



Artwork: Joshua Davis

Typographical Design by Coding

VA345 Creative Coding

Course Instructor : Assist. Prof. Dr. Selcuk ARTUT



Assignment Visit

# Using GUI with External Window

See `extra/ControlP5frame` example

A portrait of Joshua Davis, a man with short dark hair and a goatee, wearing a black t-shirt. He is holding a cigar in his right hand and has a skull tattoo on his neck and extensive tattoos on his arms. The background features a large, intricate, black and white line drawing of a symmetrical, ornate figure.

## Food for thought : Joshua Davis

<http://joshuadavis.com/>

<https://www.behance.net/joshuadavis>

Joshua Davis (born June 13, 1971) is an American designer, technologist, author and artist in new media.

He is best known as the creator of praystation.com, winner of the Prix Ars Electronica 2001 Golden Nica for "Net Vision / Net Excellence". An early adopter of open-source, offering the source code of the praystation.com composition and animation developments to the public.

Davis had a role in designing the visualization of IBM's Watson, the intelligent computer program capable of answering questions, for the quiz show Jeopardy.

His work has been inducted into the Smithsonian's Cooper Hewitt Design Museum, National Design Triennial 2006 "Design Life Now", and has spoken at the TED and 99U conferences about his career in algorithmic image making and open source.

Reference: wikipedia

10 2.3380351

11 4.1481485

12 0.32485694

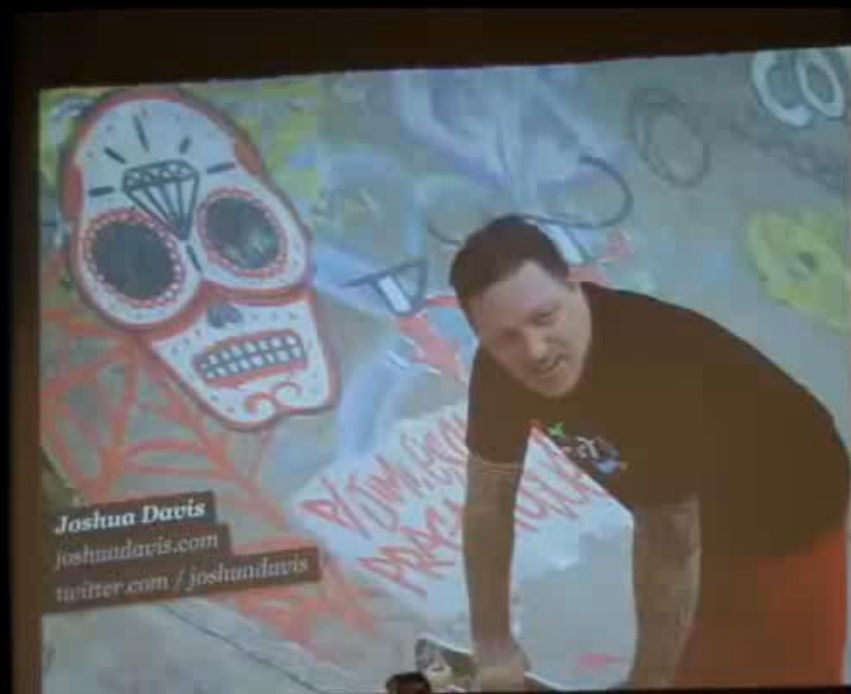
24 3.497284

48 1.1356344

96 0.8962059

192 4.8109922

384 2.162479



# Color Picking

Joshua Davis Trickv <https://design-nation.icons8.com/how-to-build-a-color-palette-from-any-photo-2fdcd53082ee>

- Save Image with *GIF 32 No Dither* to Reduce color complexity
- Use Color Picking Tool



# Hype Processing Library

HYPE\_processing, is a collection of classes that performs heavy lifting tasks while using a minimal amount of code writing

## Hype

github.com / HYPE\_Processing

by Joshua Davis and James Cruz  
for Processing and ProcessingJS



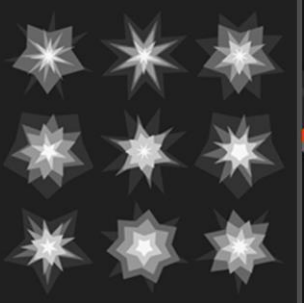

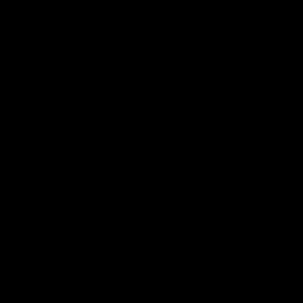
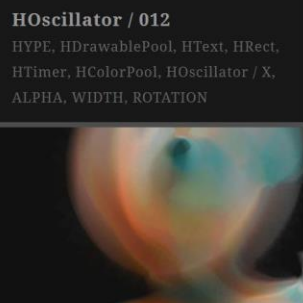



HYPE\_processing, is a collection of classes that performs heavy lifting tasks while using a minimal amount of code writing

### H\_BASICS

- ex00\_methodChaining
- ex01\_drawingShapes
- ex02\_drawingShapes
- ex03\_anchorPositioning
- ex04\_anchorRotation
- ex05\_attachImages
- ex06\_attachSVG
- ex07\_attachSVG
- ex08\_attachSVG
- ex09\_attachSVG
- ex10\_text
- ex11\_text
- ex12\_HImage\_tinting
- ex13\_ColorPresets
- ex14\_HCanvas
- ex15\_NoCasting
- ex16\_TransformChildren
- ex17\_StylesChildren
- ex18\_RotatesChildren
- ex19\_Bounds

