

Hi wow welcome to Noisy
Sketches Workshop April 2021

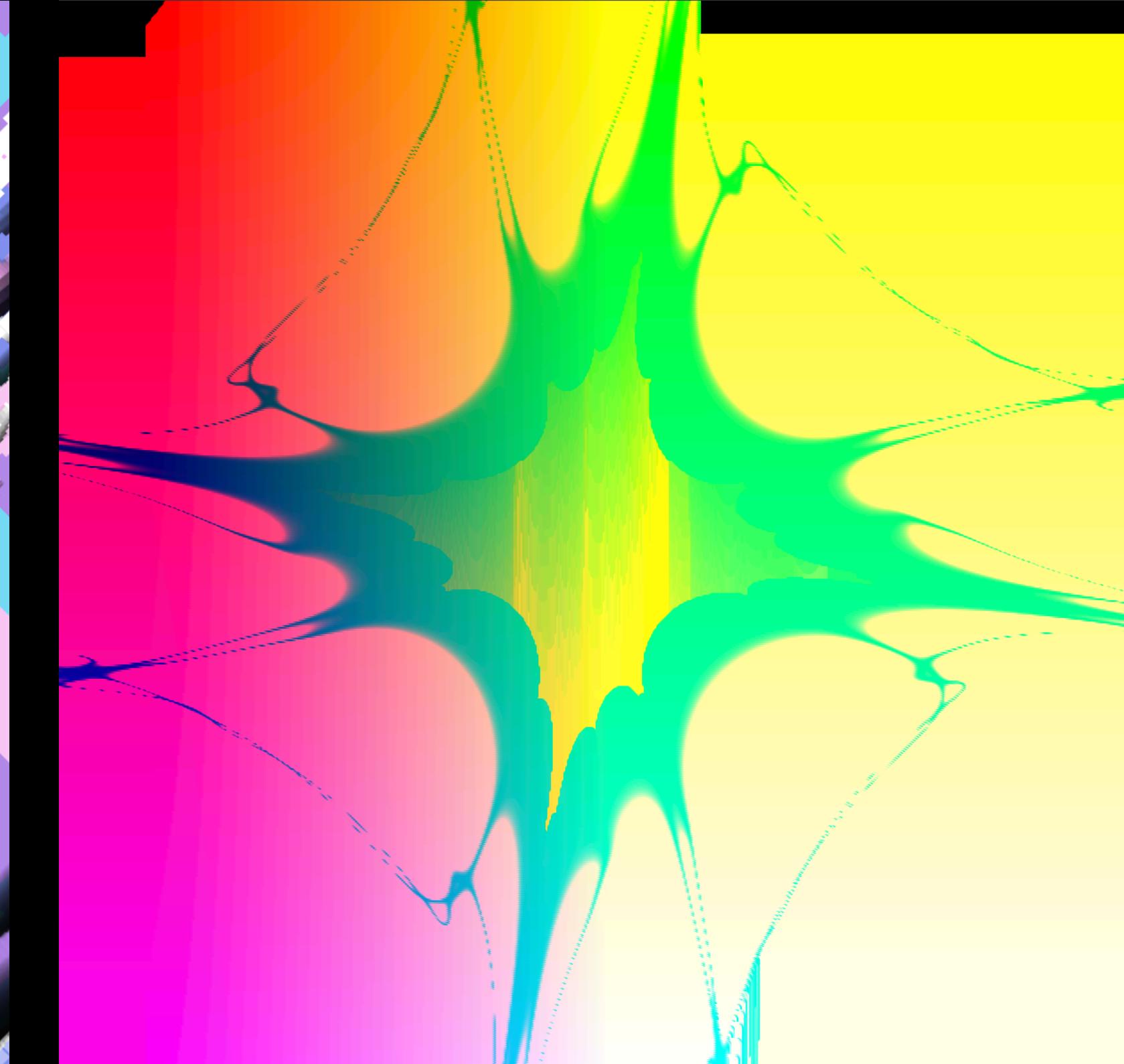
Who am I?

MIT Undegrad Alum
Grad student @ MIT Media Lab
Incoming @ Redfin

Broadly interested in visual communication and identity and what the visual world does to us and our perceptions of society and us.



