

Reflection

When I started out with this challenge, I had sort of an idea in my head. I started sketching on paper, but I realized that sketching like that is way too limiting for a program like this. Processing is completely new for me, so I had to start exploring. At first I tried to force shapes into exact positions. It worked, but it was not very exciting; it was just a pattern. I tried to make it less flat by adding a sphere on top, but it still was kind of boring (although I was really excited that I made something with Processing).

After that I read some chapters in a book about generative art with Processing, so I spent a couple of hours trying to understand what they did in a code there. It was a very short code that drew small ellipses in such a way that it looked like a fabric flowing through the air, and every time you ran the program it had a different shape. When I understood it finally, I tried to apply it to the shapes I made in the previous pattern. It did not work out the way I wanted it, although some nice random patterns emerged, also because of initial mistakes.

A few days before the deadline (or to be honest, the day before the deadline) I realized after discussing with a friend that I was too focused on trying to make my code work, without even knowing whether it was going to work out or not. I did not want to let go of what I already did, because it took so much effort to make it. However, it just does not really matter how much time it took if poster and code do not look great.

So I started over. I still wanted to do something with generative art in 3D, but apart from that, I did not know what I was going to make and how it was going to look. I tried to sketch using Processing: taking small steps at a time and keep running the sketch every time I changed something to see what happened and to understand why. This felt like a much more natural approach to Processing. It really helped to go through the reference and just to try out some random stuff; I feel like I learned a lot by doing that. I also learned quite something from the student assistants and my classmates; I should keep that in mind for other assignments.

All in all, I enjoyed working on this challenge and the in-between-assignments. Learning Processing is like learning any other language that you can speak, but instead of speaking it, you can create with it. And I really enjoy that.

Below: some examples of how I started out.