### HDrawablePool

- example\_001
- example\_002

 <p><b>dust</b></p>	 <p><b>HOscillator / 012</b> HYPE, HDrawablePool, HText, HRect, HTimer, HColorPool, HOscillator / X, ALPHA, WIDTH, ROTATION</p>	 <p><b>HOscillator / 011</b> HYPE, HCanvas, HPath, HColorPool, HOscillator / ROTATION</p>	 <p><b>HOscillator / 010</b> HYPE, HCanvas, HPath, HOscillator / ROTATION</p>	 <p><b>HOscillator / 009</b> HYPE, HCanvas, HPath, HColorPool, HOscillator / ROTATION</p>
 <p><b>HOscillator / 008</b> HYPE, HDrawablePool, HPath, HColorPool, HGridLayout, HOscillator / X, Y, ROTATION, SCALE</p>	 <p><b>HOscillator / 007</b> HYPE, HDrawablePool, HRect, HColorPool, HGridLayout, HOscillator / X, Y, ROTATION, SCALE</p>	 <p><b>HOscillator / 006</b> HYPE, HDrawablePool, HRect, HColorPool, HGridLayout, HOscillator / Y, ROTATION, HEIGHT</p>	 <p><b>HOscillator / 005</b> HYPE, HDrawablePool, HRect, HColorPool, HGridLayout, HOscillator, H.SAW / HEIGHT</p>	



# Assignment 006

Use quotes: <https://www.invisionapp.com/blog/design-and-creativity-quotes/>  
Export a PNG format of typo-graphic design for a quote.

Play with HYPE library to modify a code to illustrate geometric complex shapes. Go to examples > HShapeLayout > HShapeLayout\_005

# Playing with Text

String & String Functions

<https://processing.org/reference/String.html>

Example : Easy way of creating a bull-shit generator

[https://processing.org/reference/loadStrings\\_.html](https://processing.org/reference/loadStrings_.html)

# Tickle with Text

```
PFont f;
float x = 200; // X-coordinate of text
float y = 200; // Y-coordinate of text
float w, h;
void setup() {
  size(400, 400);
  f = createFont("Lato-Bold.ttf", 32);
  textFont(f);
  noStroke();
}
void draw() {
  background(0);
  fill(255);

  String s = "tickle";
  w = textWidth(s);
  h = 32;

  // If the cursor is over the text, change the position
  if ((mouseX >= x) && (mouseX <= x+w) &&
      (mouseY >= y-32) && (mouseY <= y+h)) {
    x += random(-5, 5);
    y += random(-5, 5);
  }

  text(s, x, y);
  noFill();
  stroke(255,0,0);
  rect(x,y-32,w,h);
}
```





**Let's Have a Break**

## **Code Challenge (30 min):**

Use the word "avoid" to stay away from the mouse by setting its position to the inverse of the cursor position

# Geomerative Library

<http://www.ricardmarxer.com/geomerative/>



# Geomerative Library

## Drawing with type

// P\_2\_3\_3\_01.pde

// Generative Gestaltung, ISBN: 978-3-87439-759-9

// First Edition, Hermann Schmidt, Mainz, 2009

// Hartmut Bohnacker, Benedikt Gross, Julia Laub, Claudius Lazzeroni

// Copyright 2009 Hartmut Bohnacker, Benedikt Gross, Julia Laub, Claudius Lazzeroni

# Geomerative Library

Text Image : Which characters appear, and how often?

// P\_3\_1\_3\_01.pde

// Generative Gestaltung, ISBN: 978-3-87439-759-9

// First Edition, Hermann Schmidt, Mainz, 2009

// Hartmut Bohnacker, Benedikt Gross, Julia Laub, Claudius Lazzeroni

// Copyright 2009 Hartmut Bohnacker, Benedikt Gross, Julia Laub, Claudius Lazzeroni

# Geomerative Library

## Dissolving the font outline

// P\_3\_2\_1\_01\_01.pde

// Generative Gestaltung, ISBN: 978-3-87439-759-9

// First Edition, Hermann Schmidt, Mainz, 2009

// Hartmut Bohnacker, Benedikt Gross, Julia Laub, Claudius Lazzeroni

// Copyright 2009 Hartmut Bohnacker, Benedikt Gross, Julia Laub, Claudius Lazzeroni



# Geomerative Library

## Dissolving the font outline Animating

// P\_3\_2\_1\_02.pde

// Generative Gestaltung, ISBN: 978-3-87439-759-9

// First Edition, Hermann Schmidt, Mainz, 2009

// Hartmut Bohnacker, Benedikt Gross, Julia Laub, Claudius Lazzeroni

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# Geomerative Library

## Varying the font outline

// P\_3\_2\_2\_01.pde

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# Geomerative Library

Font outline from agents

// P\_3\_2\_3\_01.pde

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// Hartmut Bohnacker, Benedikt Gross, Julia Laub, Claudius Lazzeroni

// Copyright 2009 Hartmut Bohnacker, Benedikt Gross, Julia Laub, Claudius Lazzeroni

# Exhibition Project

Futurism Art Movement : A Homage to Art Works, An Updated Reinterpretation with Computational Systems





# Exhibition Project

Italian Futurism

[https://www.youtube.com/watch?v=9fy\\_cHtHR-U](https://www.youtube.com/watch?v=9fy_cHtHR-U)

# Exhibition Project

## Your Task:

Create 2 adaptations & 1 inspiration work & 1 optional screen work

Print size 60 cm height x 90 cm width

Prepare your copies with CMYK jpg 10630px x 7087 px 300 dpi