I post daily code sketches in p5.js @ninasketches



Not a practicing artist or even a “creative coder” but I like teaching and sketching so here I am!

I first learned to code in Processing while working for Ira Winder in City Science at the MIT Media Lab!

I also wrote an essay
about daily sketches
in 2020.

All of this is online —
@ninasketches on Twitter

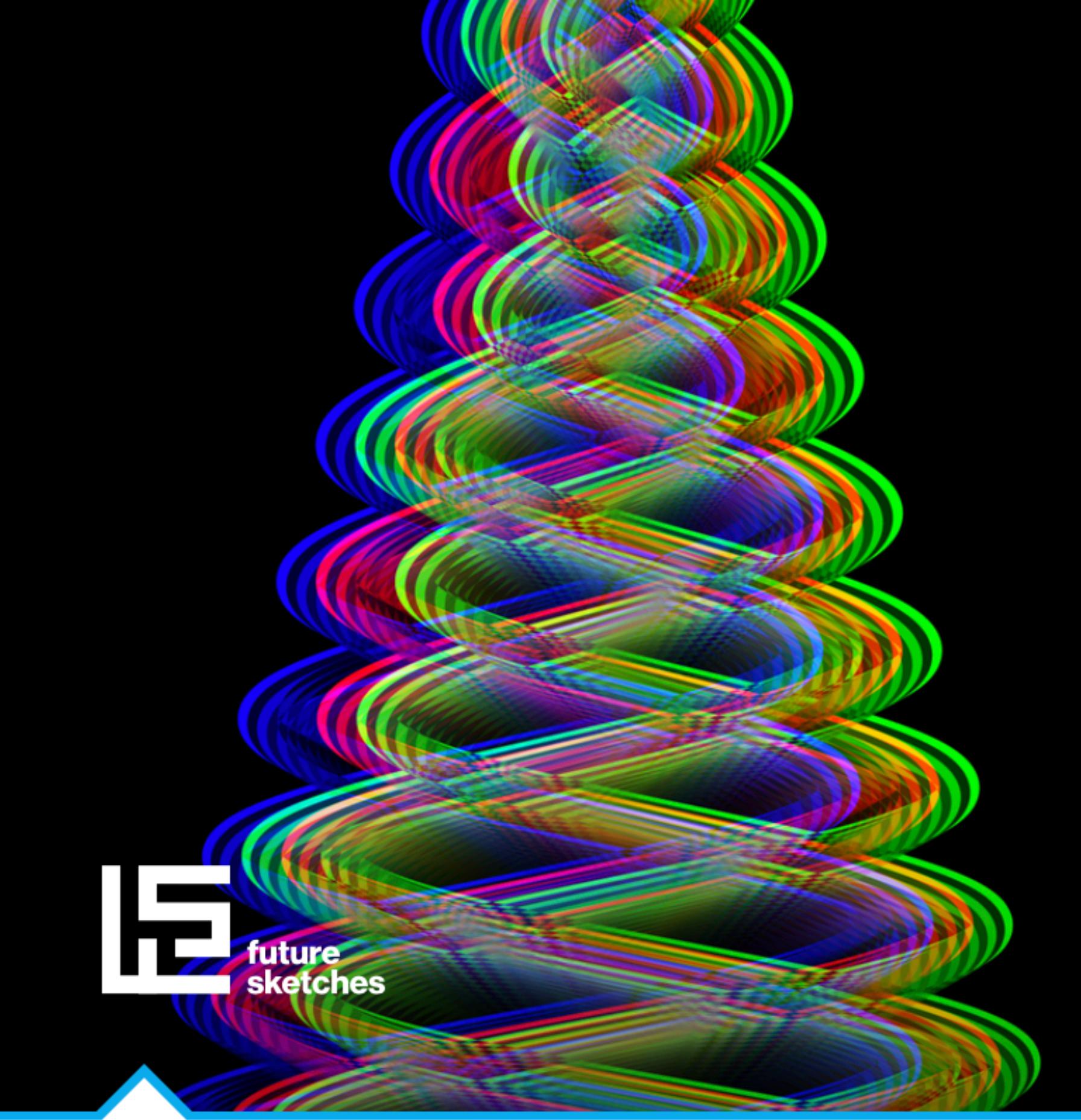


Research

[A Year \(2020\) of \(almost\) Daily \(code\) Sketches](#)

Nina Lutz, "A Year (2020) of (almost) Daily (code) Sketches"

Article, Jan. 2021
in Future Sketches



p5.*js

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Hello!

