectural students were designing a factory* | [as transitive verb] *Design a new logo for our company.*

A screenshot of a Mac OS X application window, likely the dictionary or thesaurus. The title bar shows the application name and menu items. The search bar at the top right contains the word 'design'. The main content area displays the definition of 'design' as a noun and a verb. The noun definition includes two numbered points with examples. The verb definition includes one example. A sidebar on the left lists related words: designate, designated, designate..., designate..., designate..., designate..., designate..., designation, and designations. The word 'design' is highlighted in the sidebar and in the main text. The overall interface is clean and typical of OS X's skeuomorphic design.

Design Language

Resources from Nance Davies



• Line with Harmony & Variety
Julie Mehretu



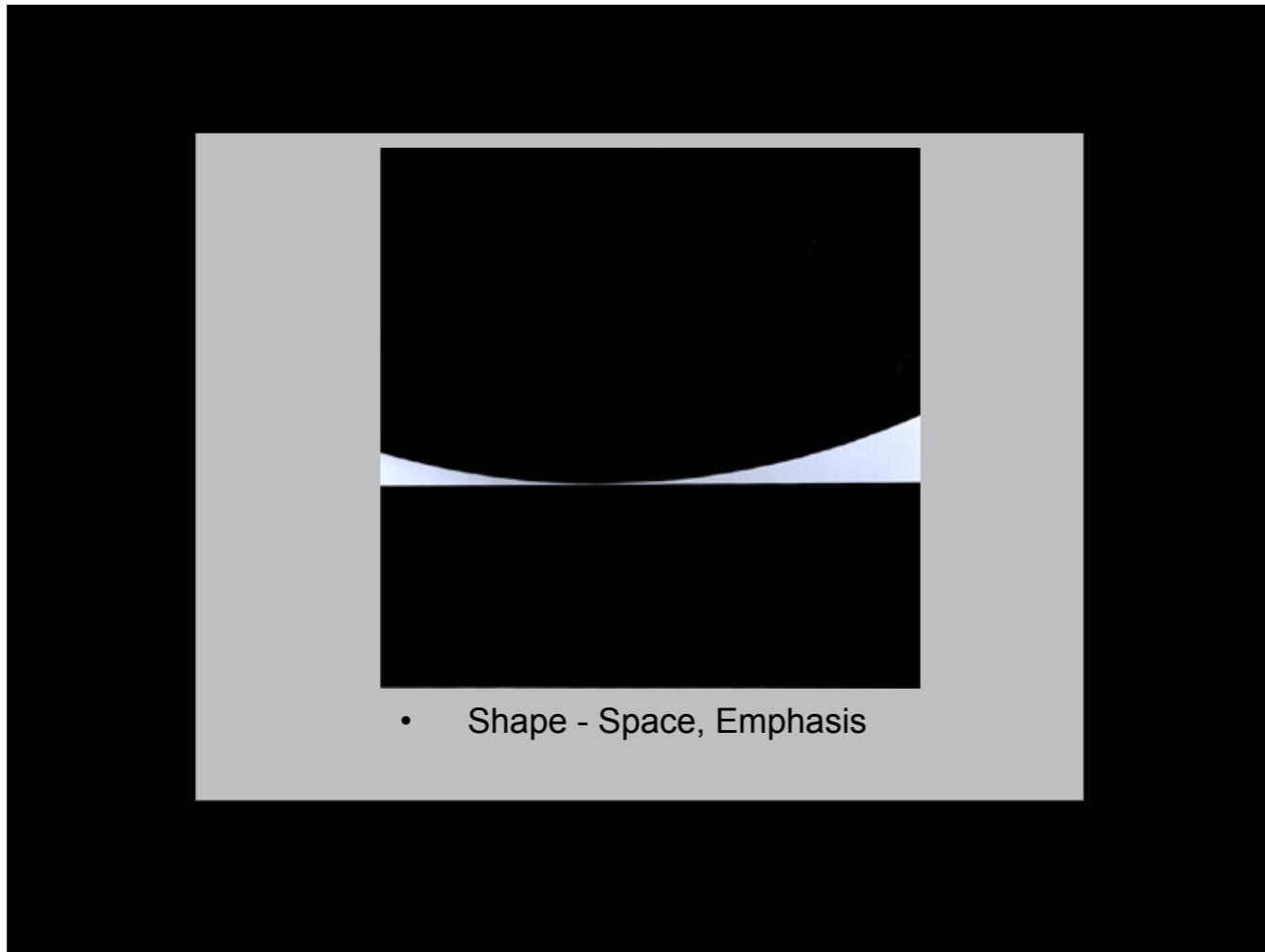
- Line with Balance (Approximate Symmetrical)

Aberlardo Morell



- Line & Shape with Proportion

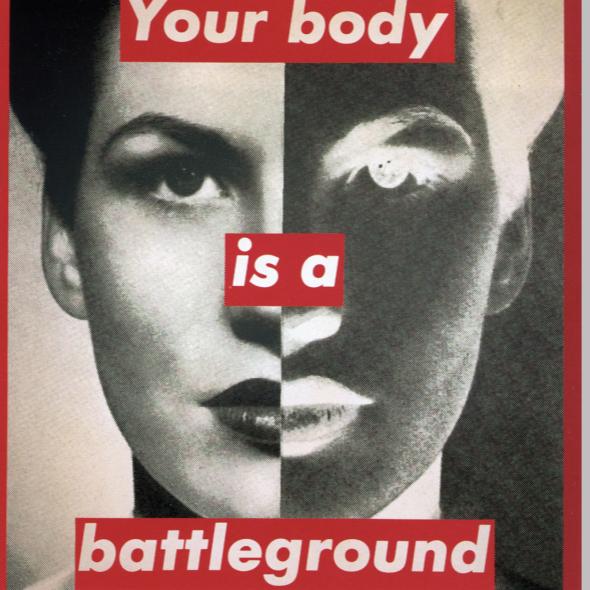
Sergio Prego



- Shape - Space, Emphasis



Adbusters Image 'Corporate American Flag' [Emphasis, H & V]



Your body

is a

battleground

- Shape w Dominance, Contrast

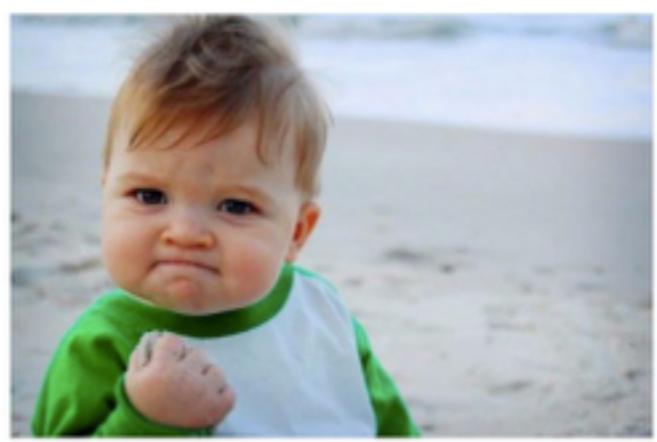
Store Mac iPhone Watch iPad iPod iTunes Support C

WATCH

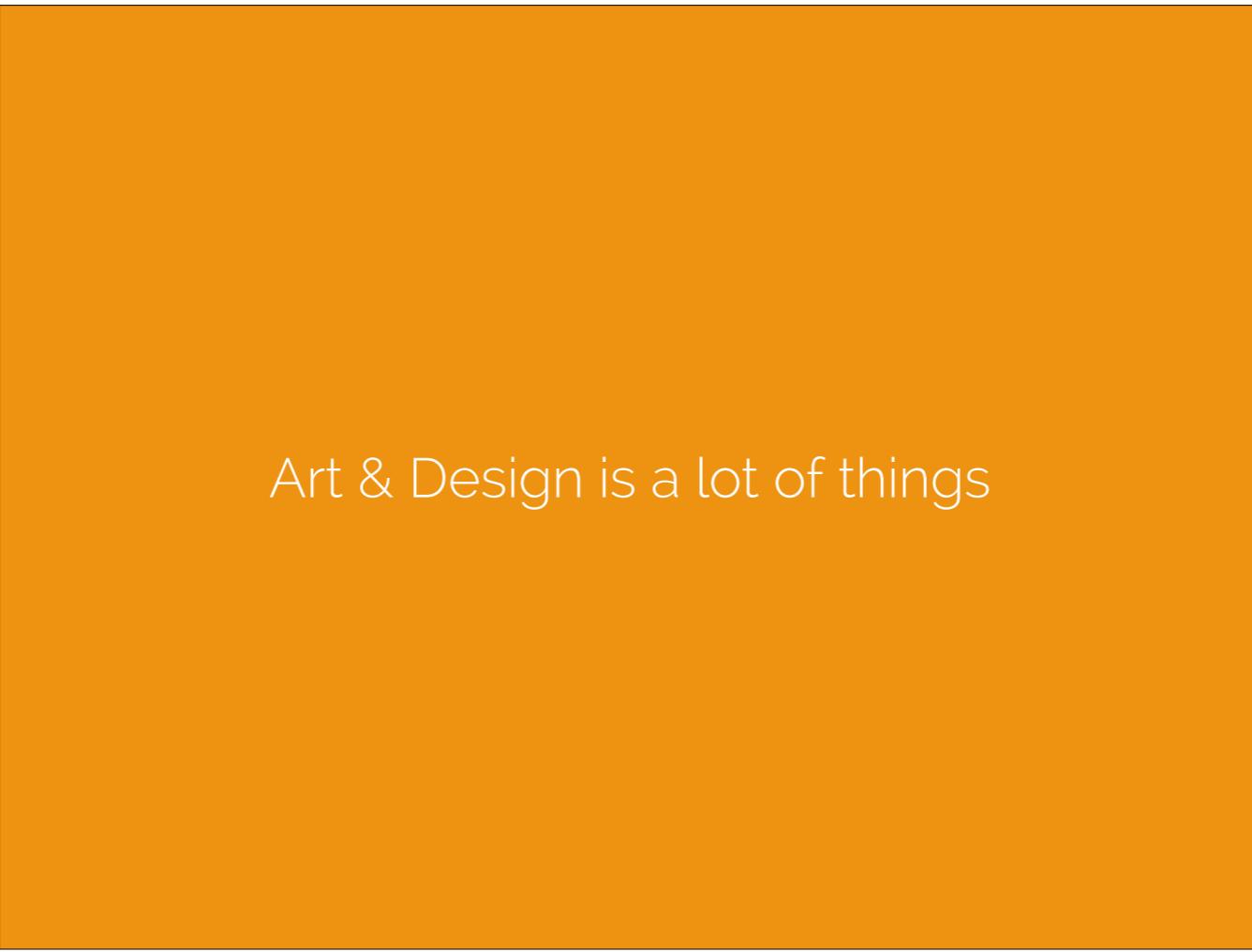
The Watch is here.



with iPad. ➔ Shot on iPhone 6 Watch the films > Watch the TV ads ⓘ Join us ⓘ



It's precisely this awesome.



Art & Design is a lot of things

So art & design are a lot of things.

and those are just two broad topics that our work will fit into.

