

Materials and Tutorials inspirations from class

Module breakdown

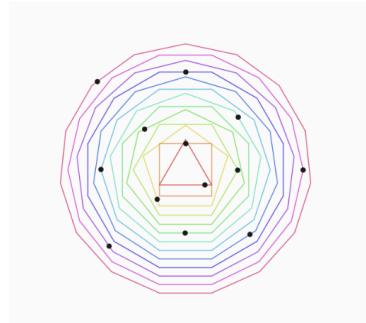
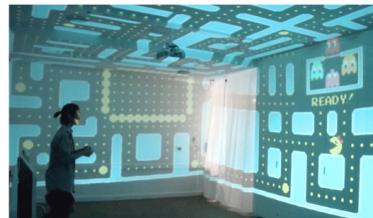
Weeks 1 - 3, Introduction to creative coding and the strategies of generative art

Week 4, Rendering creative coding for digital and physical presentation

Week 5 - 7, Computational animations

Weeks 8 - 10, Interactivity, rules, sensors and game logic

Weeks 11 -12, Developing final projects

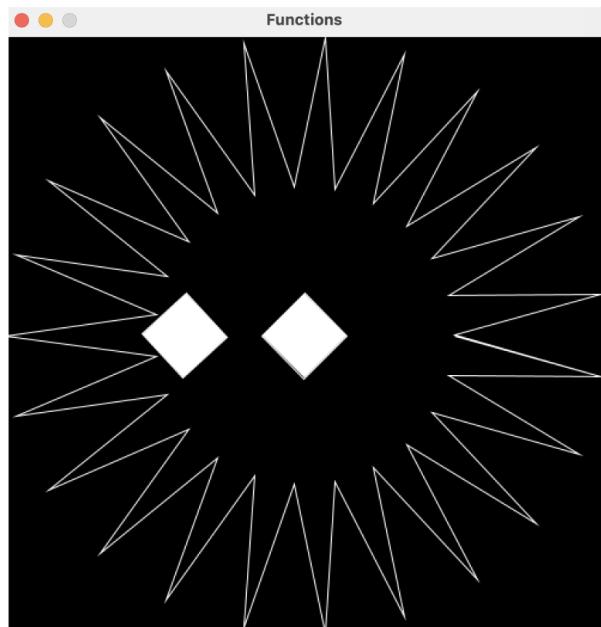


Building A1

So far we have looked at:

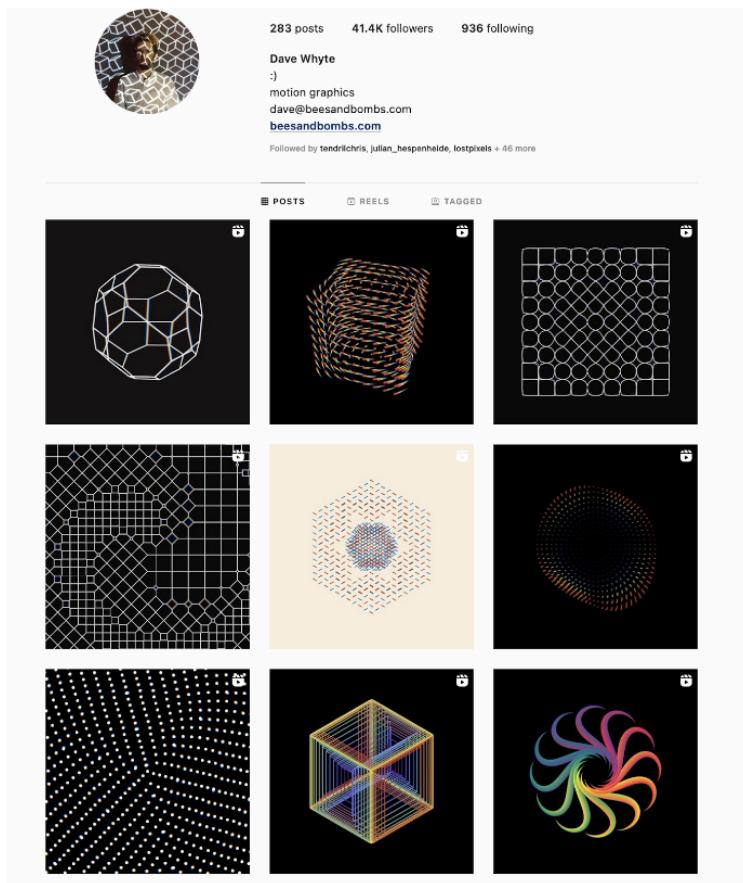
Creating functions

```
48 //rotate_rect function
49 void rotate_rect(int x, int y, float size, float rot) {
50     fill(255);
51     rectMode(CENTER);
52     pushMatrix();
53     translate(x, y);
54     rotate(radians(rot));
55     rect(0, 0, size, size);
56 }
57
58 //star function
59 void star(float x, float y, float radius1, float radius2, int npoints) {
60     float angle = TWO_PI / npoints;
61     float halfAngle = angle/2.0;
62     noFill();
63     stroke(255);
64     beginShape();
65     for (float a = 0; a < TWO_PI; a += angle) {
66         float sx = x + cos(a) * radius2;
67         float sy = y + sin(a) * radius2;
68         vertex(sx, sy);
69         sx = x + cos(a+halfAngle) * radius1;
70         sy = y + sin(a+halfAngle) * radius1;
71         vertex(sx, sy);
72     }
73     endShape(CLOSE);
74 }
```

