Generative Design II

16일 - 모든 알파벳 디자인 및 코드 구현

23일 - 애니메이션 / 인터랙션 추가 + 화면 디자인 구현

26일 - 과제전 설치

Generative Design II

정세윤
폰트이름

이러이러해서 만들었는데 아이디어가 어쩌구 그래서 뭐가 짱이고
프로그래밍 어렵다.

김예은

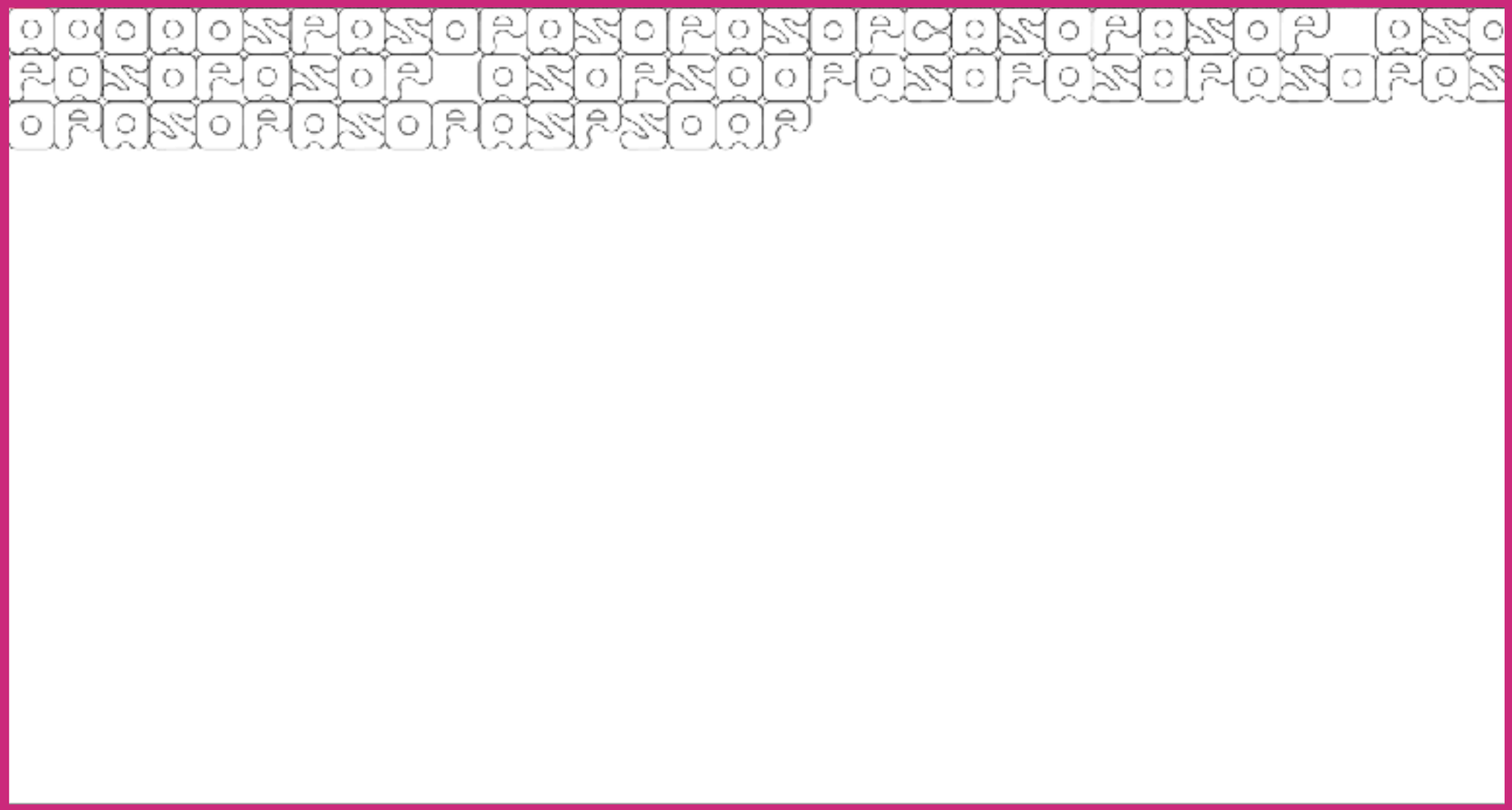
김조은

김현정

박주혜

정세윤

홍은진

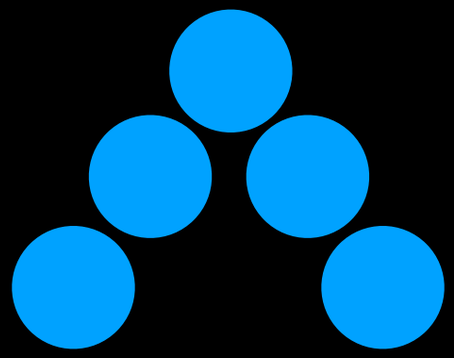


폰트 이름
설명 - 80자 이상, 120자 이내
배경색 고르기 (#FF0000)
자동으로 쓰여질 영어 문구. 30자 이상

Handling 'Enter' and 'BACKSPACE' key

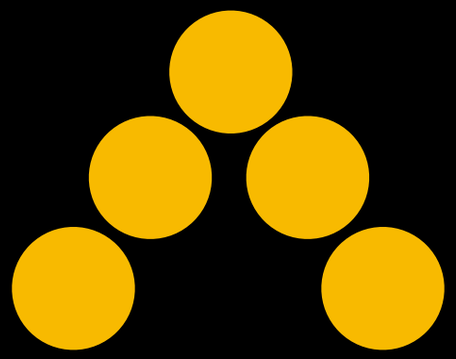
https://editor.p5js.org/youngsangcho/sketches/u3YSOaTH7I

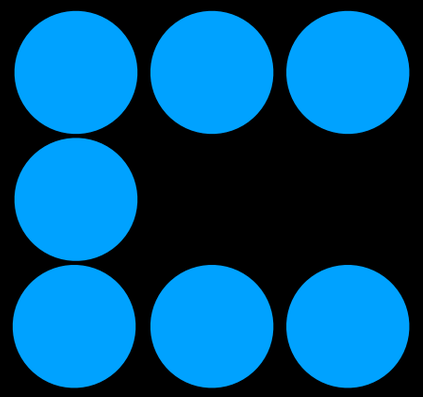
콤마, 마침표, 따옴표, 큰따옴표



```
{
        "char": "a",
        "points": [
          {
            "x": 0,
            "y": 3