Programming

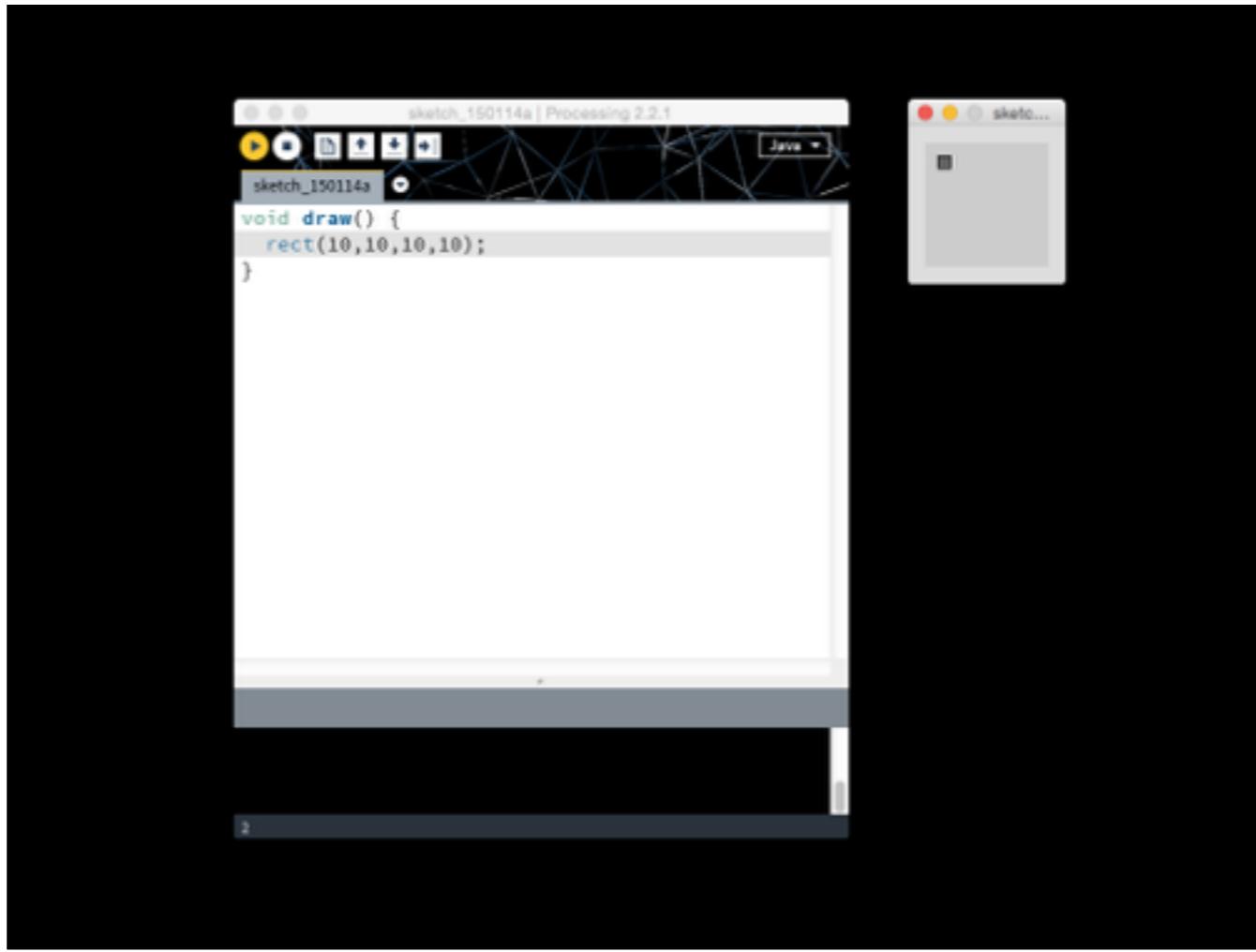
So, why programming?

Programming is the framework for us to explore the Elements of Media, the Elements of Dynamic Media.

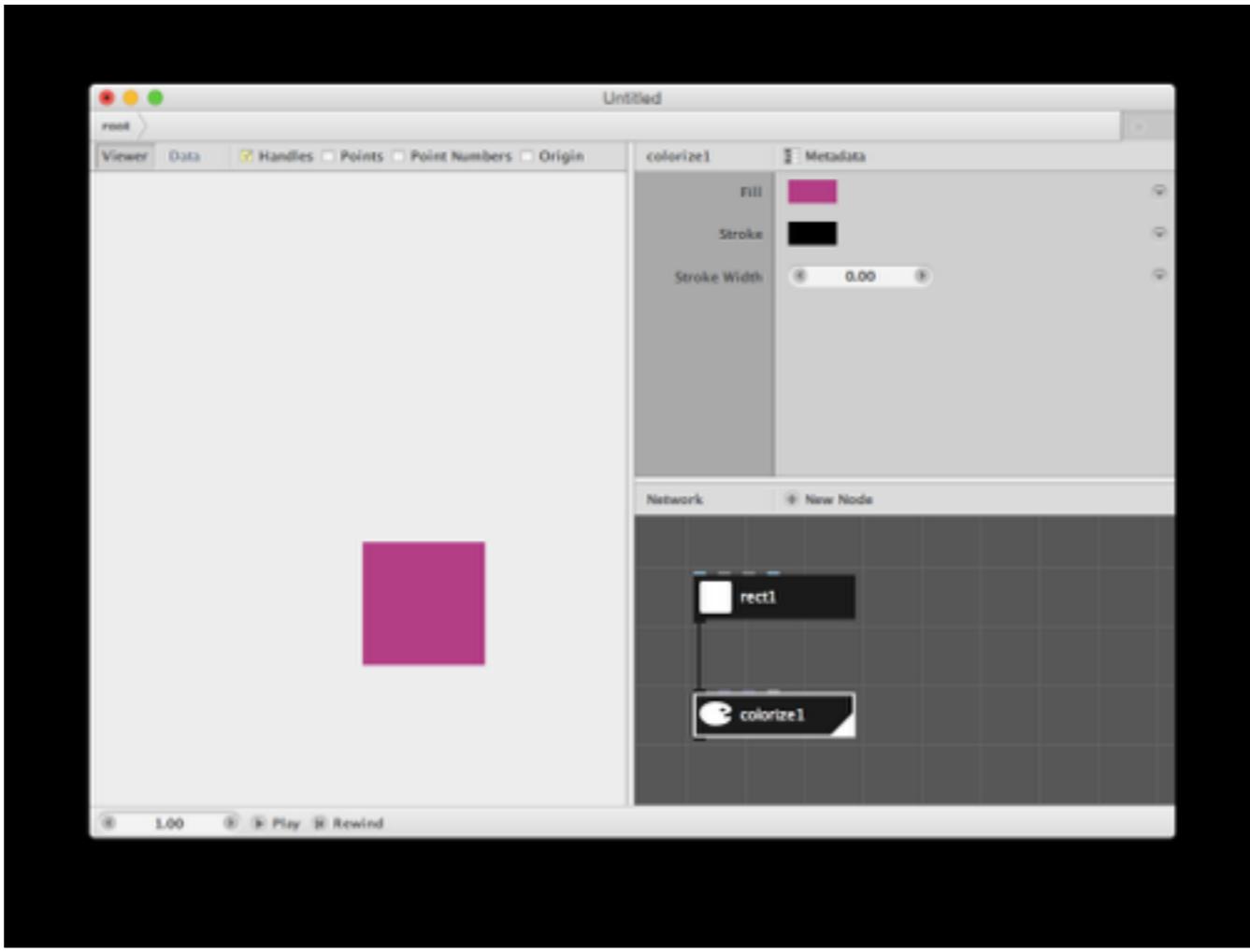
In this course you will learn to program, and that will inform your understanding of Dynamic Media.

Algorithm

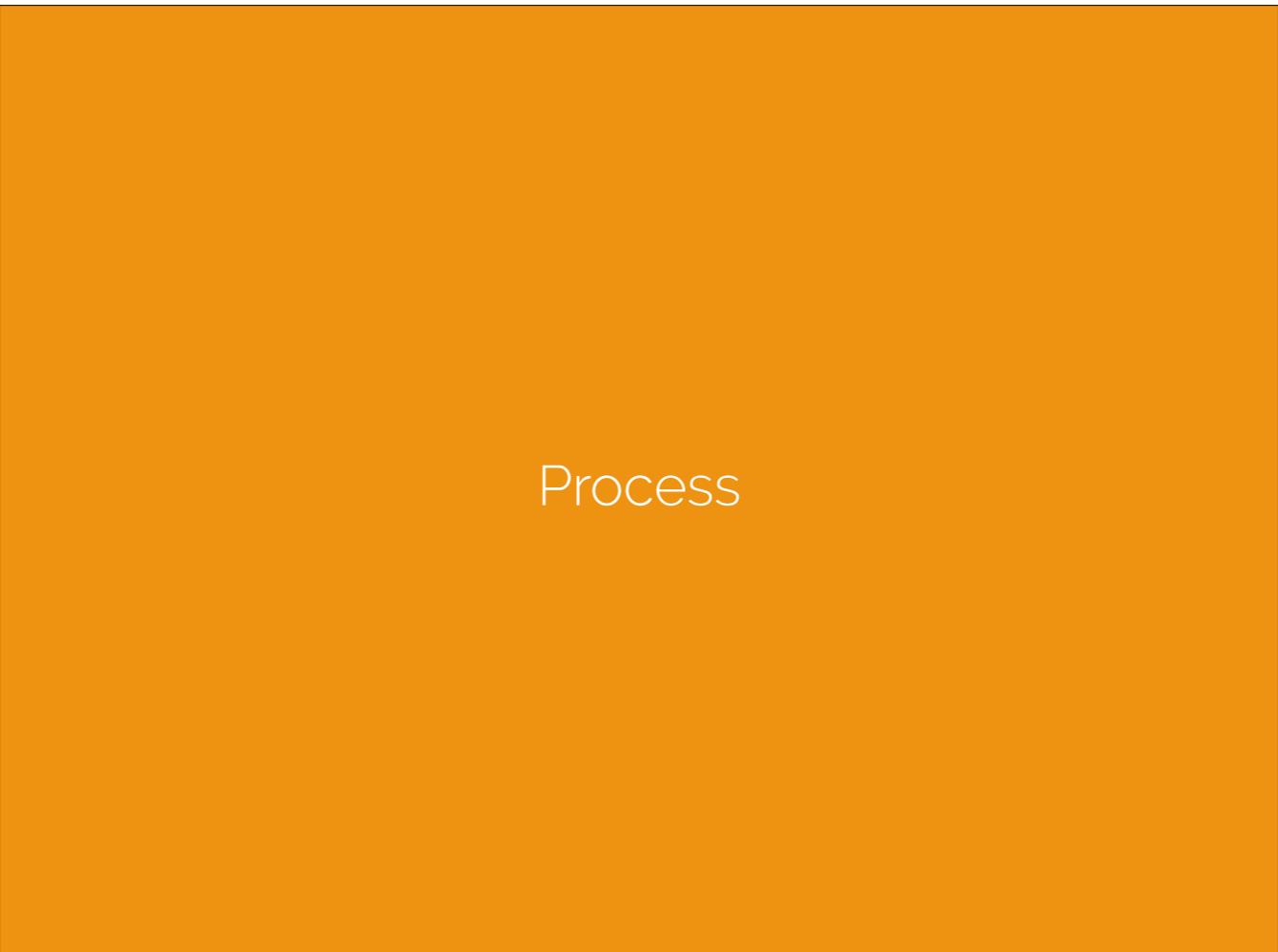
and one of the most important aspects of programming is the algorithms. which is like a recipe. telling a computer to do something step by step, lets see what that looks like



Using textual programming languages (like the language called Processing shown here)



Or using a visual programming language (like the language called Nodebox shown here)
to make things. to make art.



Process

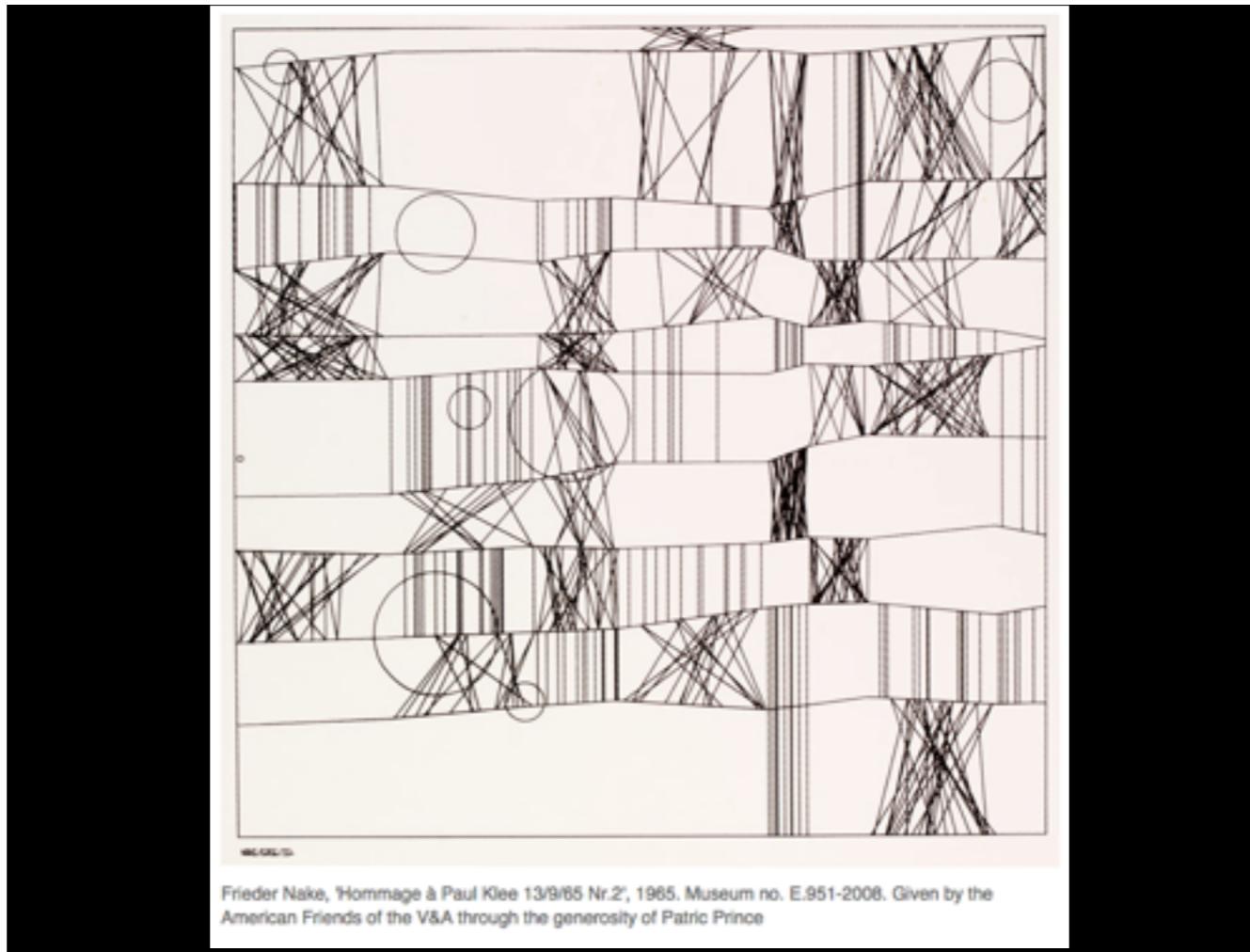
And we will explore process.