Search p5js.org

p5.js is a JavaScript library for creative coding, with a focus on making coding accessible and inclusive for artists, designers, educators, beginners, and anyone else! p5.js is free and open-source because we believe software, and the tools to learn it, should be accessible to everyone.

Using the metaphor of a sketch, p5.js has a full set of drawing functionality. However, you're not limited to your drawing canvas. You can think of your whole browser page as your sketch, including HTML5 objects for text, input, video, webcam, and sound.

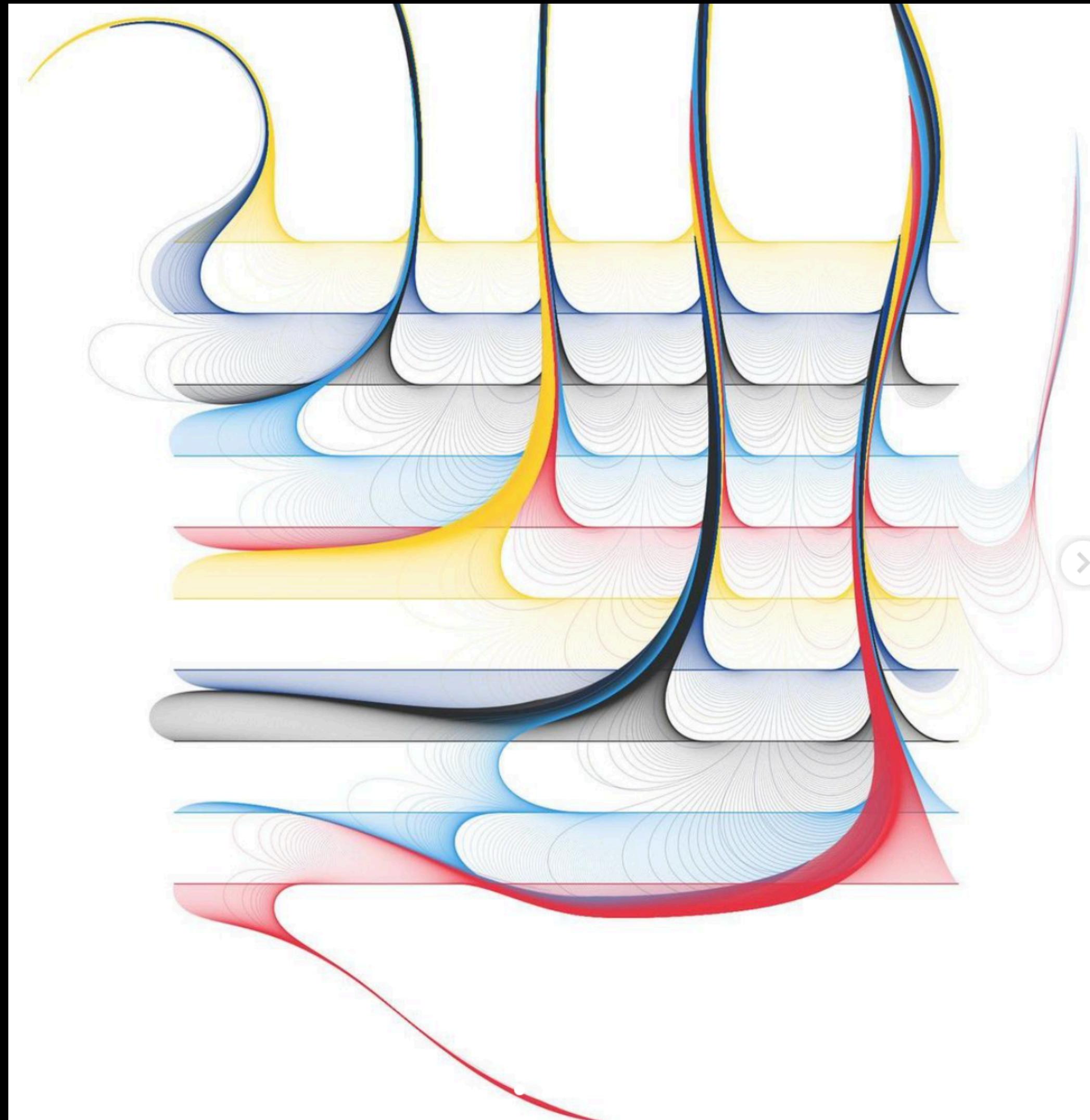
[Check out the new p5.js 2020 showcase!](#)

