PROJECT TITLE

STUDENT ID

Creative Making: Design and Coding Visuals Portfolio

University of the Arts London

SUBMISSION DATE

Proposed structure
(Do not use bullet points as seen below. Use the format of the *Lorem Ipsum* text).
Expand from the questions below to formulate a 300-word synopsis. You must not answer all questions. You can simply pick questions that will properly introduce and contextualize your portfolio.

Theme Introduction:
- What is the theme of your entire project? AND
- What is the thesis/main statement of your project?

Contextualization:
- What did you find when researching your theme that you hoped to change or build on?
- What is the history of your chosen theme?
- Why is it important to address this theme?
- Are there any gaps of knowledge on this theme that your work addresses?

Formats of projects:
- Which of the following formats are your projects?
  A simple video game;
  A program controlling video playback and basic video filters;
  Animation using polar coordinate systems;
  Simple patterns found in nature such as oscillation and waves;
  A data visualisation integrating public APIs.
- What is the structure of the projects? Is there one main program that all the others add to? Is there a sequence to how you want the viewer to see them? For instance, do you want the viewer to watch the video first, play the game second and interact with data visualization at the end? What does each work add to the portfolio?

Interventions or motivations:
- What is the message you intend to communicate in creating this project? OR
- What do you want the viewer or audience to take away? OR
- What are you adding to the field of your theme?

Final closing sentence.
- In one clear sentence, what do you hope to impart to the viewer, in the world, or in the field of your chosen theme?

Place your responses to the above in the following format:

Title of Project

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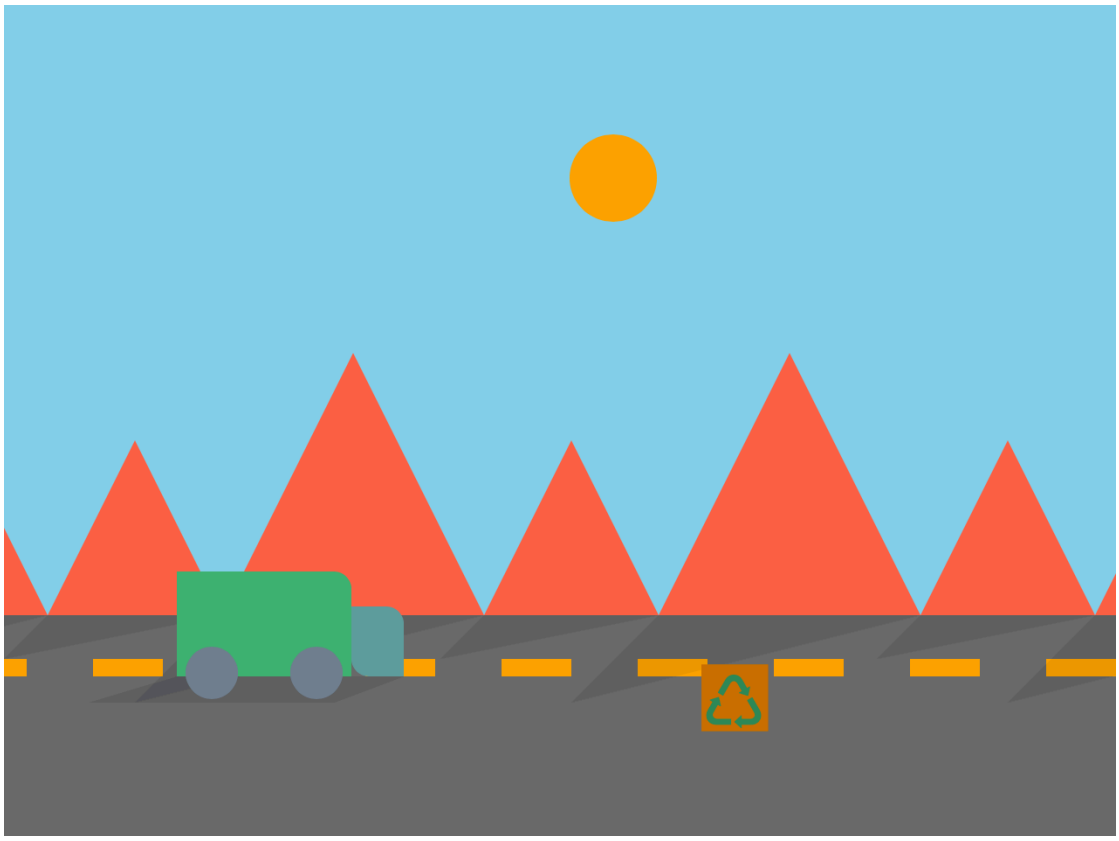
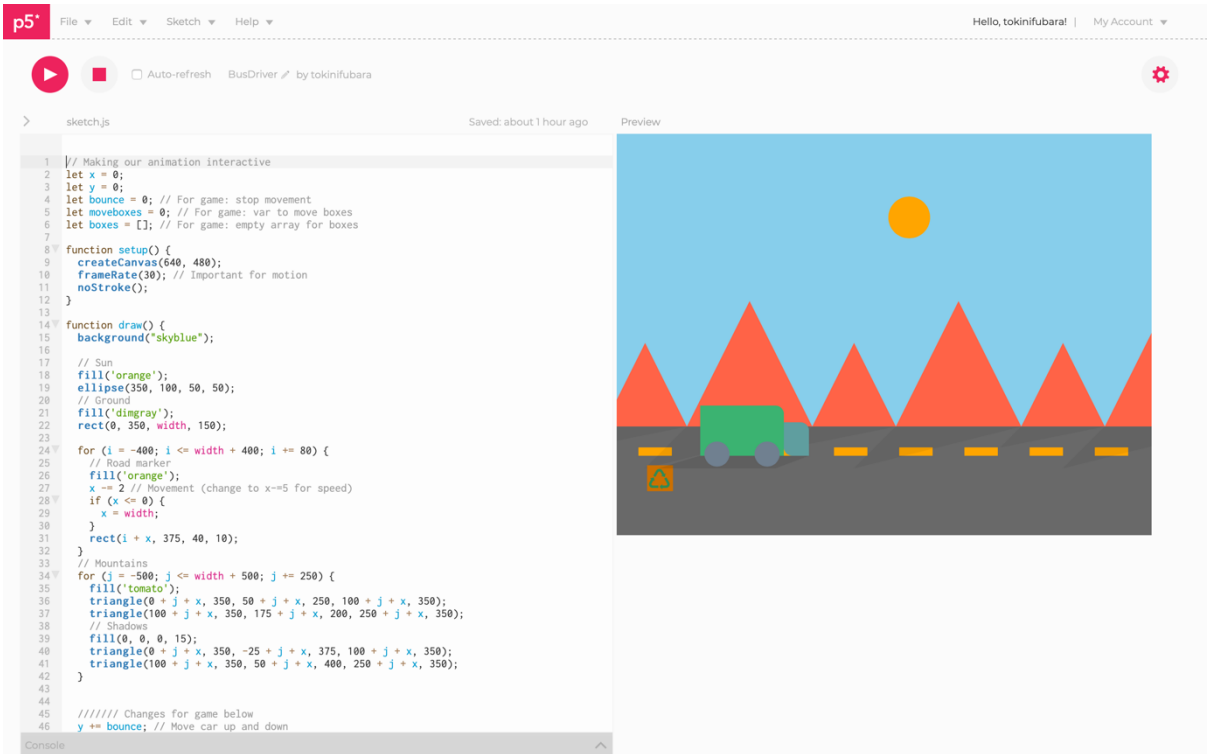
Online Resources
Data Visualisation: **https://editor.p5js.org**
Game: **https://editor.p5js.org**
Animation using polar coordinates: **https://editor.p5js.org**
Process Log: **http://myblog.blog.com**

