Design Document for CodeSelfPortrait

Information

Name: Toff Nguyen
ART385
Project: CodeSelfPortrait
Due Date: 6 February 2020

Restated Assignment

This assignment is primarily divided into two sequential steps. The first of which entailed physically sketching my (the student's) literal portrait from the top of the head, down to the shoulders.

In the second half, I attempted to recreate the drawn portrait in Processing. In this case, I drew continuous lines in the Processing canvas while printing the coordinates of the frames in the console. The coordinates were later pasted in the file for printing lettered text, which served as something akin to a brush type.

Hand Drawn Sketch(es)

A more definitive sketch (blue) was drawn according to some guidelines from an earlier sketch (pink). Additional pink strokes were added as a form of shading.
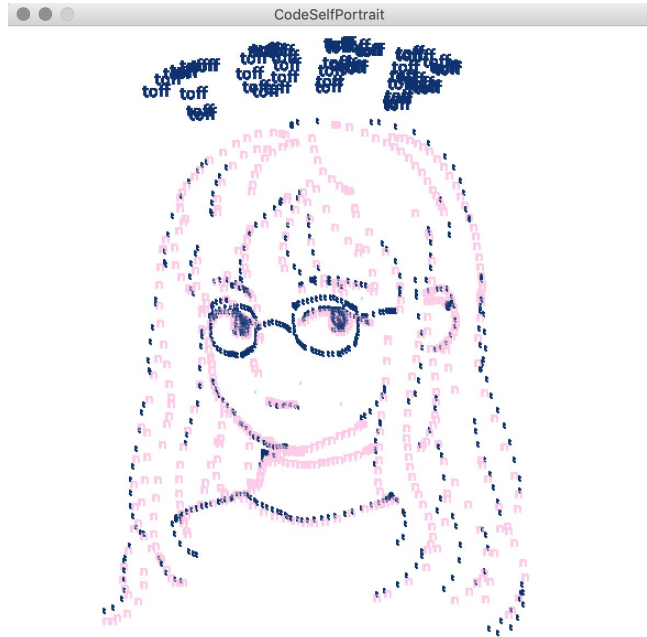
Reflections

I was frustrated with this assignment at first because I could not imagine creating a portrait primarily using Processing shapes that even slightly resembles what I can draw by hand. I considered potentially bending typography and odd shapes if those options were doable and had a more presentable result, but those avenues ended up being in some cases plainly impossible or too time-consuming for the present situation.

I mostly just wanted to retain the "movement" in some of the pencil strokes so the entire portrait wouldn't be so stiff. The easiest way to do this would be to quite literally draw the lines myself on the canvas, however, the assignment calls for some code rather than a screenshot of something I drew in the window. My best bet in this case was to draw in the window, and use some conditionals ("mousePressed" being triggered whenever I touch a stylus to my tablet) to print out the relevant coordinates that I could later use to inside the "draw" function.

I'm pleased with the result given the amount of time I had to allocate to the assignment. Some regrets include having an overall extremely long Processing file (despite having had deleted duplicate lines). I also wish I had drawn each element of the portrait (face shape, bangs, rest of the hair, body) in clearly labeled (commented) blocks. The file as it is now is primarily split into a long section of sketch code, and then a long section of finelining code.

I wish I had more time to implement "fun" interactive elements to the sketch, but I realize they are not explicitly mandatory. I did enjoy testing out various text characters to use. I considered some non-English/symbols, but in the end settled on my lowercase initials because they were less "bulky," and added a more literal element to the portrait.