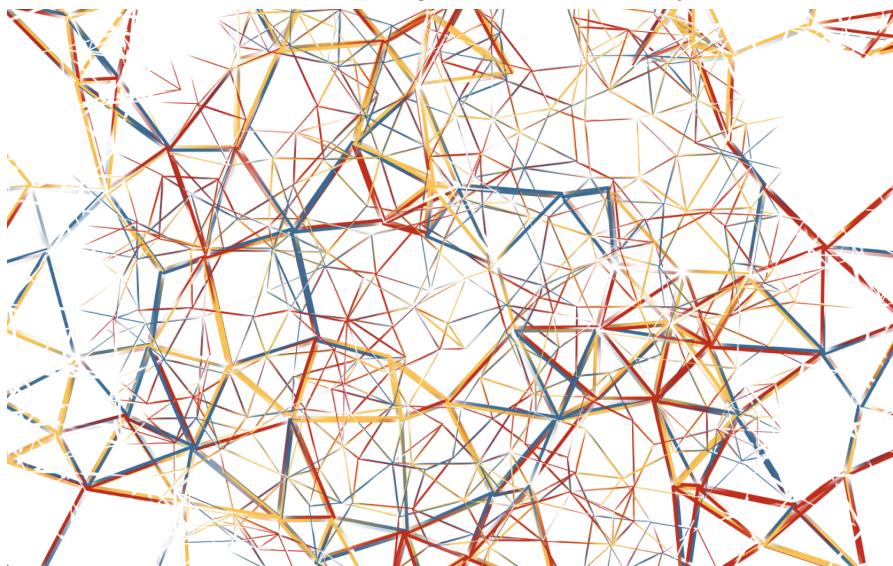


More down

Some aesthetic examples



A previous artwork from a coding artist named Casey Reas that inspired me



My Processing Codes

sketch 221211a

```
1 //Ruby Jun
2 //A3 Final Project
3 //This code work creates image of colorful swirls
4
5
6 void setup() {
7   size(960, 1080);
8   surface.setLocation(957, 0);
9   rectMode(CENTER);
10 }
11
12 void draw() {
13
14   translate(width/2,height/2)
15   rect(width/2, height/2, 600, 600);
16 }
```

sketch 221211a

```
1 //Ruby Jun
2 //A3 Final Project
3 //This code work creates image of colorful swirls
4
5 float angle;
6
7 void setup() {
8   size(960, 1080);
9   surface.setLocation(957, 0);
10  rectMode(CENTER);
11  stroke(0, 15, 30);
12 }
13
14 void draw() {
15   background(255);
16   translate(width/2, height/2)
17   for (int i=0; i<100; i++) {
18     scale(0.95);
19     rotate(radians(angle));
20     rect(0, 0, 600, 600);
21   }
22   angle+=0.1;
23 }
```

The screenshot shows a Processing sketch window titled "sketch_221211a | Proce". The code is as follows:

```
1 //Ruby Jun
2 //A3 Final Project
3 //This code work creates image of colorful swirls
4
5 float angle;
6
7 void setup() {
8     size(960, 1080);
9     surface.setLocation(957, 0);
10    rectMode(CENTER);
11    stroke(0, 15, 30);
12    strokeWeight(25);
13 }
14
15 void draw() {
16     background(0, 15, 30);
17
18     translate(width/2, height/2);
19     float scaleVar = map(mouseX, 0, width, 0.5, 5);
20     scale(scaleVar);
21     for (int i=0; i<100; i++) {
22         fill(i*10, 255-i*25, 255-i*10);
23         scale(0.95);
24         rotate(radians(angle));
25         rect(0, 0, 600, 600);
26     }
27     angle+=0.1;
28 }
```

Short Piece Writing

I wasn't sure what kind of art I should create for this assignment at first, but it suddenly occurred to me to use my favourite medium—colorful shapes—to make a swirling loop that resembled a flower. I mainly relied from artists, social media, and my courses to see how I might construct this. Even though it was challenging to work around it and produce this beautiful work of art, I did like creating it. Finding the ideal spot, angle, and position was definitely the most challenging aspect of this, while colouring was the most enjoyable.