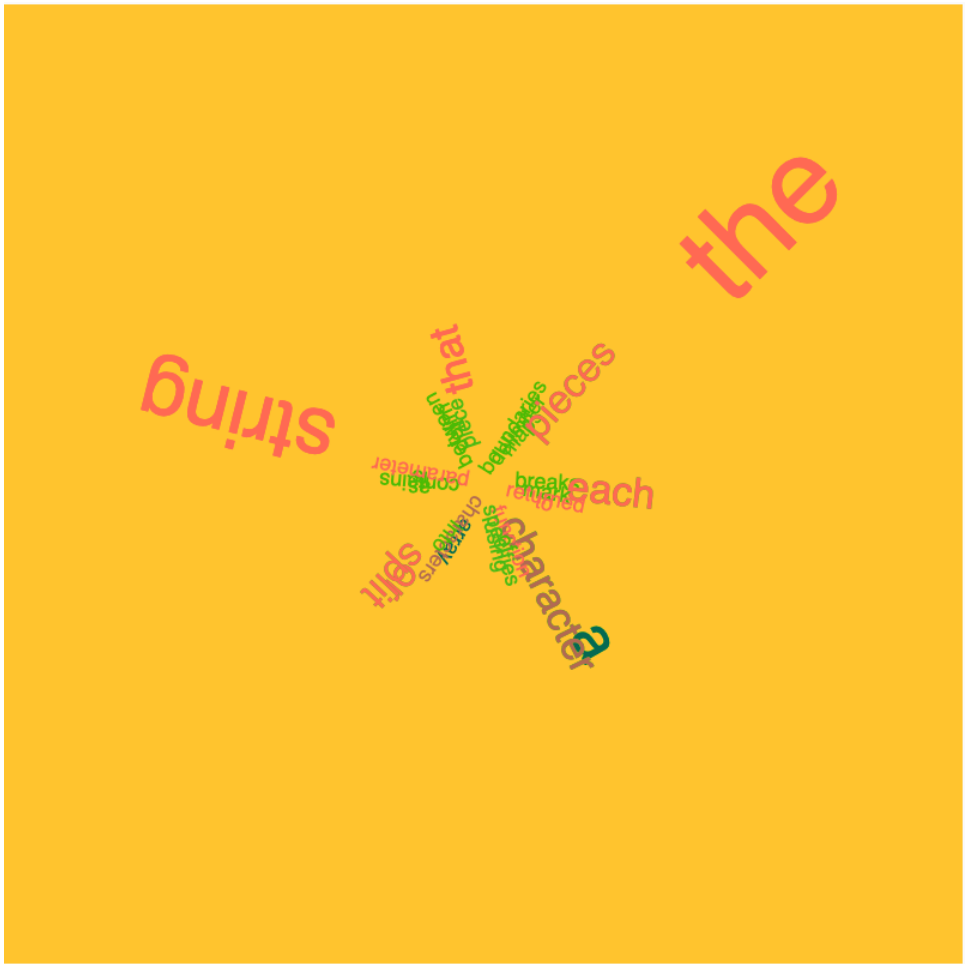
For submissions not using p5js Editor
GitHub link: **https://github.com/username/Creative-Making-Portfolio-project**
hash: d47fec88b3b657504c7155f7cf694ad217696154