          },
....

        ]
    }
```

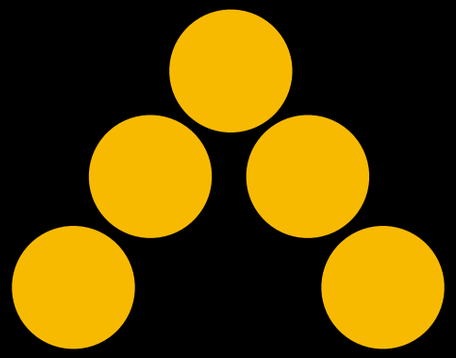
```
class Point {
    constructor() {
        this.x = 0;
        this.y = 0;
    }
}
class Type {
    constructor(char) {
        this.char = char;
        this.points = [ ];
    }
}
```





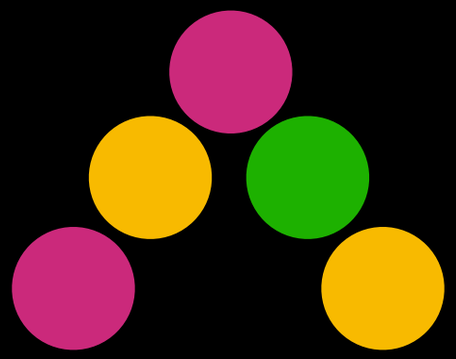

```
{
        "char": "a",
        "color": "#00ffff",
        "points": [
          {
            "x": 0,
            "y": 3
          }
        ]
      }
```

```
{
        "char": "c",
        "color": "#0000ff",
        "points": [
          {
            "x": 0,
            "y": 3
          }
        ]
      }
```