So first we need to start with tools



So just as an artist working with paints has his tools. Paints, paintbrush, palette, canvas. So does an artist working in code need tools.

http://upload.wikimedia.org/wikipedia/commons/e/e9/Brush_and_watercolours.jpg



Frieder Nake, 'Hommage à Paul Klee 13/9/65 Nr.2', 1965. Museum no. E.951-2008. Given by the American Friends of the V&A through the generosity of Patric Prince

So early programmed art was written in the same computer languages as software for business and science. Frieder Nake in 1965 wrote a program to send commands to a plotter, so here is one such output.

<http://dada.compart-bremen.de/item/artwork/414>

<http://www.vam.ac.uk/content/articles/a/computer-art-history/>

Symbolic instructions	Instructions in machine code	Storage addresses for the instructions
LS => (1001)	1001 0 67	(0600)
0000 => I 8	0000 8 91	(0601)
(1001) => A	1001 0 41	(0602)
→ (1002/8) + A	1002 8 45	(0603)
I 8 + 0001	0001 8 93	(0604)
I 8 ? 0049	0049 8 98	(0605)
-- S, ≠	0603 0 14	(0606)
A => (0610)	0610 0 42	(0607)
(0610) => LS	0610 0 69	(0608)
Stop !	7900 0 00	(0609)
	0000 0 00	(0610)
	9999 9 99	(0611)
	9999 9 99	(0612)

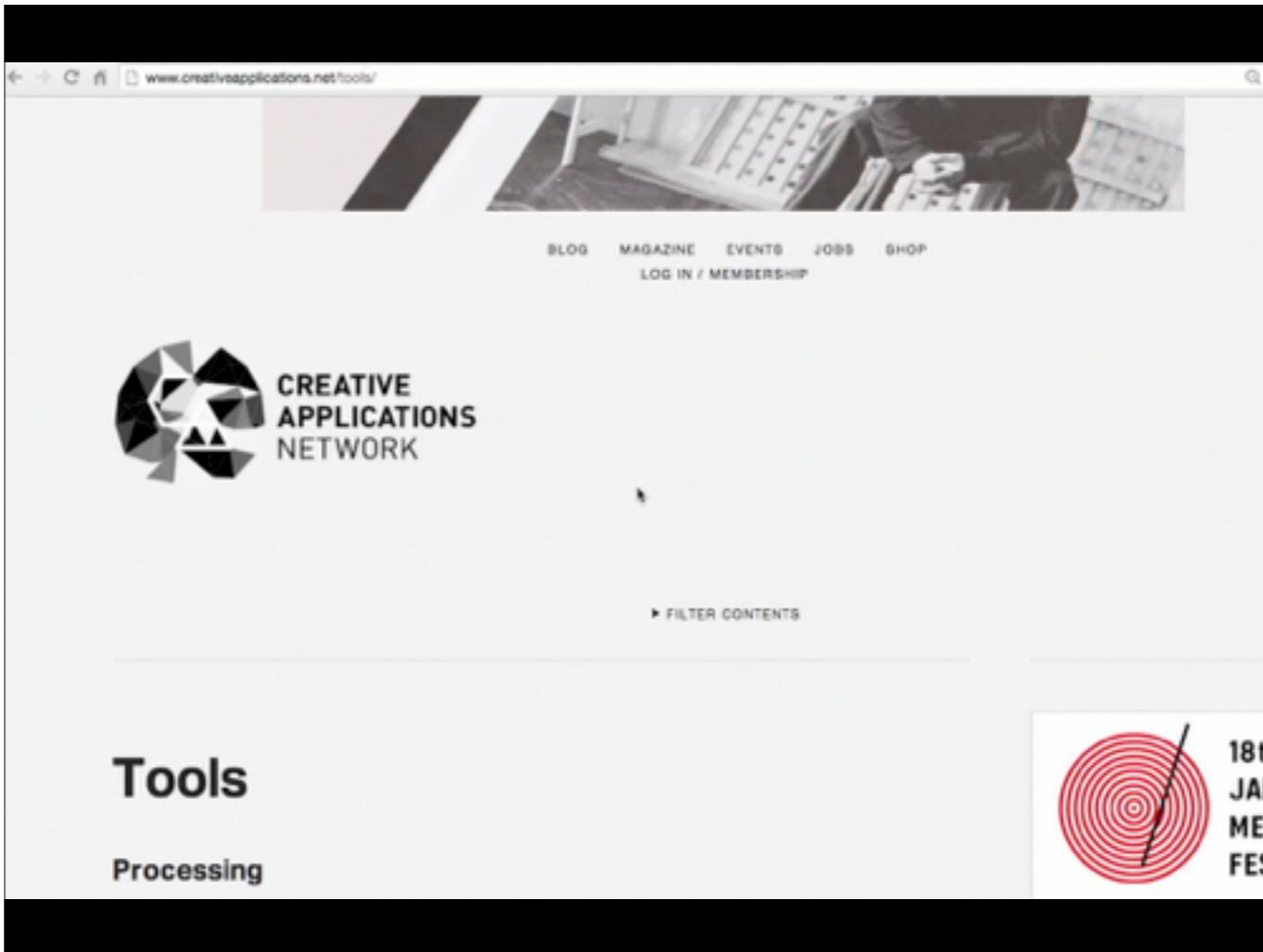
So Naké wrote his program on the ER56 and his program would have looked something like this in 1965.

But for artists today we have a much easier time than digital artists did 50 years ago. Not only have program languages become easier to use, but we have languages designed especially for artists and their needs.

We state it first in symbolic language and then in the code Script of the "ER 56." In the third column we note the addresses in which we want to store each program instruction. We start by selecting an address at random; it turns out to be address (0600). We could take any other address; our computer has plenty of them.



Software for Creative Coding



[createapplications.net](http://www.creativeapplications.net/tools/) has a short list of programming tools created especially for creative pursuits.

So here we have:

Processing, Openframeworks, Cinder, vvvv (v4), MaxMSP, Pure Data, SuperCollider, QuartzComposer, NodeBox, Polycode, Three.js, Processing.js, Paper.js, d3 and Raphael

<http://www.creativeapplications.net/tools/>

Software for Creative Programming

Processing / Processing.js / P5JS

Openframeworks

Scratch

d3 / raphael

vvvv (v4), MaxMSP, Pure Data, SuperCollider

Cinder, QuartzComposer

Paper.js

Polycode, Three.js

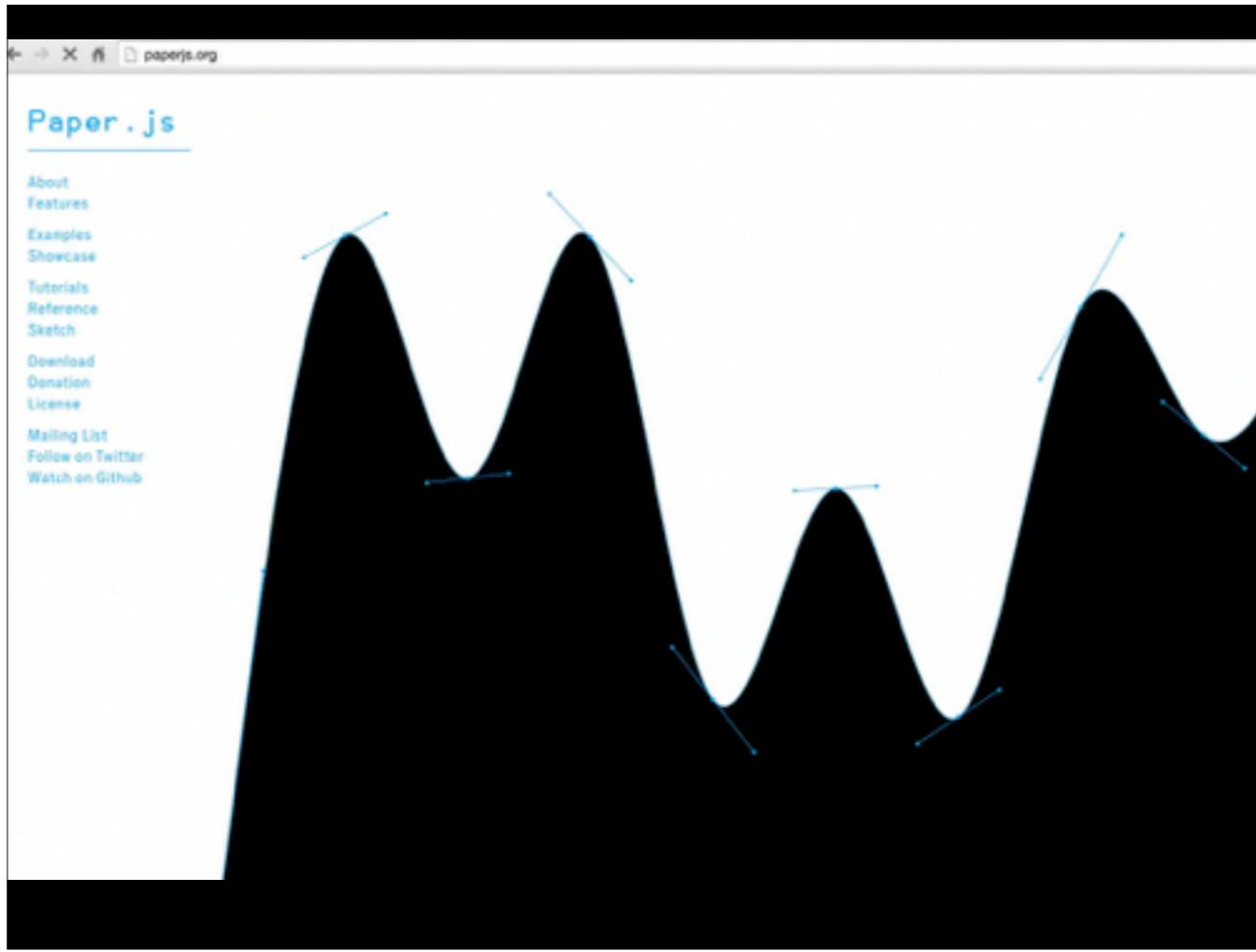
resources:

<http://hackingforartists.com/>

<http://www.creativeapplications.net/tools/>

So each of these were created to make creative programming easier. But that is a large field, as we saw Art is a lot of things. So each system here is created by a programmer who has specific needs and desires, and each system here makes some things easier to accomplish and other things harder.

So I think the best way to get an idea for what a system is good for is to read the about page and look at their gallery of examples.

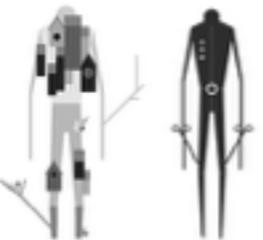


So here we have Paper.js

about: Paper.js is an open source vector graphics scripting framework that runs on top of the HTML5 Canvas. It offers a clean Scene Graph / Document Object Model and a lot of powerful functionality to create and work with vector graphics and bezier curves, all neatly wrapped up in a well designed, consistent and clean programming interface.

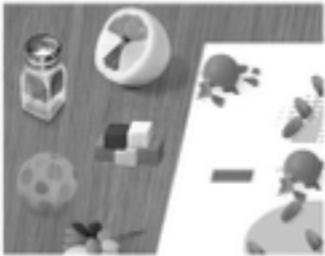
So lets look at the gallery

[About](#)
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[Examples](#)
[Showcase](#)
[Tutorials](#)
[Reference](#)
[Sketch](#)
[Download](#)
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[Follow on Twitter](#)
[Watch on Github](#)



Les métamorphoses de Mr. Kalia

This Google DevArt winner combines Paper.js with body tracking in wonderful ways.



