COMM2753 Digital Media Specialisation 1: Creative Coding

Studio Description

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.

Assessment

Overview

This semester we will be using National Gallery of Victoria's *The Field Revisited(27 April – 26 August 2018)* to inspire our coding through various related tasks. These tasks have been structured intentionally with no predetermined result but rather as an exercise in experimentation and play.

This studio will also involve a mandatory physical visit to the gallery in Week 3 where you will collect your initial inspirations.

You will be assessed on both your milestone design outputs, process journal, presentation **and** weekly class work.

Studio Objectives

Upon the successful completion of this course you will be able to:
- Understand and demonstrate fundamental creative coding concepts
- Identify opportunities to extend your design skills with code
- Communicate digital ideas and concepts

Schedule of dates

See *Assessment Criteria* for task briefs and marking breakdowns.

Task	Classes begin	Due date	%
1	18 July 2018	Sun 26 Aug 2018, 11pm AEST	30%
2	5 Sept 2018	Sun 30 Sept 2018, 11pm AEST	40%
3	3 Oct 2018	Wed 10 + 17 Oct, 9:30am-12:30pm ADST	30%

Weekly class guide

Week	Date	Outline
1	18 July 2018	Introduction to Processing
-	25 July 2018	No class
2	1 August 2018	Shapes and variables
3	8 August 2018	FIELD TRIP! Meet at 10am at the Ian Potter Centre: NGV Australia Federation Square Atrium entrance.
4	15 August 2018	Colours and palettes
5	22 August 2018	Images and loops
	26 August 2018	Task 1 due 11pm AEST
6	5 September 2018	Mouse/keyboard interaction
7	12 September 2018	Drawing systems
8	19 September 2018	Input devices: Sound and microphone
9	26 September 2018	The fun functions
	30 September 2018	Task 2 due 11pm AEST
10	3 October 2018	Presentation preparation
11	10 October 2018	Task 3 Due / Presentation week 1
12	17 October 2018	Task 3 Due / Presentation week 2