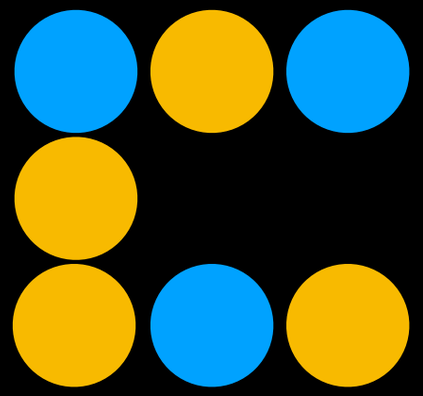


```
{
        "char": "a",
        "color": "#00ffff",
        "points": [
          {
            "x": 0,
            "y": 3
          }
        ]
      }
```

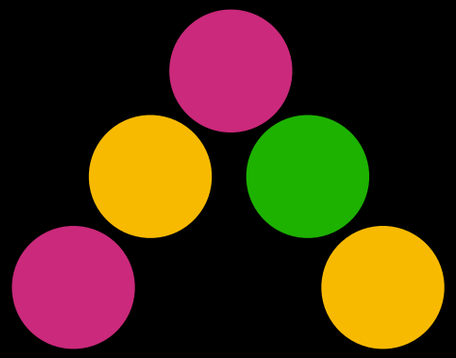
```
class Point {
    constructor() {
        this.x = 0;
        this.y = 0;
    }
}
class Type {
    constructor(char) {
        this.char = char;
        this.points = [ ];
        this.color = .....
    }
}
```



```
{
        "char": "a",
        "points": [
          {
            "x": 0,
            "y": 3,
             "color": "#00ff00",
          },
          {
            "x": 0,
            "y": 3,
             "color": "#00ff00",
          }
      ]
    }
```

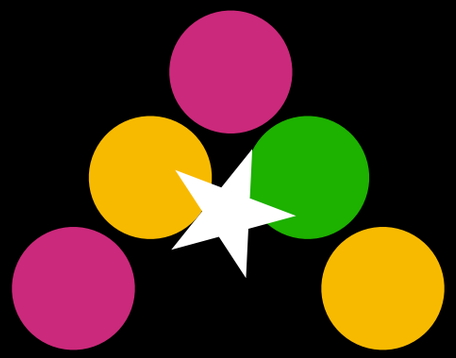


```
{
        "char": "c",
        "points": [
          {
            "x": 0,
            "y": 3,
             "color": "#00ff00",
          },
          {
            "x": 0,
            "y": 3,
             "color": "#00ff00",
          }
      ]
    }
```

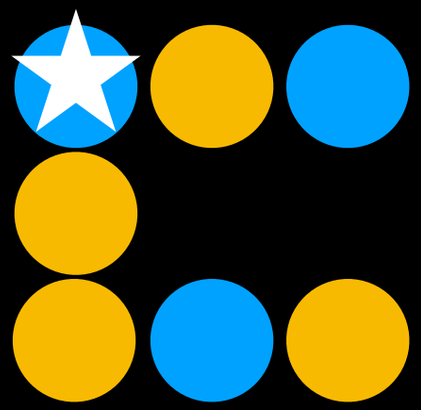


```
{
        "char": "a",
        "points": [
          {
            "x": 0,
            "y": 3,
            "color": "#00ff00",
          },
          {
            "x": 0,
            "y": 3,
            "color": "#00ff00",
          }
        ]
      }
```

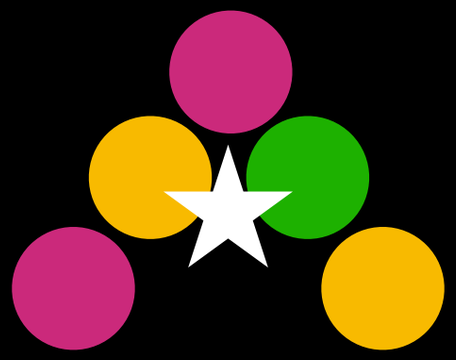
```
class Point {
    constructor() {
        this.x = 0;
        this.y = 0;
        this.color = .....
    }
}
class Type {
    constructor(char) {
        this.char = char;
        this.points = [ ];
    }
}
```



```
{
        "char": "a",
        "shapeX": 50,
        "shapeY": 50,
        "shapeR": 51.2,
        "points": [
          {
            "x": 0,
            "y": 3,
             "color": "#00ff00",
          },
          {
            "x": 0,
            "y": 3,
             "color": "#00ff00",
          }
      ]
}
```