NY Times: You Made That

The New York Times turned to Paper.js for this fun abstract art tool.



Foursquare's Timemachine

Four Square uses Paper.js to allow their users to visually relive their check-in history.



Google Chrome Racer

Google Creative Lab - The Paper.js team



Turbulence

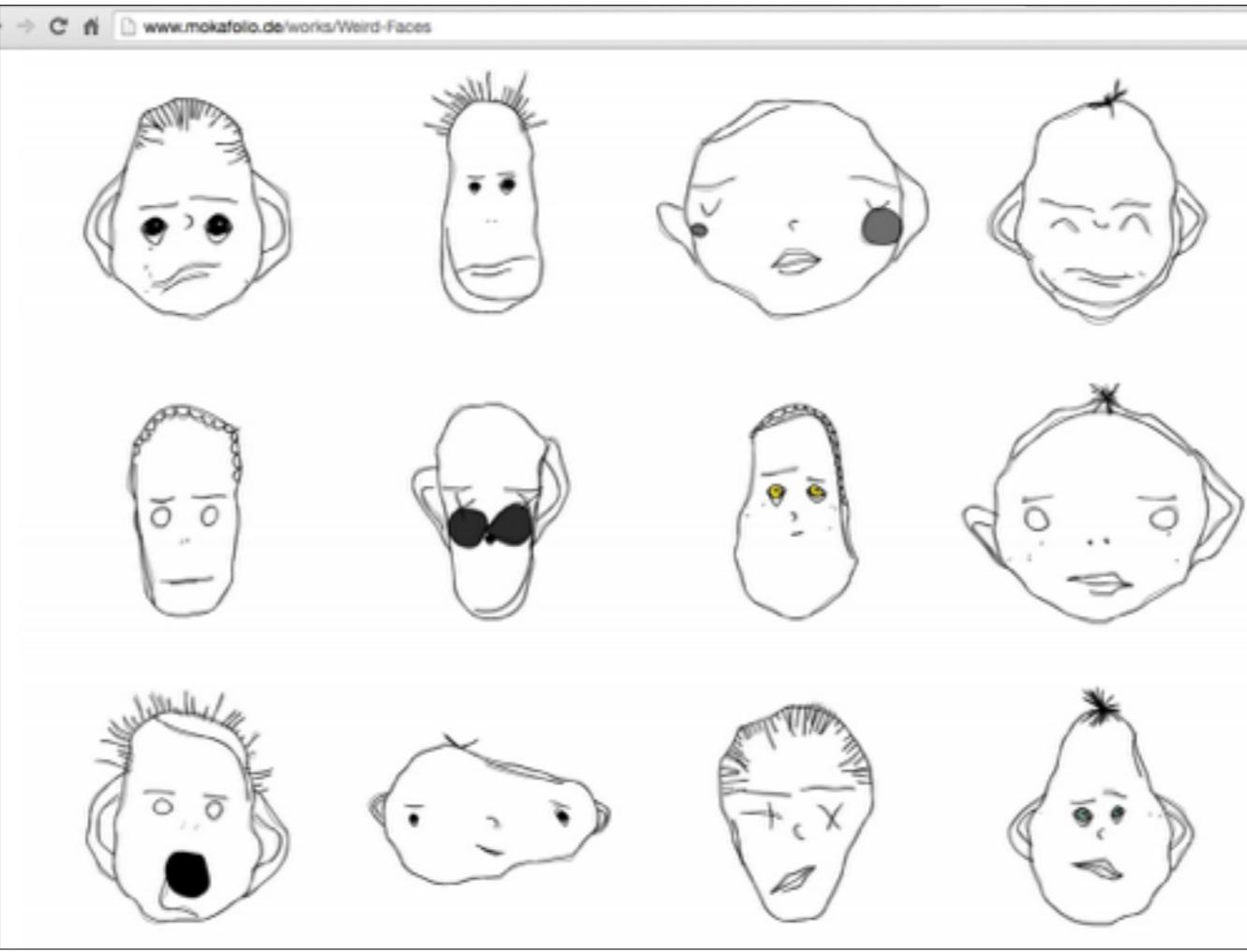
Google Creative Lab - The Paper.js team



Kolber

Google Creative Lab - The Paper.js team

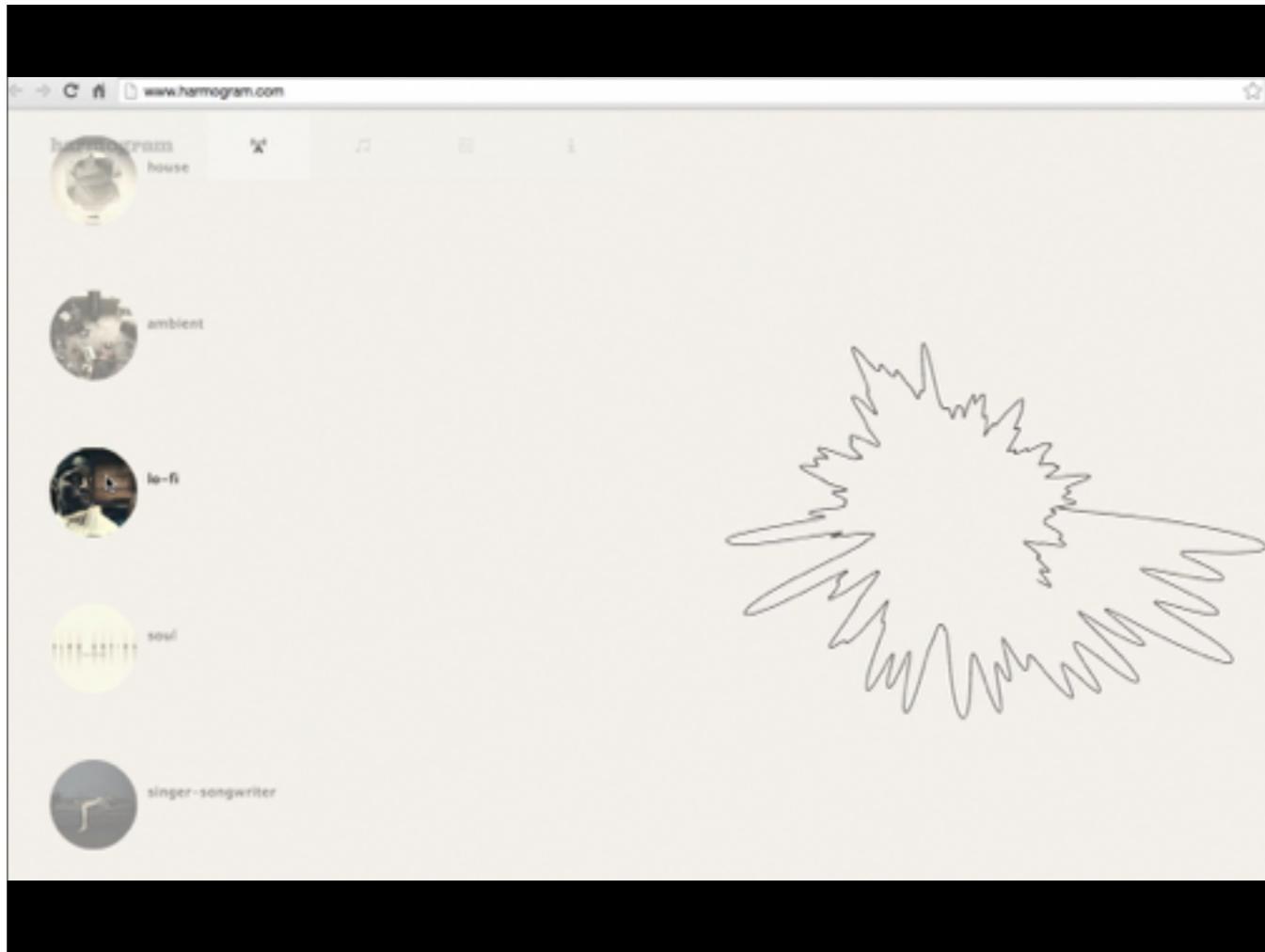
2013
Designij
website
2009



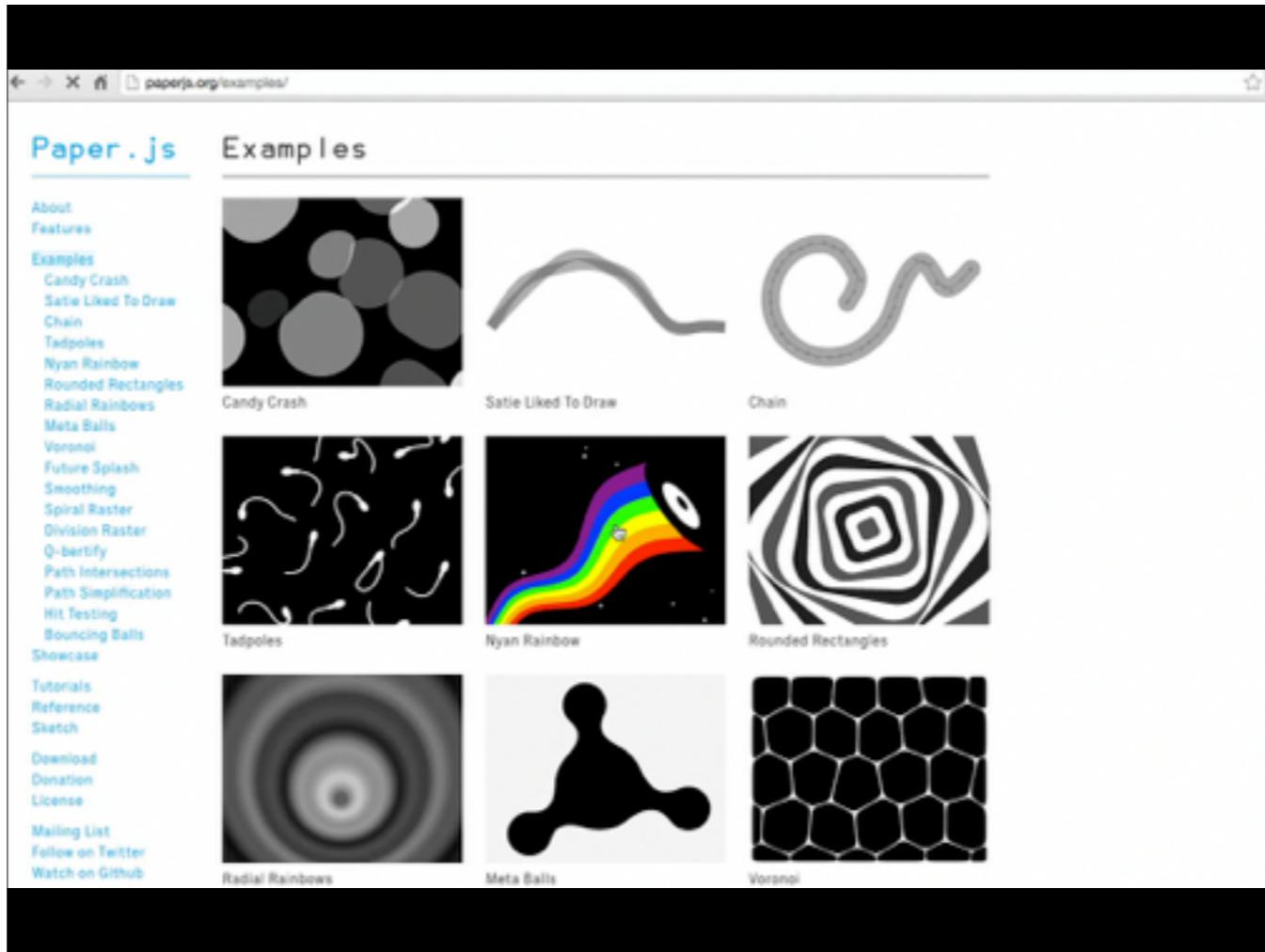
Weird faces by Matthias Dorfelt created in paper.js

<http://www.creativeapplications.net/javascript-2/weird-faces-study-by-matthias-dorfelt-using-paperjs/>

<http://www.mokafolio.de/#!project=21>



<http://www.harmogram.com/> made in paper.js



Nyan rainbow

<http://paperjs.org/examples/nyan-rainbow/>

inspired by http://en.wikipedia.org/wiki/Nyan_Cat I suppose.

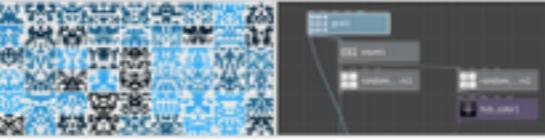
C ⓘ https://www.nodebox.net

Gallery Download Documentation Forum Blog

Clever tools for curious creatives.