[Start creating with the p5 Editor!](#)

All of my sketches
are in p5.js — a
javascript library
for creative coding.

p5.js was made by
Lauren Lee
McCarthy.

Credit to okazz who inspired this series



okazzsp • Follow ...

okazzsp #generative #art
#generativeart #processing #p5js
#creativecoding

4w

j.herdberg Wonderful ❤️

4w 1 like Reply

fractions_of_a_moment These are absolutely beautiful ❤️

4w 1 like Reply

barkman6 Love these!!

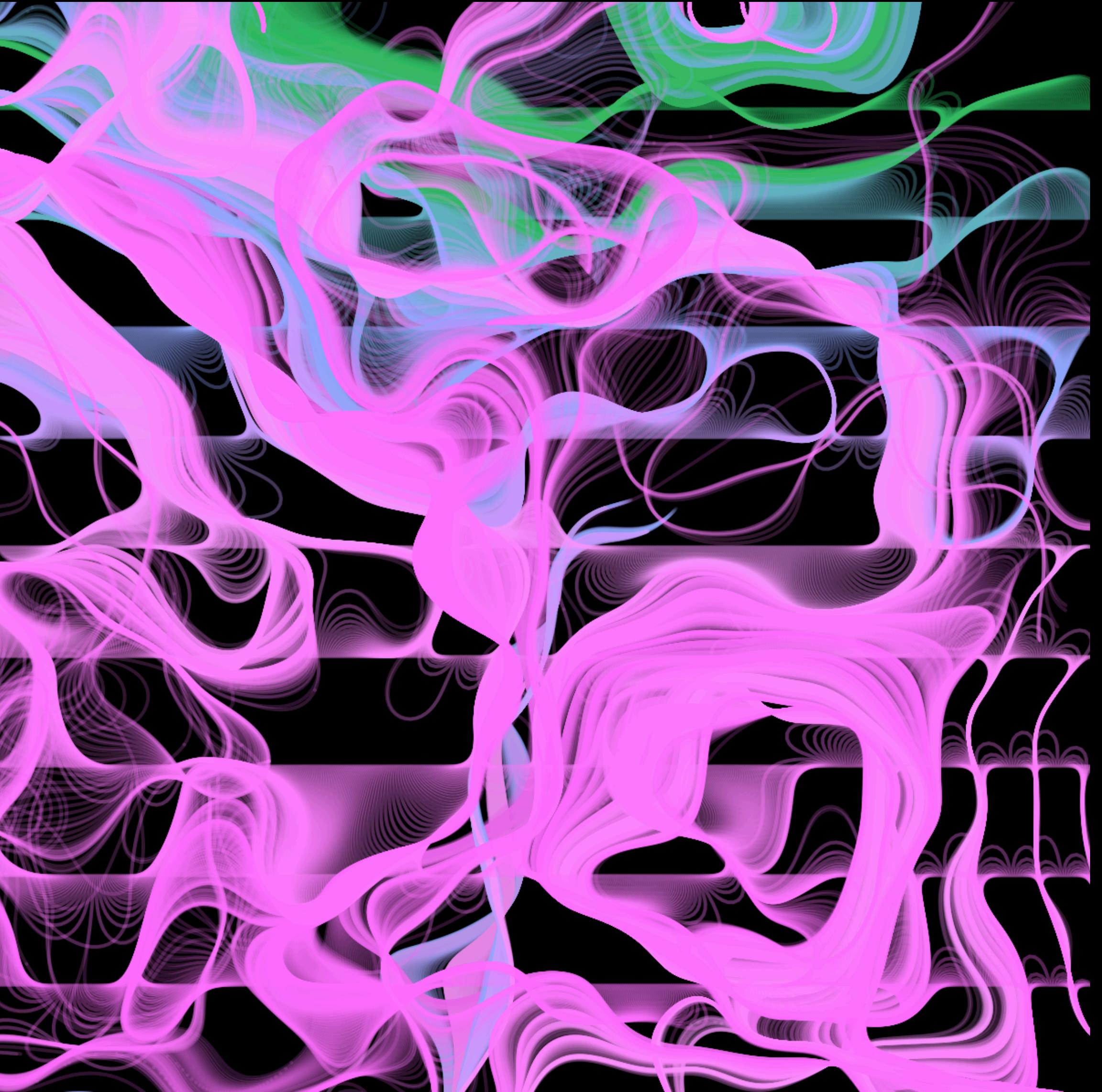
4w 1 like Reply

middleoftheroadart These may be

160 likes MARCH 27

Add a comment... Post

**Today we will be
using noise and
code to create
pretty sketches!**



What noise though?