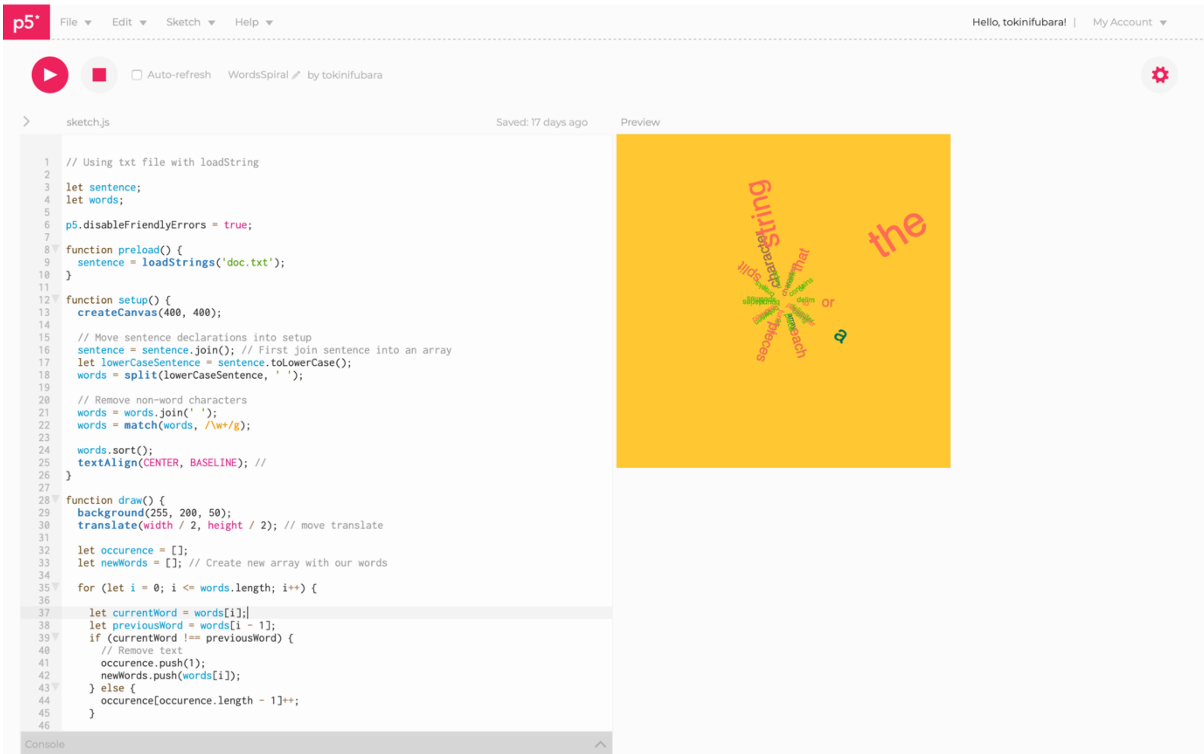
DOCUMENTATION
Sketch1

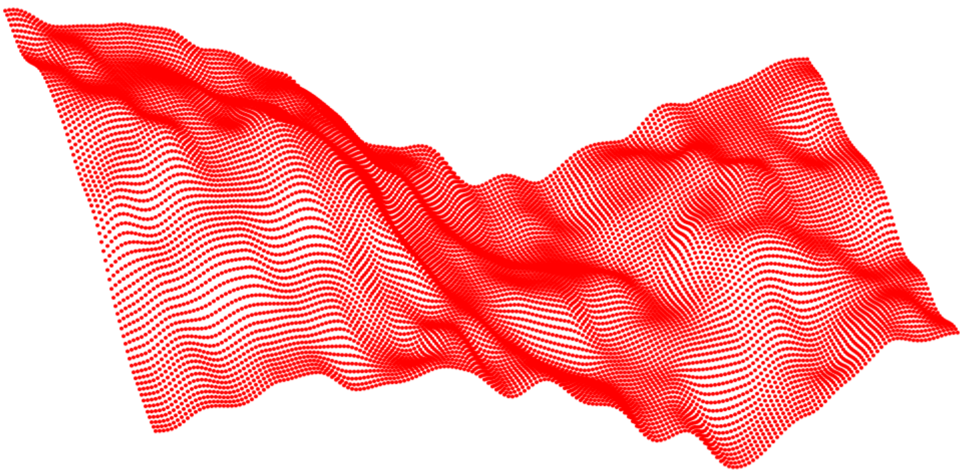


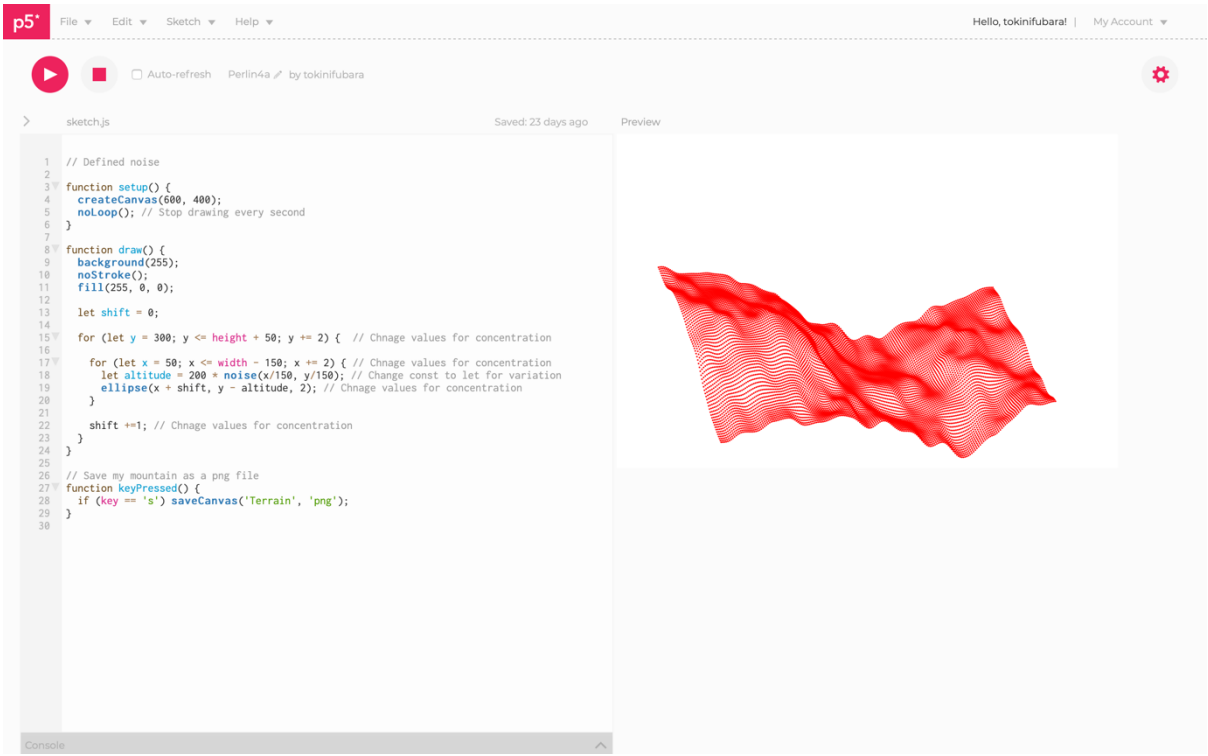

p5*
File
Edit
Sketch
Help
Hello, tokinifubara!
My Account
Auto-refresh
BusDriver by tokinifubara
sketch.js
Saved: about 1 hour ago
Preview
// Making our animation interactive
let x = 0;
let y = 0;
let bounce = 0; // For game: stop movement
let moveboxes = 0; // For game: var to move boxes
let boxes = []; // For game: empty array for boxes
function setup() {
createCanvas(640, 480);
frameRate(30); // Important for motion
noStroke();
}
function draw() {
background("skyblue");
// Sun
fill('orange');
ellipse(350, 100, 50, 50);
// Ground
fill('dimgray');
rect(0, 350, width, 150);
for (i = -400; i <= width + 400; i += 80) {
// Road marker
fill('orange');
x -= 2 // Movement (change to x-=5 for speed)
if (x <= 0) {
x = width;
}
rect(i + x, 375, 40, 10);
}
// Mountains
for (j = -500; j <= width + 500; j += 250) {
fill('tomato');
triangle(0 + j + x, 350, 50 + j + x, 250, 100 + j + x, 350);
triangle(100 + j + x, 350, 175 + j + x, 200, 250 + j + x, 350);
// Shadows
fill(0, 0, 0, 15);
triangle(0 + j + x, 350, -25 + j + x, 375, 100 + j + x, 350);
triangle(100 + j + x, 350, 50 + j + x, 400, 250 + j + x, 350);
}
/////// Changes for game below
y += bounce; // Move car up and down
Console

