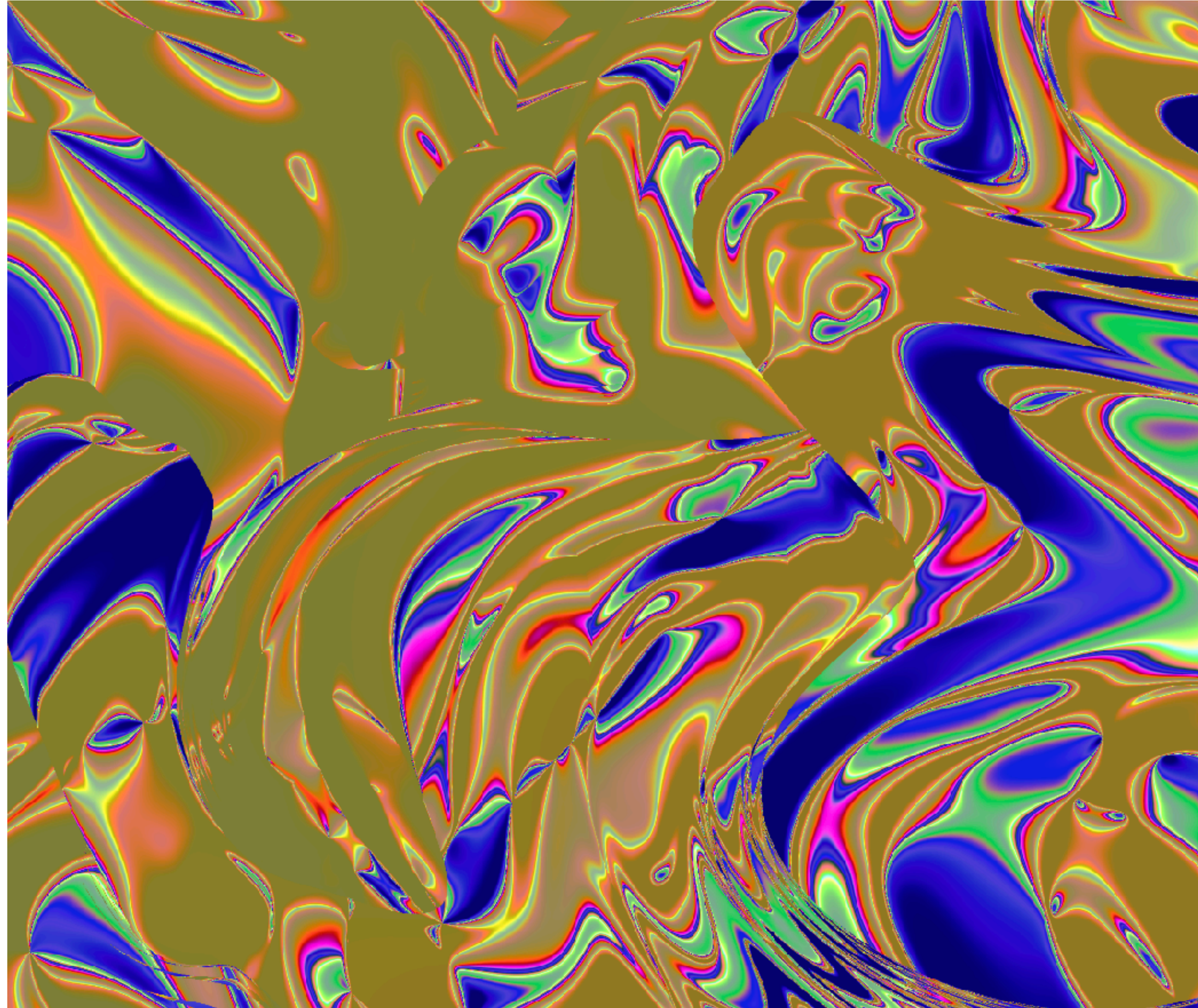# Project Code

Week 9-14

Week 15

Week 16

Brief

Create a browser based application using your own sound track (recorded or real time) and a range of coding techniques you have learned so far.

Use at least one item from each of the following sections to focus your work:

A algorithmic, generative, interactive, geometric
B camera reactive, audio reactive, shaders
C GUI, live performance, midi, animated-gifs, data-driven
D mellow, calm, suspense, frantic, fast, colourful

Requirements

- Project to be hosted on **GitHub** together with other code exercises (folder structure to be discussed in week 12)
- **Website** hosted on GitHub pages, glitch.com or surge.sh
- **Title**
- **Project Description** (min. 250 words)
- **Technical Description** (min. 150 words)
- 3-5 representative **project images**
- p5js **sketches** demonstrating your process and progress
- 3-5 **references** (including images, short description why the reference is relevant to your work)

Schedule

Week 9-13
Project Development

Week 14
Workcheck

Week 15
Presentation

Week 16
Submission

Development

Use <u>editor.p5js.org</u> to sketch and code ideas.

Use a local server with node.js ⟶ <u>how to</u>

Use a website template for your final outcome.

Continue from your findings in Week 7

1 Choose a topic that interests you

2 Select 5-8 images that represent the visual aesthetics you want to work with

3 Reflect on your choices in a short writeup of 300 words

4 Analyse the coding techniques required to achieve similar visual outcomes

5 Propose a music direction that you think goes well with the visual aesthetics you have chosen

Do document steps 1-5 on your blog