The NodeBox family of tools gives you the leverage to create generative design the way you want.

Using our open-source tools we enable designers to automate boring production challenges, visualize large sets of data and access the raw power of the computer without thinking in ones and zeroes. Our tools integrate with traditional design applications and run on many platforms.



NodeBox 3
ACQUIRE, TRANSFORM, VISUALIZE
Cross-platform, node-based GUI for efficient data visualizations and generative design.
[Read More](#)



NodeBox 1
CODE, ITERATE, PRINT
Mac app for creating 2D visuals using Python programming code.
[Read More](#)



NodeBox OpenGL
CODE, ANIMATE
Fast cross platform graphics library.
[Read More](#)

Gallery



Illustration of a character



NodeBox 3 Helsinki Workshop

Blog



SINT LUCAS ANTWERPEN
Train the Trainer



Train the Trainer session

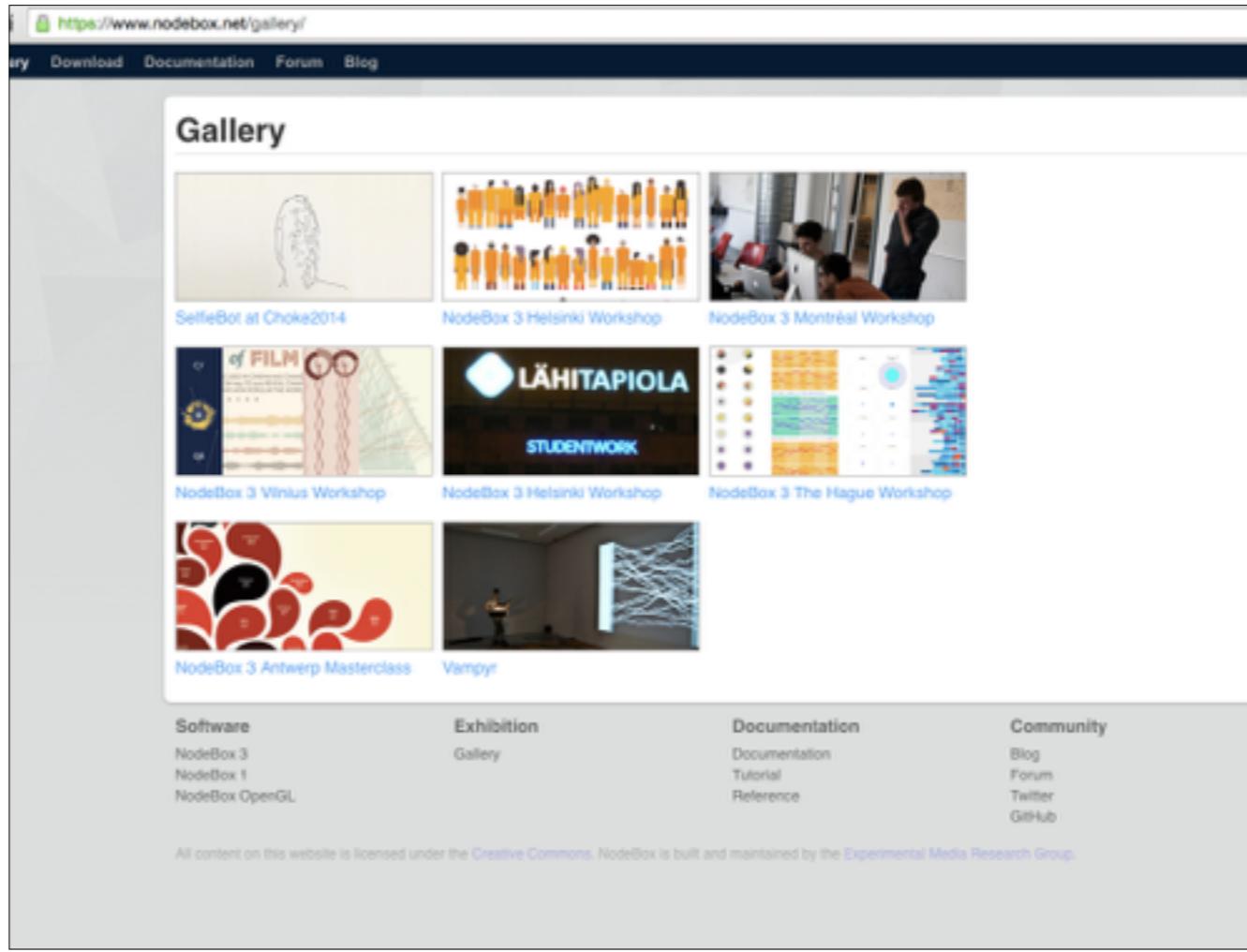
How to make a kaleidoscope in

OK. Here is another. This one is called Nodebox.

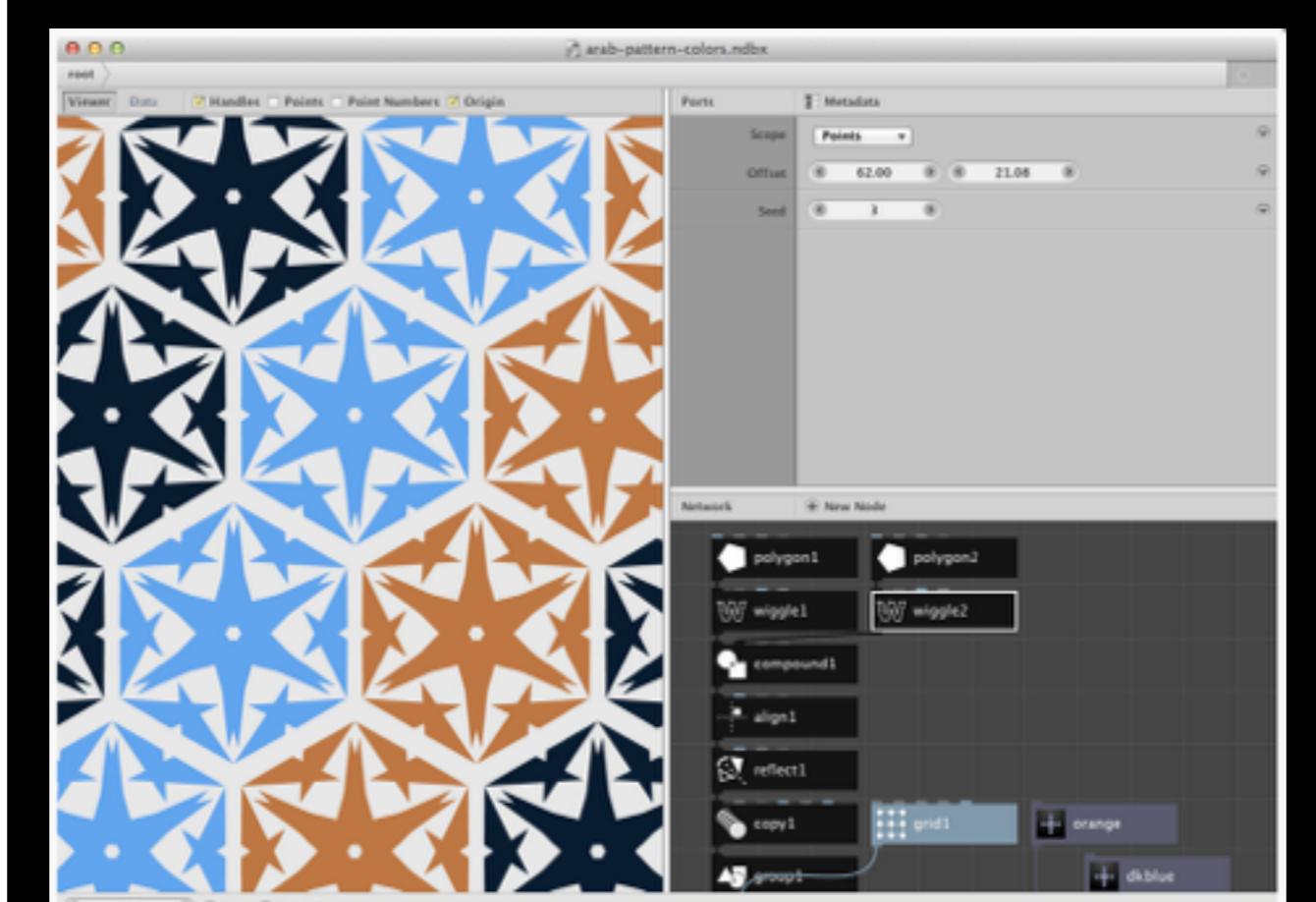
NodeBox makes it easy to do data visualisations, generative design and complex production challenges.

NodeBox is a node-based software application for generative design. It's built from the ground up by designers to be easy-to-use, efficient, and fast.

<https://www.nodebox.net/node/>

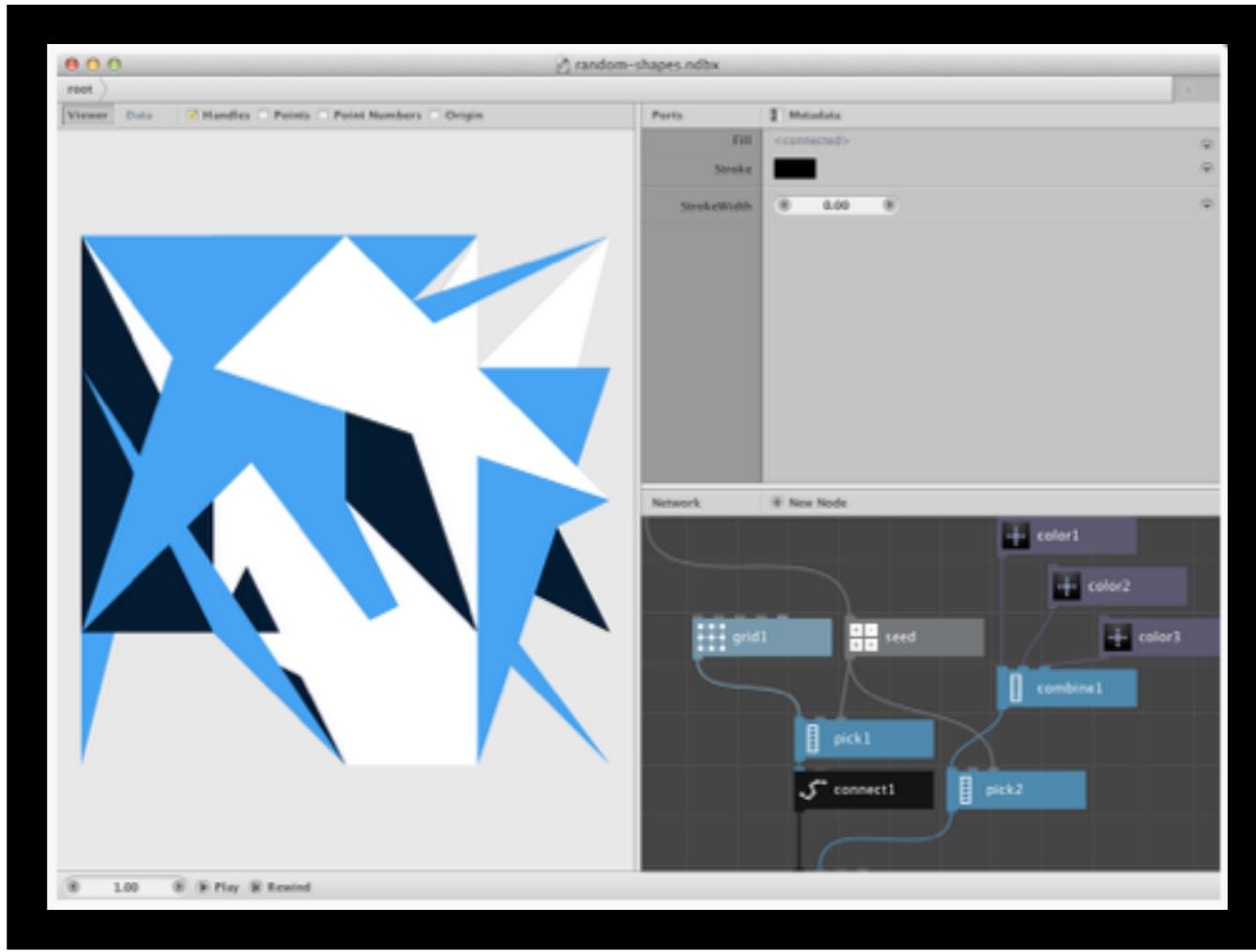


Nodebox gallerypage



Repeating patterns

from <https://www.nodebox.net/node/>



Abstractions

from <https://www.nodebox.net/node/>

C ⓘ https://www.nodebox.net/gallery/2013/03/workshop-vilnius/

Gallery Download Documentation Forum Blog

NodeBox 3 Vilnius Workshop

Doing a workshop in [Vilnius Academy of Arts](#) is always interesting. The level of students is very high and their enthusiasm is contagious.

