Digital Media Specialisation 1-2: Interactive

Studio
In this Creative Coding studio, we will learn Javascript via p5.js. P5.js is a Javascript library based on Processing; a programming language made specifically for visual artists and designers. We will explore the possibilities of our designs through the lens of data and interactivity.

As the field of Digital Media expands so does the potential of what we can imagine and create as designers. Throughout the semester, we will explore the expression of creativity through art in parallel with technical exercises and explorations. From patterns to logos, typography to visualisations, we will explore the multitude of ways we can design with code.

Structure
Our class is scheduled for **Friday 12:30–3:30pm AEST** structured in the following way:

12:30–12:45	Artist exploration into creativity
12:45–1:30	Technical code-along and demonstration
1:30–3:30	Open studio: ask me anything, project-related, professional or otherwise + 5 minute 1-1 sessions(bi-weekly per student) via Slack

A Zoom class link will be provided and 1-1 sessions will take place via Slack and scheduled in advance.

1-1 sessions
These usually happen organically in our studio classes, however given we are studying from home, this is an opportunity to get to know one another. The order of these sessions are as follows:

Week 3,5 & 7	Week 4,6 & 8
Lauren Abineri Haofu Cui Finlay Gekas Jordan Hammill Taejin(TJ) Kim Jack Mercuri Maria Perez Caroline Straford Yue(Alex) Xu	Christian Bagaskara Oliver(Olly) Evans Kristine Gudmundsen Brittany Keyworth Wonjun(Oliver) Kim Megan Ng Casey Rosenberg Zelin(Bob/Babbo) Wang Zhiwen(Clay) Zhou

Weekly sketches
Sketch exercises will be structured intentionally to build and demonstrate your skills. They will be assessed equally on your technical skill and creative response to the exercise.

Process journal

As a supplement to your code and visuals, you will also be assessed on your process through a journal. This should clearly explain your inspiration, process and thinking throughout the individual tasks and weekly sketches.

Because it doesn't hurt to say again(and again!)

Sharing code helps us to learn from one another however plagiarism of other creative practitioners' work will not be tolerated. Any sketch that is inspired by other work should be documented clearly in your process journal or the sketch itself. No referencing style is mandatory - however you need to clearly link any inspirations that you may come across. This helps me see where their ideas stop and yours begins and I truly believe that we all have something unique to offer creatively and technically to the world.

Schedule of dates

Week	Date	Outline
1	31 July 2020	Introduction to class Shapes and Random
2	7 August 2020	Artist study: "Expression" Variables, movement and colour palettes Conditionals
3	14 August 2020	Artist study: "Mathematics and art" Loops and Repetition Tessellation and Translations
	20 August 2020	Task 1 due 11pm AEST
4	21 August 2020	Artist study: "The early computer artists" Extensions: Generative Design
	28 August 2020	Semester break
	4 September 2020	Semester break
5	11 September 2020	Artist study: "Storytelling" Extensions: Visualisation
6	18 September 2020	Artist study: "Sound as a medium" Extensions: p5.sound
7	25 September 2020	Artist study: "Coding and performance" Extensions: 3D live coding
8	2 October 2020	Artist study: "Obsession and space" Extensions: Machine Learning and Snapchat
9	9 October 2020	Artist study: "Human and Machine" Extensions: Machine Learning and Animation

	15 October 2020	Task 2 due 11pm AEST
10	16 October 2020	Presentation preparations(open debug session)
11	23 October 2020	Presentation Week 1
12	30 October 2020	Presentation Week 2
	01 November 2020	Task 3 due 11pm AEST