

ART385 Design Document for Interaction Design

The ART385 Design Document emerges from a few different sources, including traditional [software design documents](#) and interface design workflows. The idea is to convey a design and code structures that run along with it.

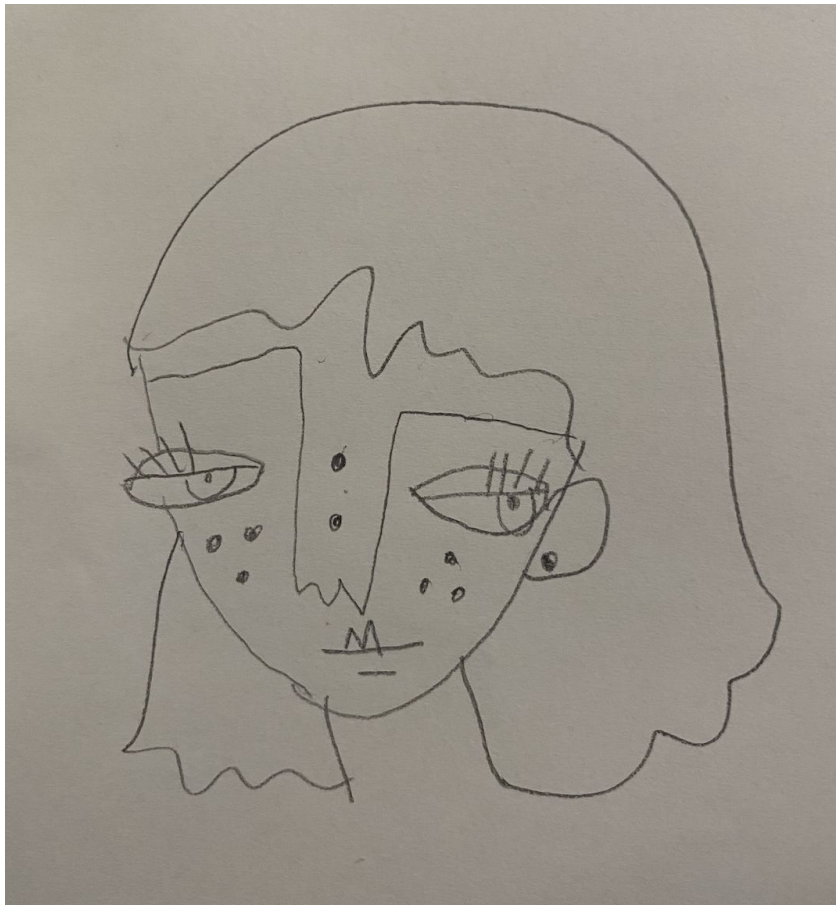
Document Info

Natalie, ART385, CodeSelfPortrait, 6 February 2020

Re-state the Assignment

This assignment looks to see how one translates a physical sketch to processing. The idea is one will draw a self portrait and then attempt to translate the spirit of the portrait onto Processing 3+.

Hand-drawn sketches



Reflections

This was extremely frustrating. Not being able to see the coordinates made it really difficult to be able to code the drawing. What helped me out immensely was coding the mouse to the display the coordinates of the screen. I took an abstract approach from the start which I think helped me out when translating the drawing. The most enjoyable part was when I would finally code the right placement, etc, because it was insanely rewarding after hours of trial and error.