Welcome to Week 2

Video Transcript

JON McCORMACK:
Hello and welcome to week 2 of Creative Coding.

This week, we're going to be building on the basics of programming we covered last week, looking at how we can get a program to do different things depending on conditions, either information from the user or internally in the program.

Well also be looking at looping and repetition. Computers are mindless creatures well suited to doing things repeatedly, so as we'll see they're really excellent at this task.

We'll also be looking in more detail at how you code interaction and interactivity with Processing and we'll be getting you to develop an interactive artwork.

And speaking of interaction, Mark will look at the history and context of interaction design, then give a brief tour of some artist's works that make novel use of interaction and discuss the conceptual frameworks they have used.

Finally, we'll delve deeper into graphics and drawing, looking at more of Processing's graphics capabilities.

It's another action-packed week, so if you're ready...let's begin!