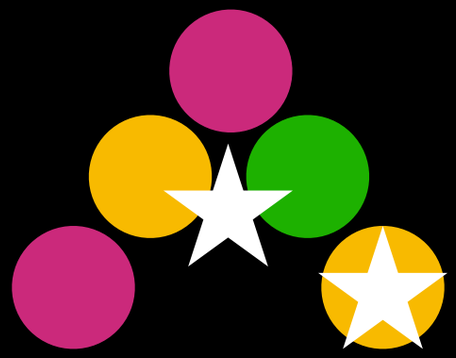


```
{
        "char": "c",
        "shapeX": 0,
        "shapeY": 0,
        "shapeR": 0,
        "points": [
          {
            "x": 0,
            "y": 3,
             "color": "#00ff00",
          },
          {
            "x": 0,
            "y": 3,
             "color": "#00ff00",
          }
      ]
}
```

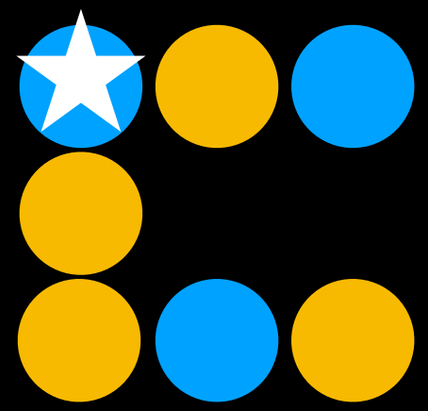


```
{
        "char": "a",
        "shapeX": 50,
        "shapeY": 50,
        "shapeR": 0,
        "points": [
          {
            "x": 0,
            "y": 3,
            "color": "#00ff00",
          },
          {
            "x": 0,
            "y": 3,
            "color": "#00ff00",
          }
      ]
    }
```

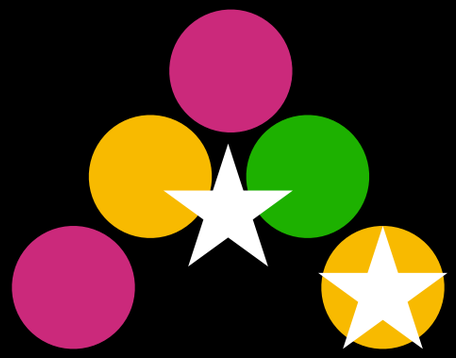
```
class Point {
    constructor() {
        this.x = 0;
        this.y = 0;
        this.color = .....
    }
}
class Type {
    constructor(char) {
        this.char = char;
        this.shapeX = ...;
        this.shapeY = ...;
        this.shapeR = ...;
        this.points = [ ];
    }
}
```



```
{
        "char": "a",
        "shapes": [
          {
            "x": 0,
            "y": 3
          },
          {
            "x": 0,
            "y": 3
          }
        ],
        "points": [
...
        ]
    }
```