Below are the final results. To see the process you can visit the [workshop blog](#).

50 Years of Film Speech

Jonas Lekevicius, Justė Žiliūtė and Augustinas Paukštis

Over the last half of the century, language used in cinema has changed quite a lot. Subtitles of hundreds of the most popular movies from 1952 to 2012 reveal changes in speech, values and culture.

The team analysed all the dialog from the 500 top films from 1962 to 2012 using custom [Ruby](#) scripts and the [Pattern Python library](#).

The visualisation shows the evolution of the most interesting words as soundwaves. The volume of the soundwave shows how popular the word was in movies of that time.

Alcohol Consumption / Suicide Statistics

Egle Palubeckytė, Edurne Castillo and Katalina Čaplikaitė

This group made two separate projects.

The first project shows alcohol consumption in Europe. They made their own "data flowers" where the length represent the total consumption and the circles break down the amount of beer, wine, spirits and other drinks.

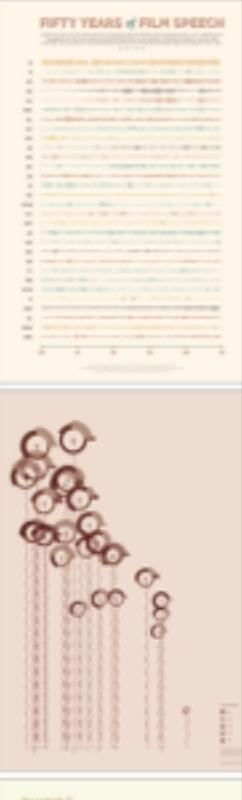
The second project examines the correlation between suicide rate and climate. Climate zones are provided in the [Winkler scale](#), a system in which geographical areas are divided into five climate regions based on temperature. The [list of suicide rates](#) is provided by Wikipedia and shows the [data from the World Health Organization](#) in which the country's rank is determined by its total suicide rate divided by the total population.

Data Composition

Melanie Sachet and Gabriele Viengratt

This visualization started out as an exploration showing the most creative countries. They calculated the ratio of famous artists to the total population. Artists are divided in four art categories: music, literature, visual art and theatre.

We retrieved data from [Freebase](#) but found that it was heavily skewed towards American-



<https://www.nodebox.net/gallery/2013/03/workshop-vilnius/>

NodeBox 3 Vilnius Workshop

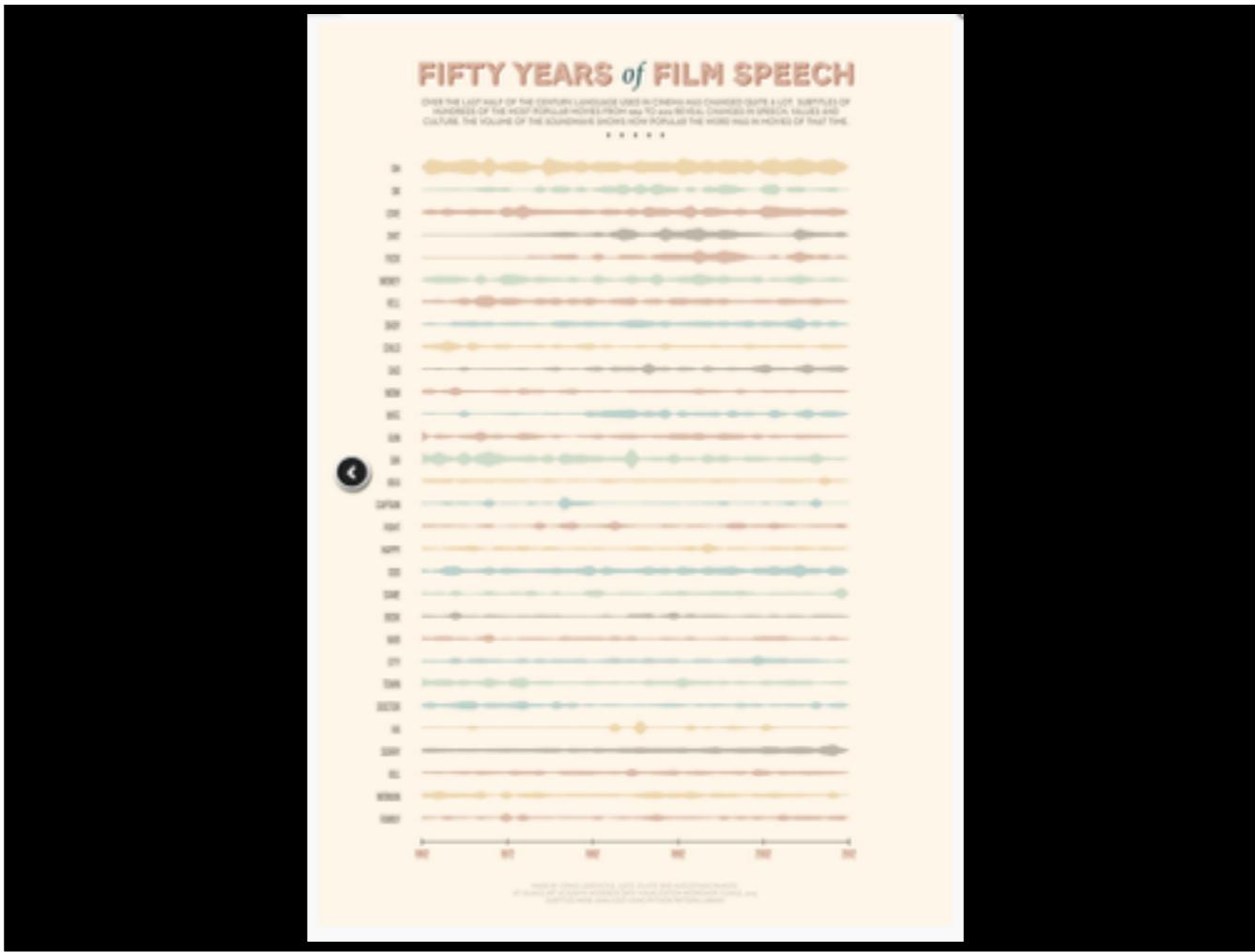
Doing a workshop in Vilnius Academy of Arts is always interesting. The level of students is very high and their enthusiasm is contagious.

Below are the final results. To see the process you can visit the [workshop blog](#).

Summary

We believe NodeBox is a useful and accessible tool for data visualization. The results of the workshop, done in one week, show that students are able to create quality work using new tools with the right amount of creativity, a bit of guidance and a lot of hard work.

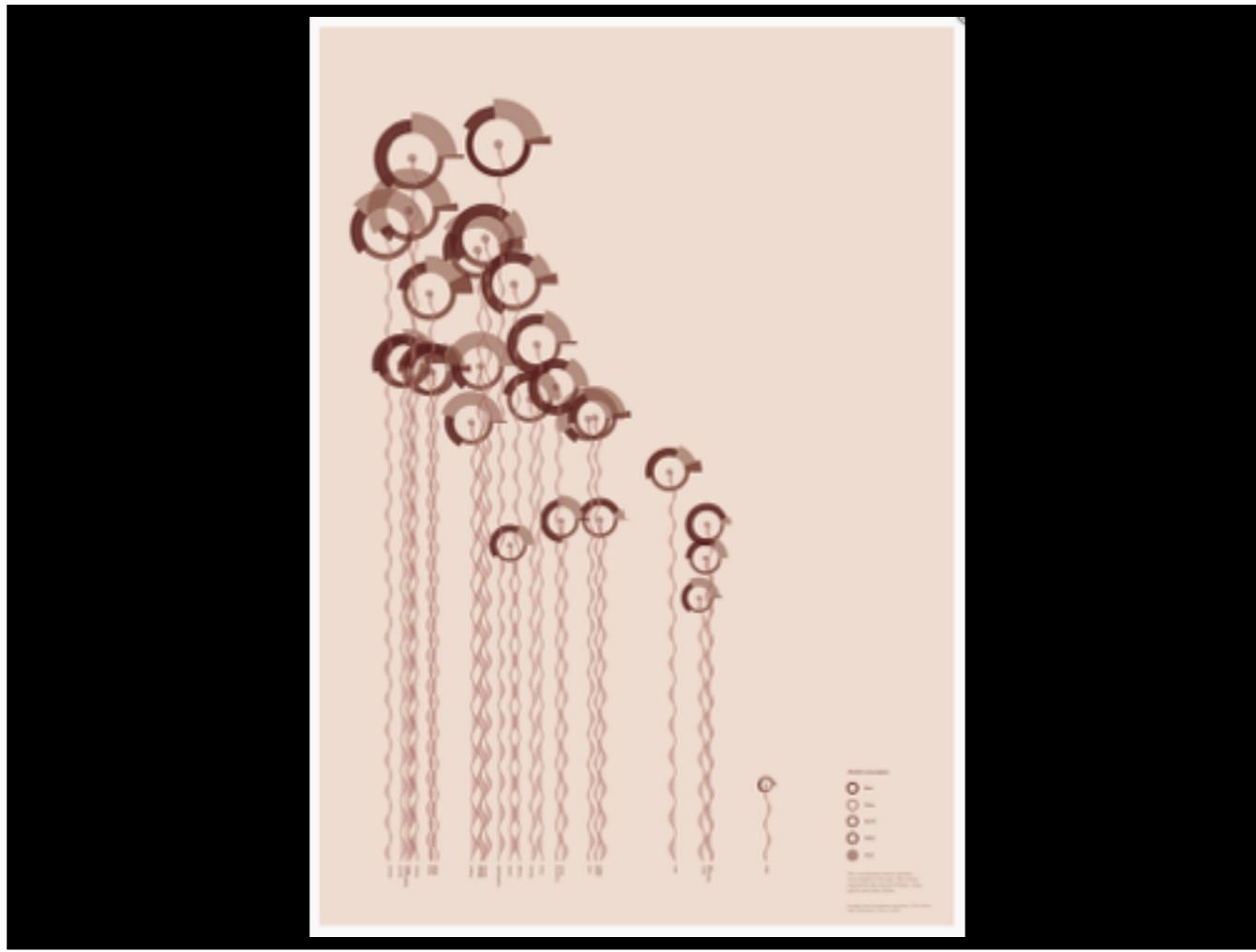
In addition to being useful for students, NodeBox workshops are a useful instrument for research as we examine how new users learn and use generative software. As always, this feedback guides our direction of the project. This was also the first workshop where we used Grasp, our in-house tool for usability research. Results of this will be published soon.



Over the last half of the century, language used in cinema has changed quite a lot. Subtitles of hundreds of the most popular movies from 1952 to 2012 reveal changes in speech, values and culture.

The team analysed all the dialog from the 500 top films from 1962 to 2012 using custom Ruby scripts and the Pattern Python library.

The visualisation shows the evolution of the most interesting words as soundwaves. The volume of the soundwave shows how popular the word was in movies of that time.