Sketch2


the
string
that
pieces
each
character
split
break


p5*
File
Edit
Sketch
Help
Hello, tokinifubara!
My Account
Auto-refresh
WordsSpiral
by tokinifubara
sketch.js
Saved: 17 days ago
Preview
// Using txt file with loadString
let sentence;
let words;
p5.disableFriendlyErrors = true;
function preload() {
sentence = loadStrings('doc.txt');
}
function setup() {
createCanvas(400, 400);
// Move sentence declarations into setup
sentence = sentence.join(); // First join sentence into an array
let lowerCaseSentence = sentence.toLowerCase();
words = split(lowerCaseSentence, ' ');
// Remove non-word characters
words = words.join(' ');
words = match(words, /\w+/g);
words.sort();
textAlign(CENTER, BASELINE); //
}
function draw() {
background(255, 200, 50);
translate(width / 2, height / 2); // move translate
let occurence = [];
let newWords = []; // Create new array with our words
for (let i = 0; i <= words.length; i++) {
let currentWord = words[i];
let previousWord = words[i - 1];
if (currentWord !== previousWord) {
// Remove text
occurence.push(1);
newWords.push(words[i]);
} else {
occurence[occurence.length - 1]++;
}
Console
the
or
a




p5*
File
Edit
Sketch
Help
Hello, tokinifubara! |
My Account
Auto-refresh
Perlin4a
by tokinifubara
sketch.js
Saved: 23 days ago
Preview
// Defined noise
function setup() {
createCanvas(600, 400);
noLoop(); // Stop drawing every second
}
function draw() {
background(255);
noStroke();
fill(255, 0, 0);
let shift = 0;
for (let y = 300; y <= height + 50; y += 2) { // Chnage values for concentration
for (let x = 50; x <= width - 150; x += 2) { // Chnage values for concentration
let altitude = 200 * noise(x/150, y/150); // Change const to let for variation
ellipse(x + shift, y - altitude, 2); // Chnage values for concentration
}
shift +=1; // Chnage values for concentration
}
}
// Save my mountain as a png file
function keyPressed() {
if (key == 's') saveCanvas('Terrain', 'png');
}
Console

Annotated Bibliography

Burton, L. (2003). *Which way social justice in mathematics education?* Westport, Conn: Praeger.

- Introduce the source (book, journal article, essay or lecture videos[1]): What is the text about? What are the writer's main arguments or contributions?
- Explain how the source fits into your project: What did you take away from reading this article? Do you agree or disagree with some of the writer's arguments? Why do you agree/disagree? How did/will you incorporate the information into your project?
- Length (200 – 250).

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[1] Arranged in terms of importance

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- Length (200 – 250).

Creative-Making

Creative Making: Design and Visual Coding (2019/20) materials

View the Project on GitHub tokinifubara/Creative-Making

Rules of Engagement

1. We will communicate with good faith, not assuming ill intent.
2. No question is stupid. We encourage curiosity.
3. We will not assume knowledge. If we must use specialist words, we will explain them.
4. We will be polite.
5. We will not be disruptive in class.
6. We are a diverse set of people from various cultural backgrounds.
   We will be patient when we are not clearly understood.
   We will be patient with each other.

Presentation Schedules

Week #	Presenters [1]
2	Jack, Laurence, Harry, Jasmine
3	Vasi, Slim, Izzy
4	Chiara, Tony, Min
5	Hillary
7	Rishi, Felix, Amo, Sharday

8	Joanna, Aaron, Lucie, Fransceso, Chi, Eli

Slides

Week 1: createCanvas() 👉🏿
Week 2: What is Code? 👉🏿
Week 3: What is Interactivity? 👉🏿
Week 3 and Week 4 index of sketches 👉🏿
Week 5: Let’s make games 👉🏿
Week 7: Algorithmic Thinking 👉🏿
Week 8: The Politics of Data 👉🏿

1: Subject to change depending on time constraints.
