Digital Media Specialisation 1-2: Creative Coding

Studio
In this Creative Coding studio, we will learn Processing; a programming language made specifically for visual artists and designers. We will explore the possibilities of our designs through the disciplines of interactive art and generative design.

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 multiple methods of image making as an artistic form, interactive medium and generative system. From patterns to logos, typography to visualisations, we will explore the multitude of ways we can design with code.

Brief
A museum has commissioned you to create a response to one or more artists in their major upcoming exhibition: *Masters of Seeing*. The exhibition will feature the work of three individuals - sculptor Alexander Calder, graphic artist MC Escher and conceptual pioneer Sol Lewitt.

The museum is asking for visual, animated content that is inspired by key themes and ideas of either the artists' life or work to use around the museum through print, digital and/or exhibition design. These visuals **must** be made with code as it is the desire of the curator to present a visual language both as a response to the exhibition but also one which speaks to a modern way of "seeing".

The museum encourages both playful and experimental exploration of any treatments you see fit and are open to your concepts and personal reflections on the chosen artists' work.

The project will be broken up into three stages for assessment:
- Task 1: Concept
- Task 2: Build
- Task 3: Final presentation

This studio will also involve a mandatory physical visit to the National Gallery of Victoria to see Alexander Calder's exhibition in Week 2 where you will start to collect your initial inspirations.

In addition to this major project, you will also be asked to complete the following:

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 final code submission and presentation, you will also be assessed on your process through a journal.This should clearly explain your inspiration, process and thinking.

Schedule of dates

Week	Date	Outline
1	24 July 2019	Setup and Intro to Processing
2	31 July 2019 (off-site)	Field Trip to NGV Meet at 10am at NGV International Waterwall entrance
3	7 August 2019	Shapes and variables
	9 August 2019	**Task 1 due 11pm AEST**
4	14 August 2019	Images and text
5	21 August 2019	Colours and palettes
6	28 August 2019	Loops and repetition
	4 August 2019	Semester break
	11 August 2019	No class
7	18 September 2019	Extensions: Adding interaction and data
	18 September 2019	**Task 2 Check-in**
8	25 September 2019	Extensions: Adding interaction and data
9	2 October 2019	Extensions: Adding interaction and data
	4 October 2019	**Task 2 due 11pm AEST**
10	9 October 2019	Presentation preparations(open debug session)
11	16 October 2019	Presentation Week 1
12	23 October 2019	Presentation Week 2
	26 October 2018	**All work(Task 1, 2 and 3) to be submitted by 11pm AEST**