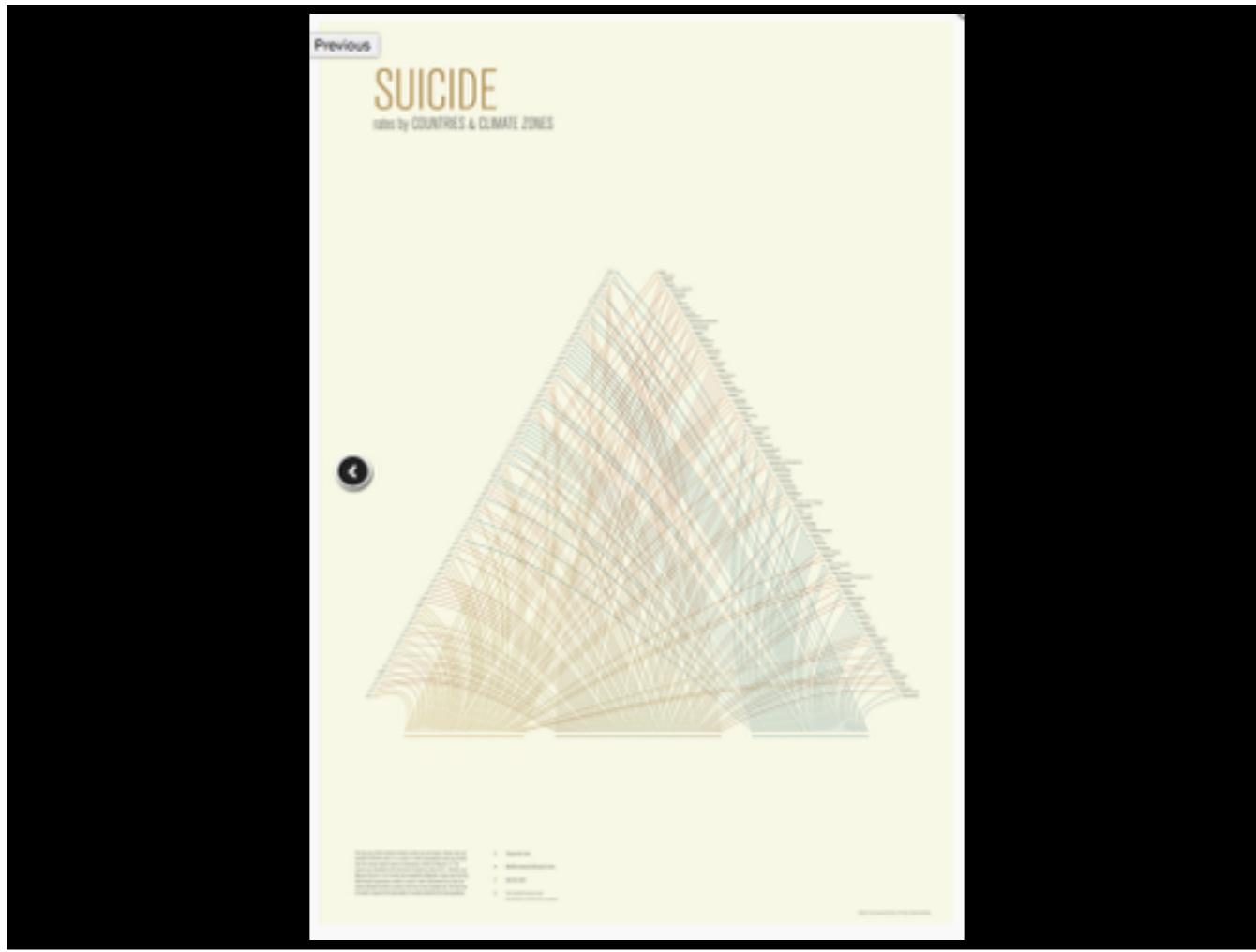
Alcohol Consumption / Suicide Statistics

Eglė Palubeckytė, Edurne Castillo and Katažina Čaplinskaja

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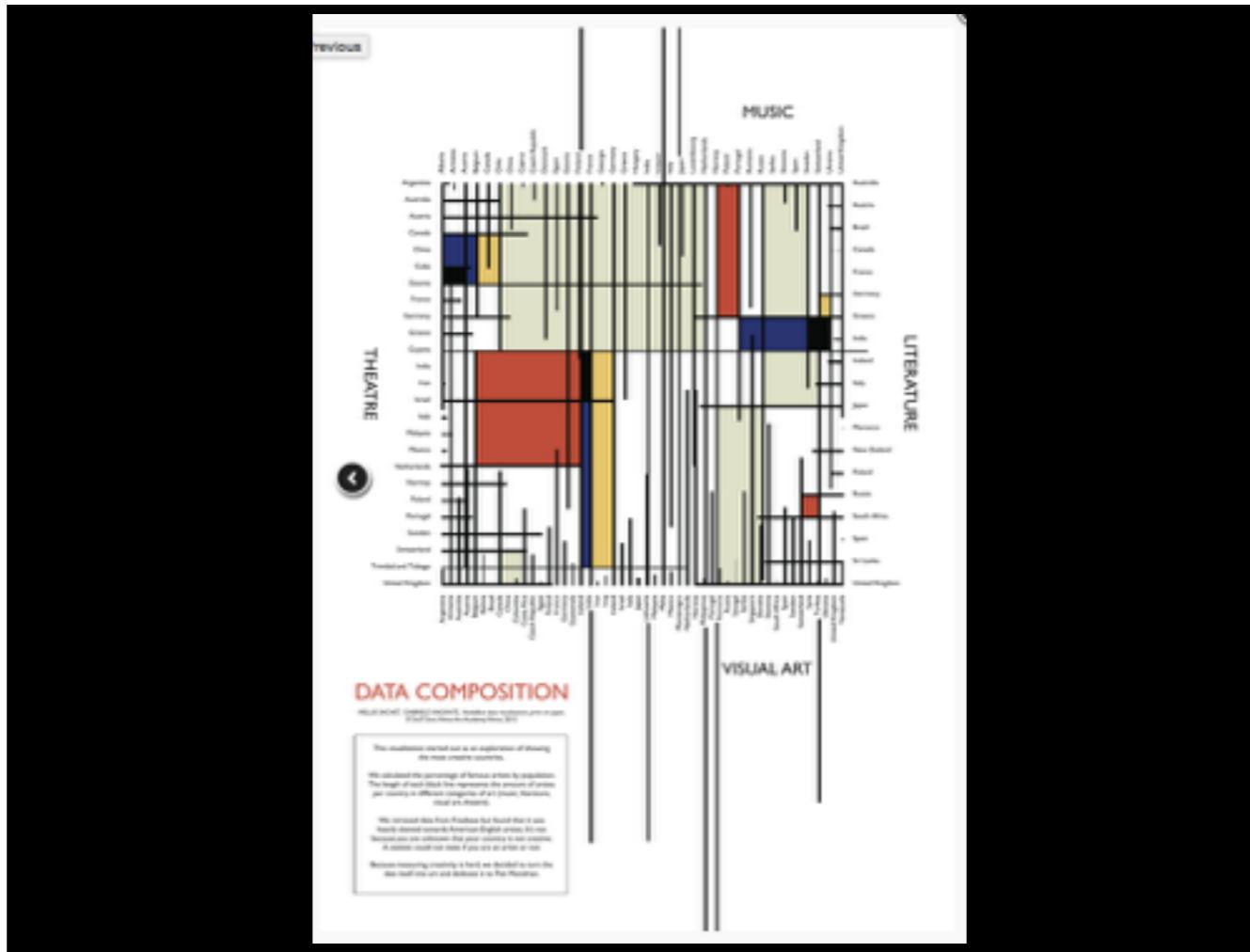
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Data Composition

Mellie Sachet and Gabrielė Vingraité

This visualization started out as an exploration showing the most creative countries. They calculated the ratio of famous artists to the total population. Artists are divided in four art categories: music, literature, visual art and theatre.

We retrieved data from Freebase but found that it was heavily skewed towards American-English artists and not representative.

Because it was so hard to measure, the project shifted towards turning the data itself into art, dedicated to Piet Mondrian.



here is an actual Mondrian

https://www.google.com/culturalinstitute/asset-viewer/tableau-yellow-black-blue-red-and-grey/GwHz_0nmyg4GGw?projectId=art-project



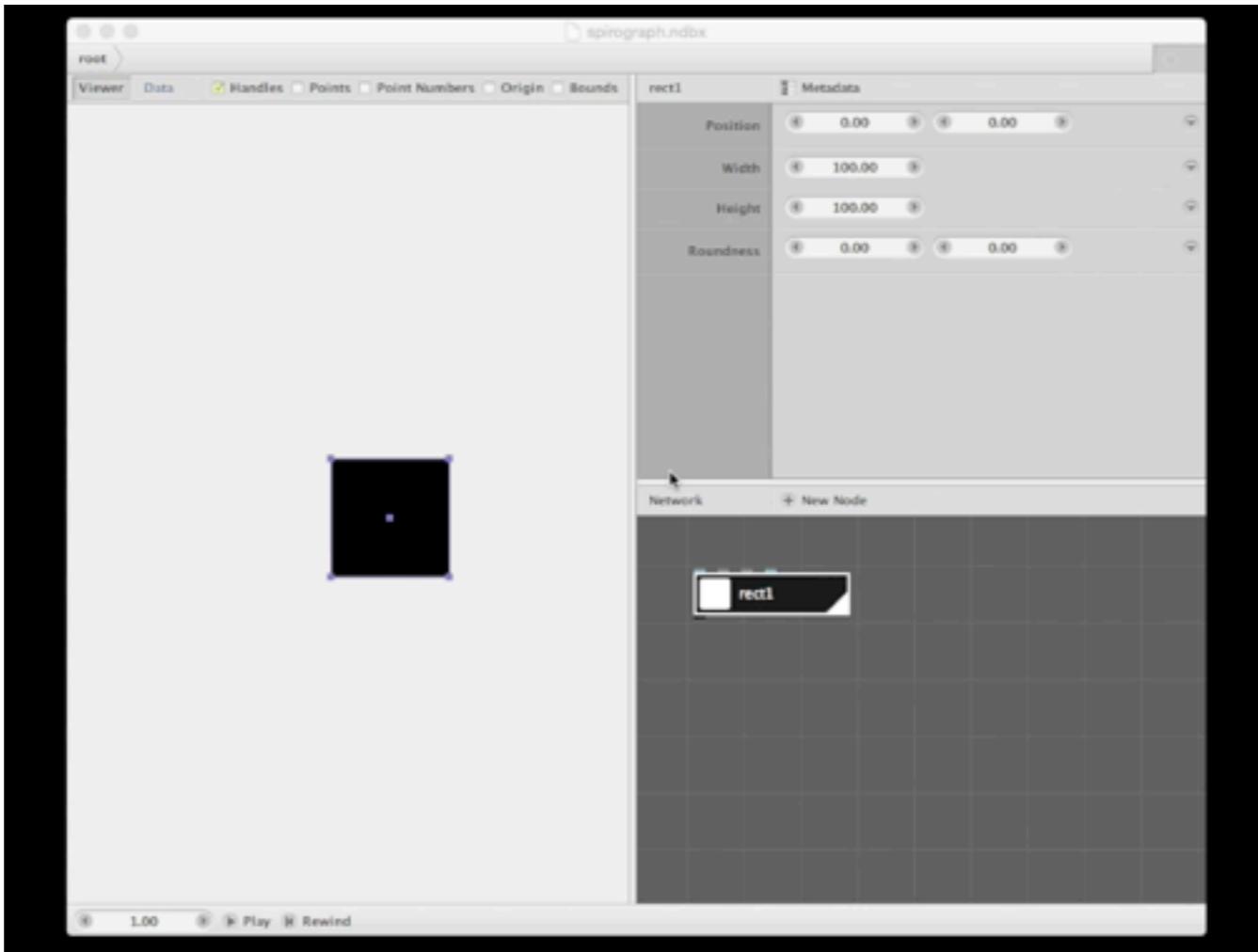
Eurovoices

Dalia Kemeklytė and Viktorija Pampuščenko

The Eurovision Song Contest would not be the Eurovision Song Contest without its predictable voting process. Rather than voting for the best songs, neighbouring or politically sympathetic countries vote for each other as a block.

The group decided to explore the relationships between the countries by revealing the sum of points they gave to each other throughout the period of 1975-2003.

Each country is represented as a planet with its satellites (other countries) – the bigger the satellite, the stronger their relationship.



And here is what it looks like to actual code in Nodebox.

Here is me creating a spirograph (following the Nodebox tutorial online actually).

About 8min. sped up to just a few.

<https://processing.org/exhibition/>

Processing p5.js Processing.py

Processing 2



Cover

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Exhibition

Curated by Filip Visajic of CreativeApplications.net

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Exhibition. A curated collection of projects created with Processing.
New software added each month.

Non-Linear Code
by Dextro

Dextro writes 'non-linear code' drawing inspiration from nature. The results are non-fractal or random programs that iterate without change, with equal rules for all objects. Most of the scripts rely on trigonometry and could be seen as sets of wave generators interacting with one another. Some of these pieces take years to develop but the code is usually short but complex.

Links: [Dextro](#), [Vimeo](#)

Computational design methodologies for large-scale 3D printing
by GAD - RC4

With an exponential increase in the possibilities of computation and computer-controlled fabrication, architecture is now facing a novel challenge. Bartlett School of Architecture's RC4 in London researches computational design methodologies for large-scale 3D printing with industrial robots, taking logistical, structural and material constraints as design opportunities.

Filament Sculptures
by Lia

For about a year now generative artist Lia has been exploring 3d printing by analysing filament and the movements of the printhead. Rather than just having 3d models printed out, Lia has been interested in the possibilities of the process by defining the location of the printhead, the speed of the movement and the amount of filament that should be extruded.