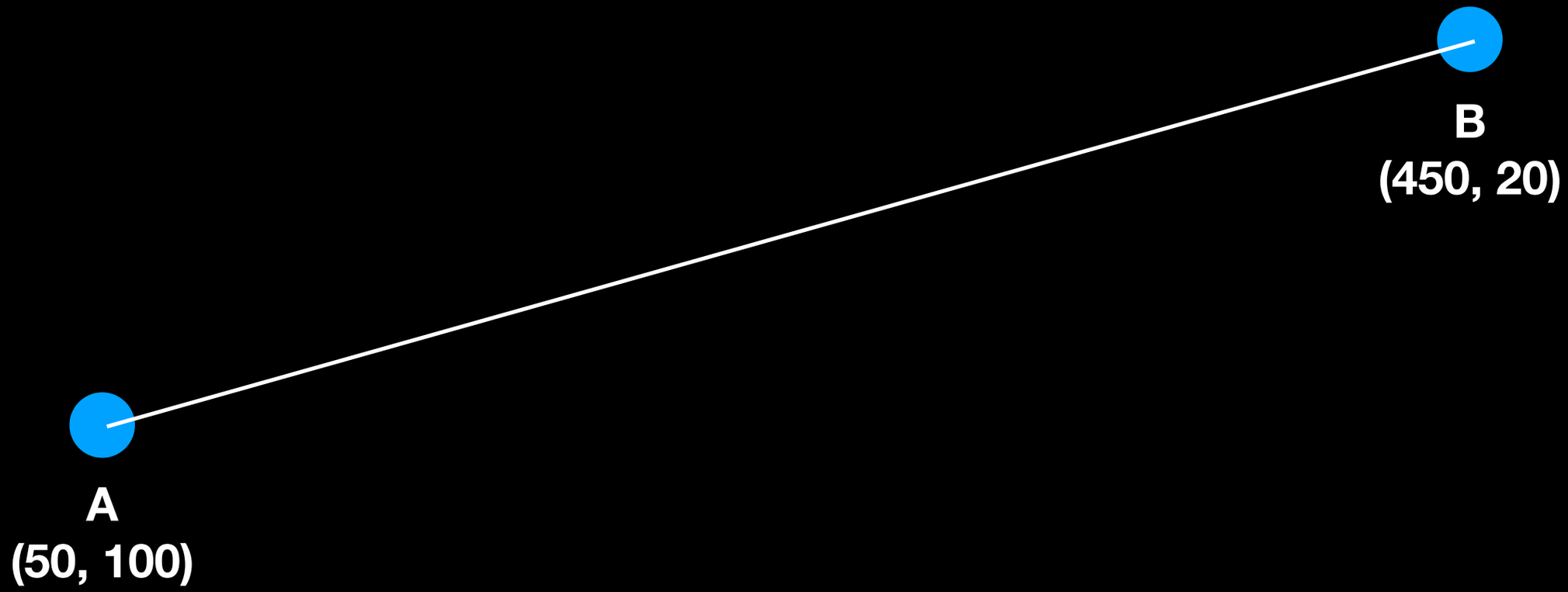


```
{
        "char": "a",

        "shapes": [
          {
            "x": 0,
            "y": 3
          }
        ],
        "points": [
...
        ]
    }
```

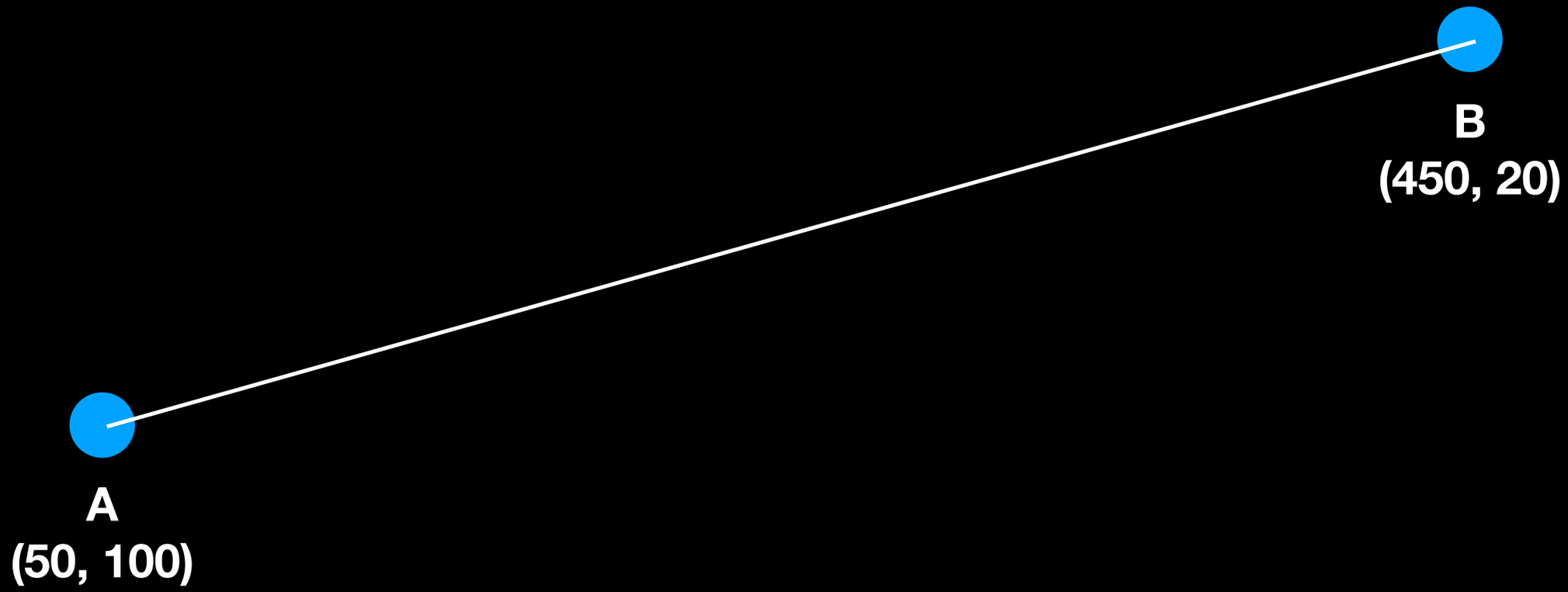


```
{
        "char": "a",

        "shapes": [
          {
            "x": 0,
            "y": 3,
            "r": 3,
          },
          {
            "x": 0,
            "y": 3
          }
        ],
        "points": [
...
        ]
    }
```

