Peter White
Interactive Drawing Tool
Computational Prototyping for
Industrial Design ARCH1477

My drawing tool results in a simple, yet glitchy output. There are two drawing modes which the user can switch between via the press of a key. It utilises blendMode and random throughout it's code. These elements are combined with the continuous calling of each function and the manipulation of frame rate to create the glitchy visuals.

sample screenshot of drawing tool

Peter White
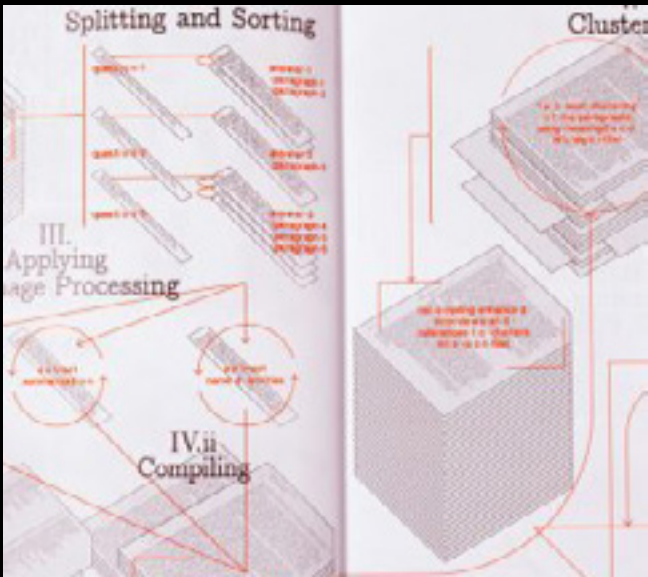Interactive Drawing Tool
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In terms of artistic influences, I have two primary sources. The first is the book Graphic Design in the Post-Digital Age by Demian Conrad, published in 2022. I have been reading through the 20+ interviews of designers and artists whose practices involve creative codiing. The layout and design of the book itself has been created by a machine-learning algorithm. Much of the work discussed in the book inspired me but in particular, Dimitri Jeannottat's 2018 and 2019 iterative posters for the Lausanne Underground Film and Music Festival were very interesting.

I have also been following a Kevin Koch's instagram account. Kevin posts fantastic experiments with typography and motion that he produces with Processing. I hope to one day be capable of similar experiments.