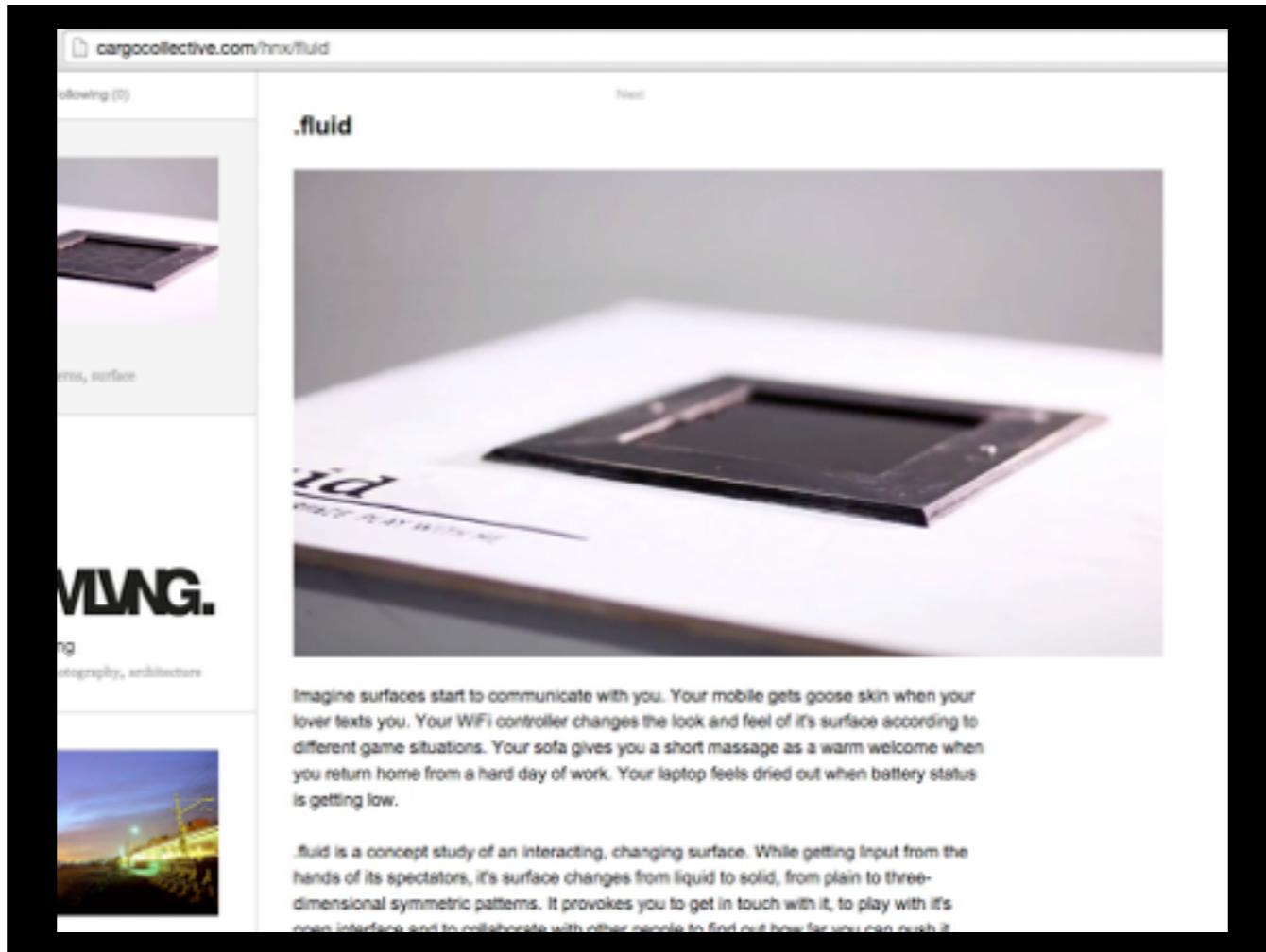
Links: [Lia](#), [liaomething.tumblr.com](#)



<http://www.complexification.net/gallery/machines/substrate/>

from "Processing" the book

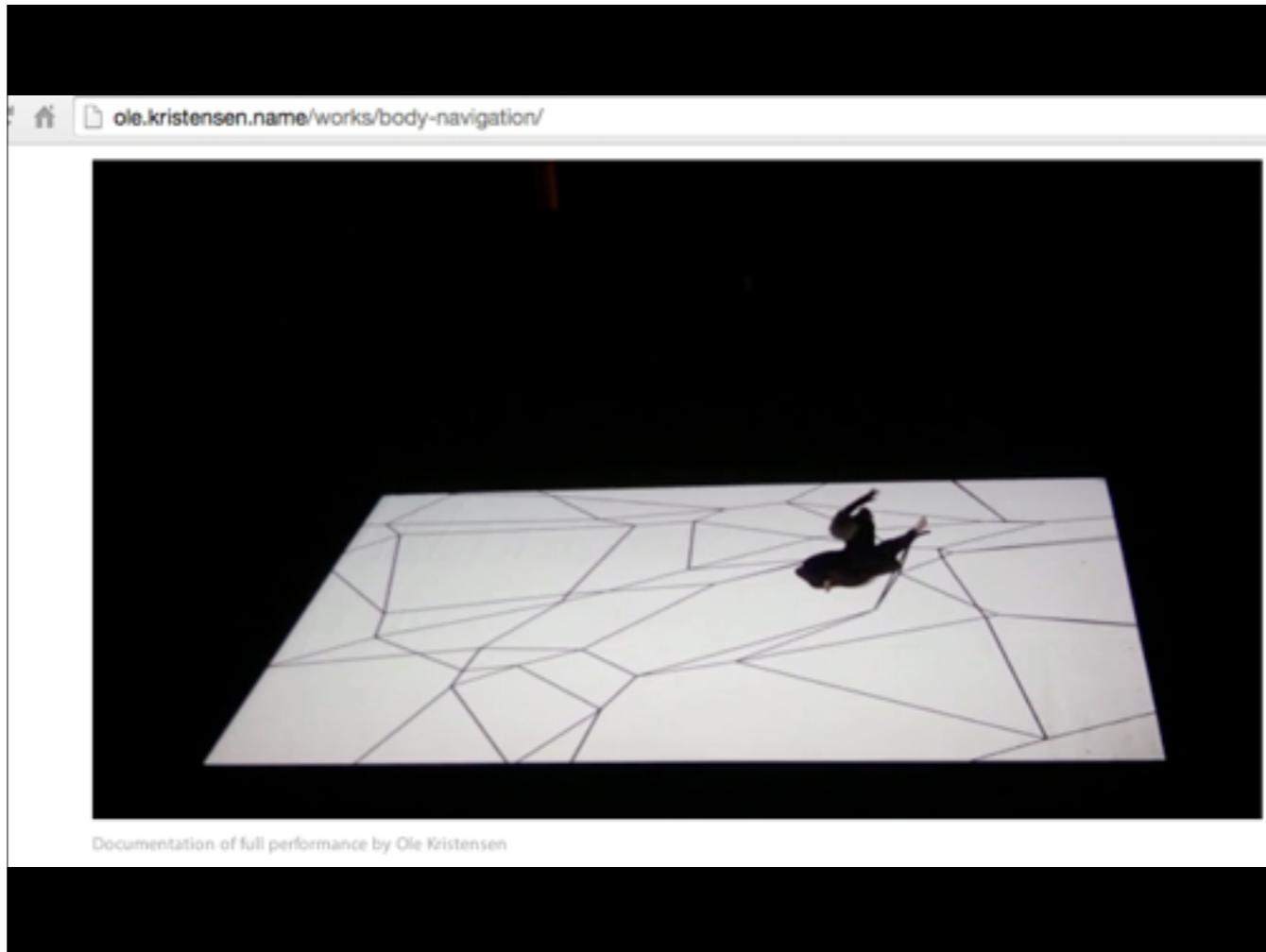
Substrate begins similarly with an empty rectangular region. It has been compared to crystal formation and the emergent patterns of urban landscapes. A single line (known internally as a "crack" since the algorithm was inspired by sunbaked mud cracks) begins drawing itself from some random point in some random direction. The line continues to draw itself until it either (a) hits the edge of the screen or (b) hits another line, at which point it stops and two more lines begin. The one simple rule used in the creation of new lines is that they begin tangents to existing lines. This process is repeated until there are too many lines to keep track of or the program is stopped.



Created by Hannes Jung, .fluid is a concept study of an interacting, changing surface that uses non-newtonian fluid, an Arduino board, a speaker and Processing to allow surface to change from liquid to solid, from plain to three-dimensional symmetric patterns

<https://processing.org/exhibition/>

<http://cargocollective.com/hnx/fluid>

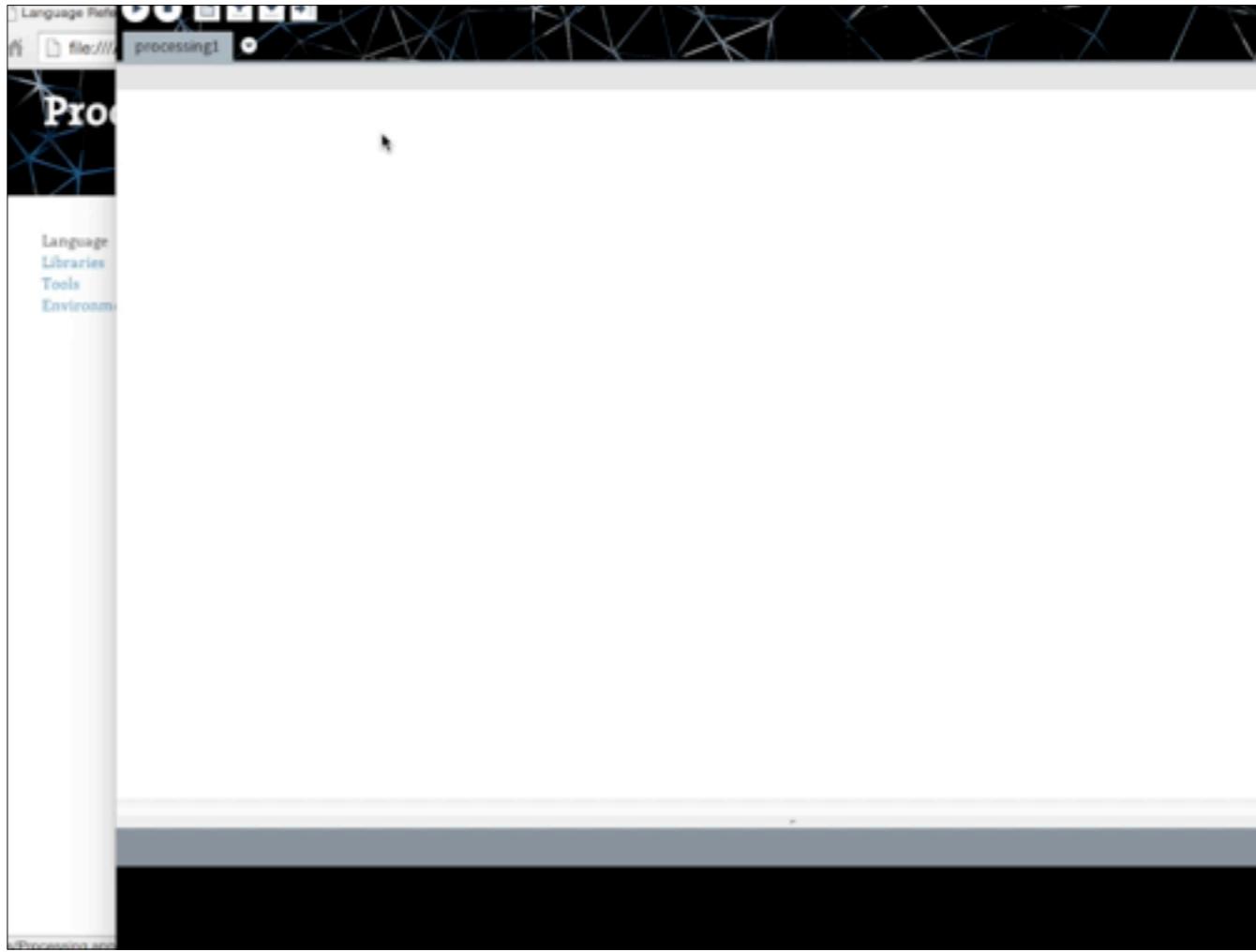


Body Navigation by Jonas Jongejan and Ole Kristensen for Recoil Performance Group

Infrared motion tracking and floor projection installation for a Danish Dance Theatre production with choreographer Tina Tarpgaard.

We used processing for the infrared blobtracking of the dancers and drawing the open gl graphics. During the performance Tina controlled the whole thing live from an Isadora-based interface via osc.

<http://ole.kristensen.name/works/body-navigation/>



This is me coding in Processing for about 35mins., very undirected, just playing around. Here we have the video sped up 10x.

Experimentation, play, that is one way to create art. Inspiration comes from the medium.

Inspiration can also come up-front before starting a project.

Circles in Processing by Andrew R.