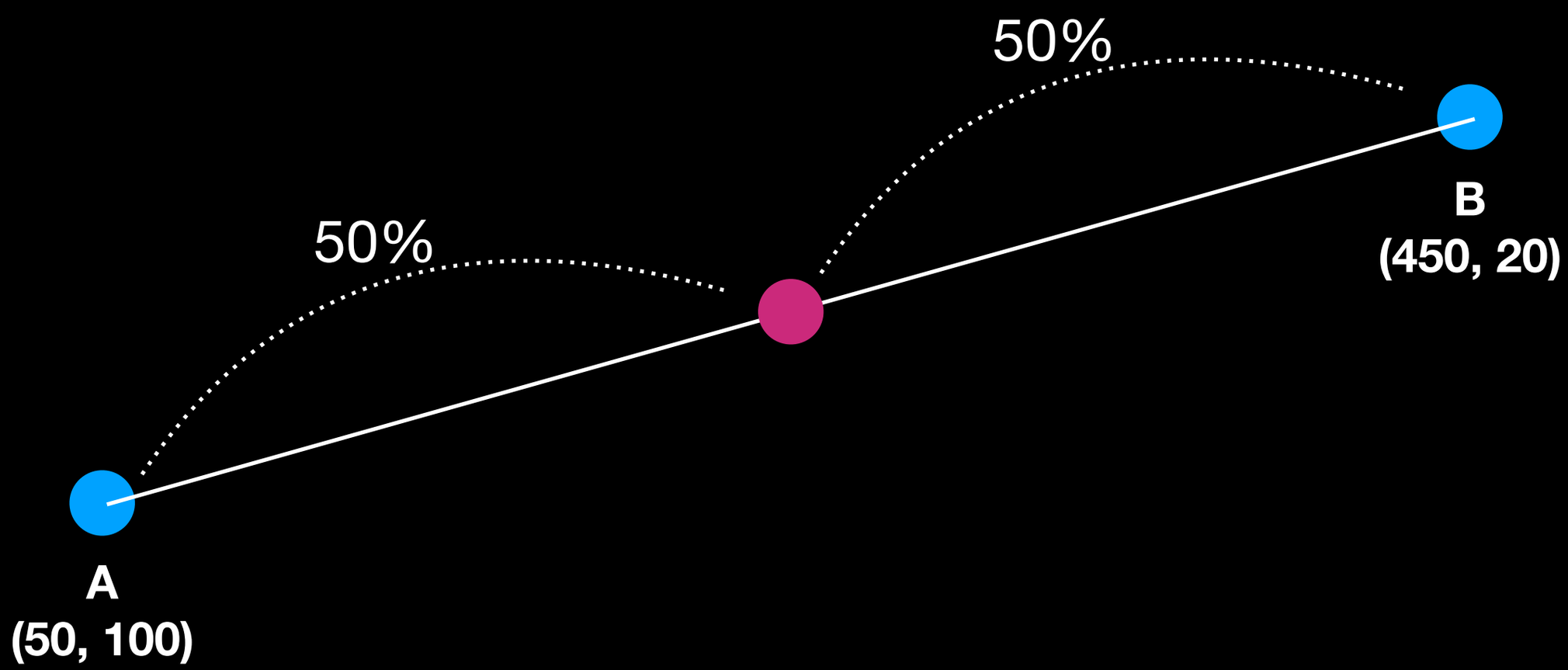
```
class Shape {
    constructor() {
        this.x = 0;
        this.y = 0;
        this.r = 0;
    }
}

class Point {
    constructor() {
        this.x = 0;
        this.y = 0;
        this.color = .....
    }
}

class Type {
    constructor(char) {
        this.char = char;
        this.shapes = [ ];
        this.points = [ ];

    }
}
```