I also referred to the reference pages of blendMode and random within the reference page of the p5.js website throughout the creation of this tool. My friend William Wallis - an ex-student of this class - helped me to implement these elements.
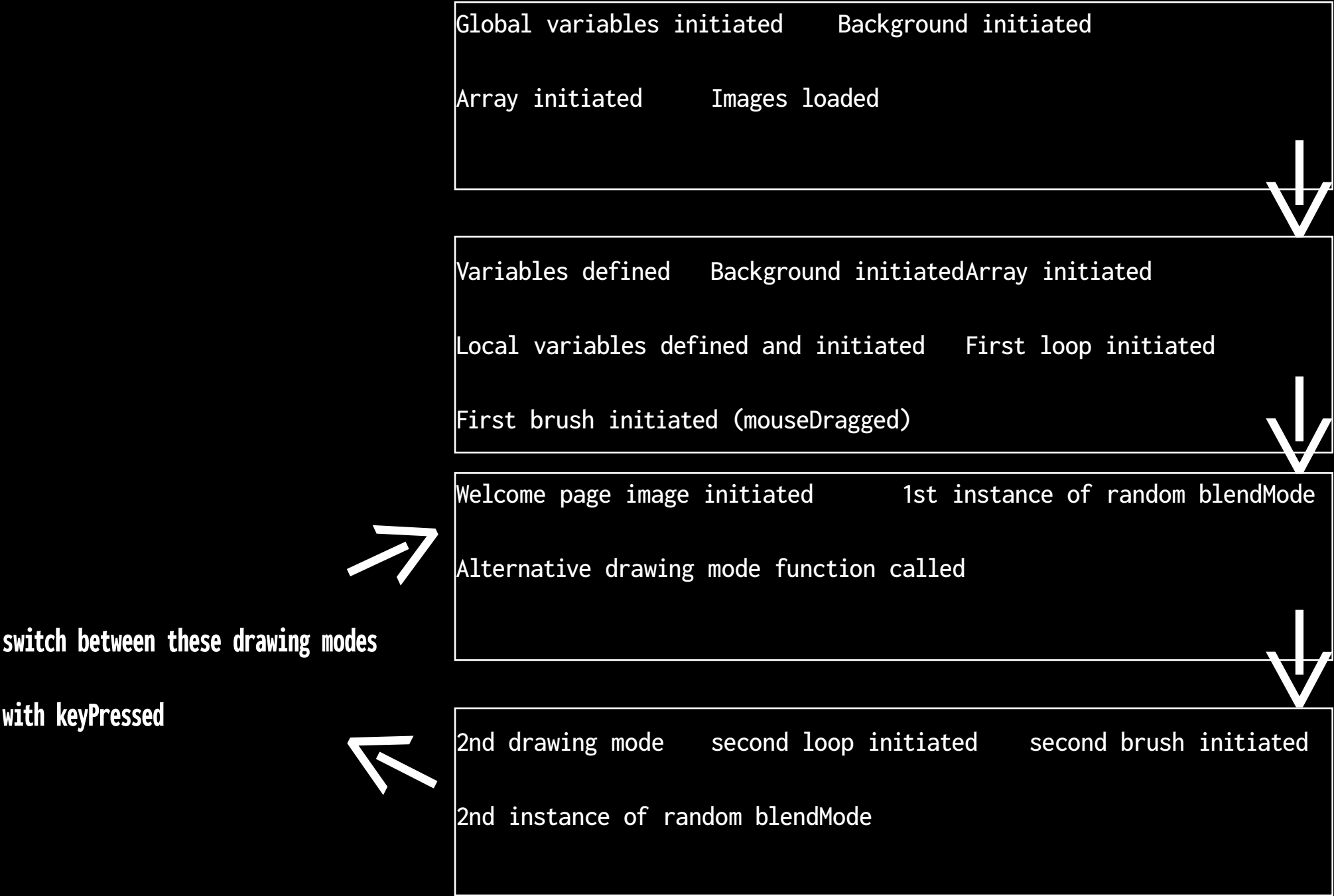Big shout out to Will :).

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Global variables initiated   Background initiated

Array initiated   Images loaded

Variables defined   Background initiatedArray initiated

Local variables defined and initiated   First loop initiated

First brush initiated (mouseDragged)

Welcome page image initiated   1st instance of random blendMode

Alternative drawing mode function called

switch between these drawing modes

with keyPressed

2nd drawing mode   second loop initiated   second brush initiated

2nd instance of random blendMode

Links

https://priitey.github.io/

https://github.com/priitey/priitey.github.io

https://editor.p5js.org/priteyy/sketches/RoawuPogt

References

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Instagram.com. 2022. Kevin Koch (@kvin.kh) • Instagram photos and videos. [online] Available at: <https://www.instagram.com/kvin.kh/> [Accessed 23 August 2022].

Onomatopee.net. 2022. Graphic Design in the Post-Digital Age | Onomatopee. [online] Available at: <https://www.onomatopee.net/exhibition/graphic-design-in-the-post-digital-age/> [Accessed 23 August 2022].

P5js.org. 2022. reference | p5.js. [online] Available at: <https://p5js.org/reference/#/p5/blendMode> [Accessed 23 August 2022].

P5js.org. 2022. reference | p5.js. [online] Available at: <https://p5js.org/reference/#/p5/random> [Accessed 23 August 2022].

Wallis, W., 2022. CURSED DRAWING TOOL. [online] p5.js Web Editor. Available at: <https://editor.p5js.org//willwall/sketches/MZ9aZiYWz> [Accessed 23 August 2022].