Sam Ticknor

Portfolio Document

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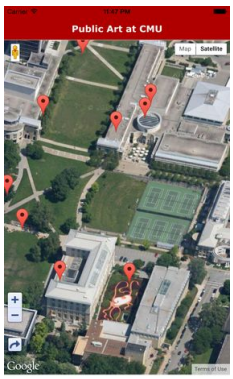
1. APPLICATIONS

Public Art at CMU

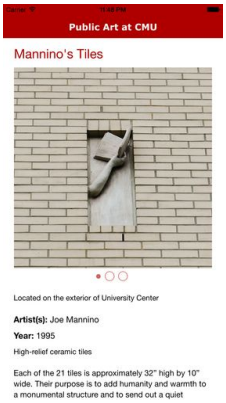
App Store

Public Art at CMU allows you to tour and learn about Carnegie Mellon's public art works. An interactive map shows where each work is located and includes pictures and information. This project was funded by the CMU School of Art Interdisciplinary Grant. In collaboration with another developer, I designed and developed the core functionality of this application.

Language: JavaScript
GitHub



Nearest Piece



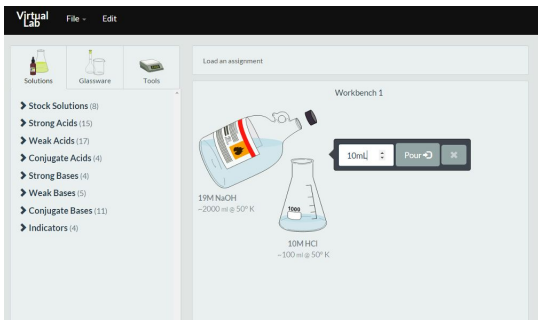
Nearest Piece

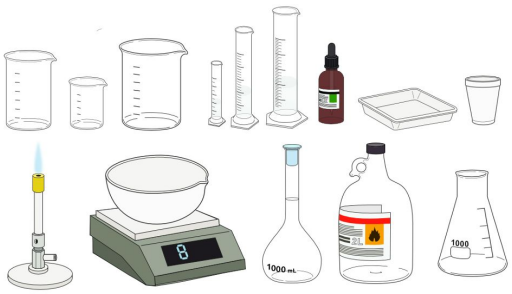
Virtual Lab

http://samt.xyz/virtuallab

In collaboration with the theoretical physics department at Carnegie Mellon, I designed and developed a virtual chemistry laboratory to be used in high schools and colleges across the country. In addition, I created a collection of responsive SVG glassware that could be poured and filled in real time.

Language: JavaScript





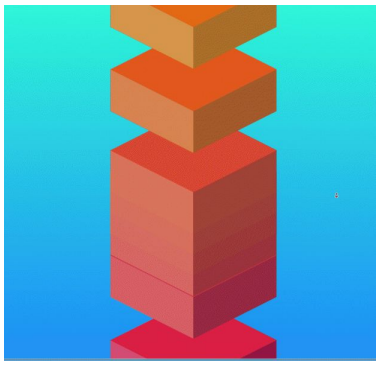
2. ANIMATIONS

Ol' Scroll

http://samt.xyz/scroll
Interactive Site

A series of browser-based animations, activated by user scroll. This project expands the utility of the scrollbar and uses the familiar gesture as a vehicle for an artful experience.

Language: JavaScript, p5.js
GitHub

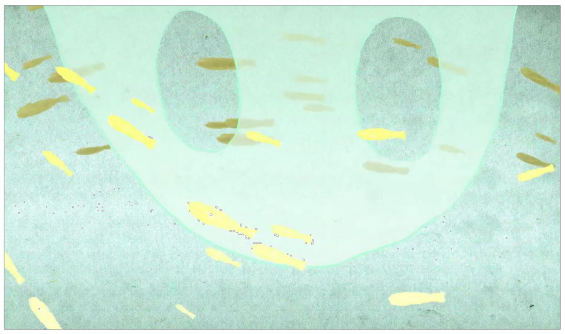




Pearls for Eyes for Pearls

http://samt.xyz/pearls

Programmatically generated animation incorporated into scenes of traditional 2D animation. The fish seen at 1:00 and 2:10 were generated by code.

Language: Processing

Watching the Clock
http://samt.xyz/watchface

Implementation of a Pebble watchface. This design uses 12 eyes to tell time. The open eye indicates the hour while the pupil indicates the minute. Watch the video linked above to see the 2-second looping animation.

Language: C
GitHub


3. OTHER PROJECTS OF INTEREST

Reflection Table
http://samt.xyz/pointsoflight

An installation developed for Children's Museum of Pittsburgh. Visitors manipulate granulated material across an internally-lit sculpted landscape. As certain areas of the surface are uncovered, soothing sounds are emitted. When entirely covered, the sounds fade away and other areas and sounds are discovered within the table's landscape. I worked as the sole developer on this project.

Language: Processing

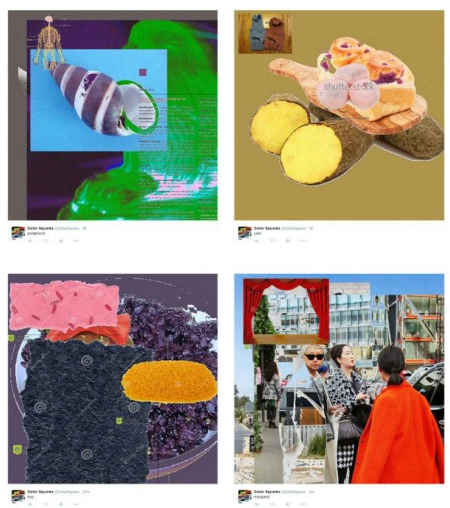


@ColorSquares

https://twitter.com/colorsquares

@ColorSquares is an Imagebot that lived on Twitter for a brief time. My goal with this bot was to programmatically generate formally interesting color arrangements. Using a list of common nouns, the bot generated images and posted them to Twitter.

Language: Processing



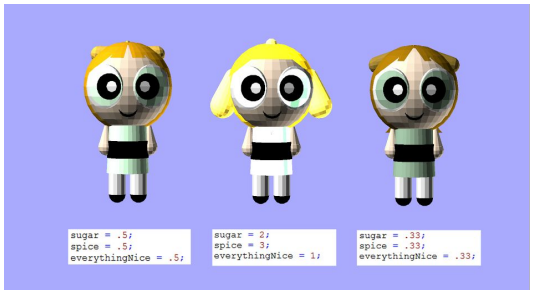
Parametric Powerpuff

http://samt.xyz/powerpuff

A project exploring generative form using The Powerpuff Girls as a case study. By adjusting levels of sugar, spice, and everything nice, infinite combinations of puffs can be created.

Language: OpenSCAD

GitHub



View more work at http://samt.xyz

Thank You!