Creative Code tutorials

# Github

Create github repository for Creative Code materials

## What is code?

## Create your own pixel art

## Create a pixel art animation.

## Understanding shapes and coordinates

## Mzansi messages - shapes, colours and text

## Variables – custom-made Pacman

## Functions - Pacman

## If statement - Pacman

## Making Pacman move around – over background images.

## Using a ‘for’ loop to create a pattern.

## Nesting loops to fill an area with a pattern.

## Understanding resolution – Africa +Pacman pixel array and ‘for’ loop Make your pixel frame

## Design your own pixel art characters for a Pacman mod.

## Design your own pixel art characters for a Mario mod.

# Feature phone logo designer

Design form to construct basic sytax for a logo

Use server-side code e.g. PhP to return logo as gif or png for Bluetooth sharing

# Finish Mario mod for exhibition

## Work with Paul Mesarcik to prepare Creative Code exhibition

Check whether game can work as standalone exhibit

Mod game with new character and/or ending from 2014 class

Supervise some sessions with public

# Android Animator app

## Port of pixel art animator

Different pixel shapes available

Design your own pixels e.g. with Logo designer

Config file to keep track of multiple frames

Display colour codes mode – ‘View source’

View, save, reorder, add and delete frames

Export sprite OR animated gif for social and/ or Bluetooth sharing

Import image from URL or file as black/white template

Share source data for animation via Bluetooth