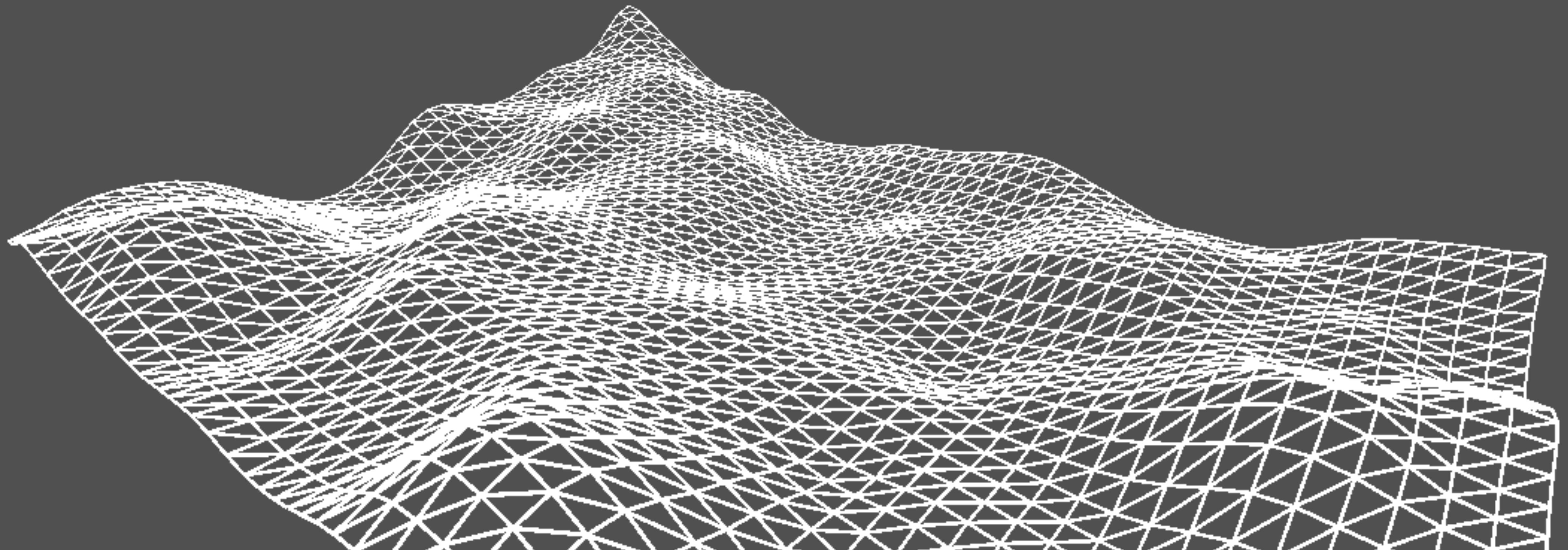
noise() function in p5.js!

Returns the Perlin noise value at specified coordinates.

Perlin noise is a random sequence generator producing a more naturally ordered, harmonic succession of numbers compared to the standard **random()** function. It was invented by Ken Perlin in the 1980s and been used since in graphical applications to produce procedural textures, natural motion, shapes, terrains etc.

Source: p5js.org

**TLDR: Perlin noise makes random numbers
that make pretty things and patterns.**



You can create right on the web editor in p5.js or on your computer. Today we'll be doing the web editor!