line(50, 100, 450, 20)

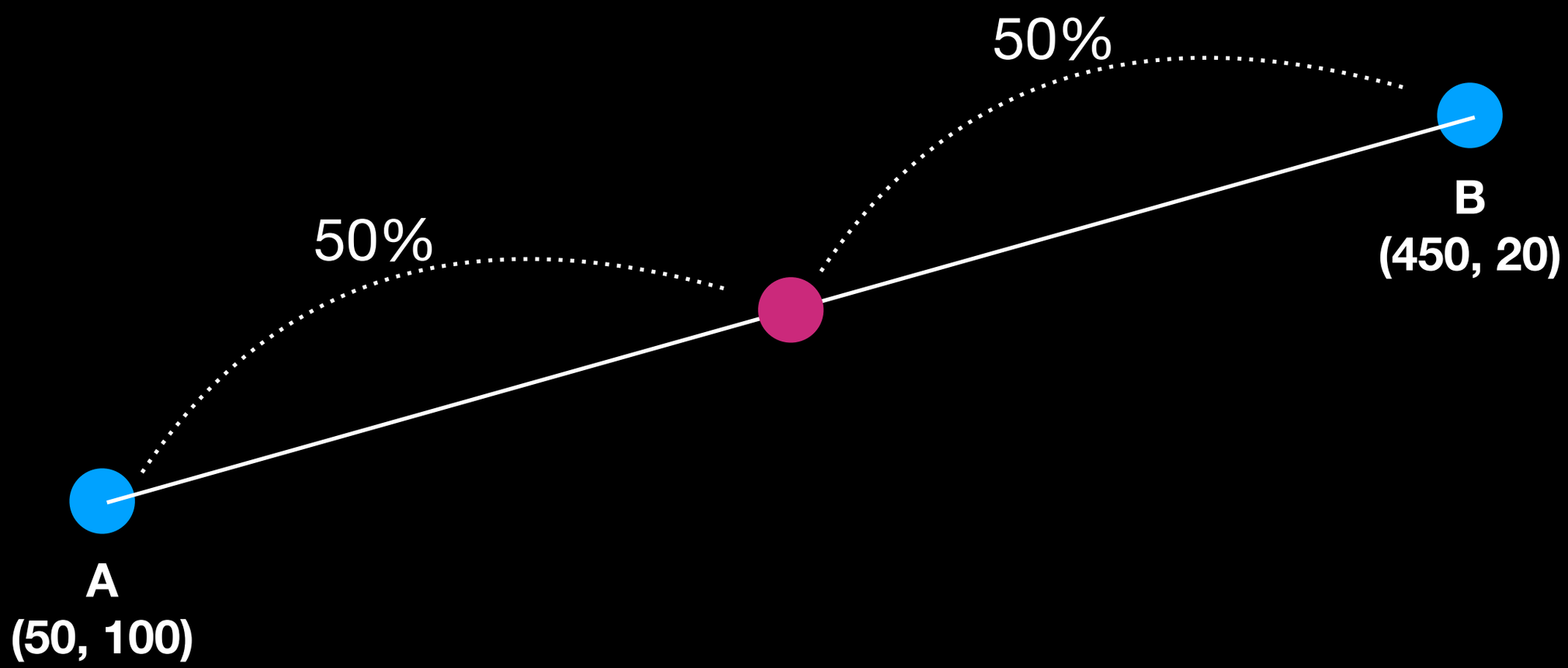


line(50, 100, ?, ?)

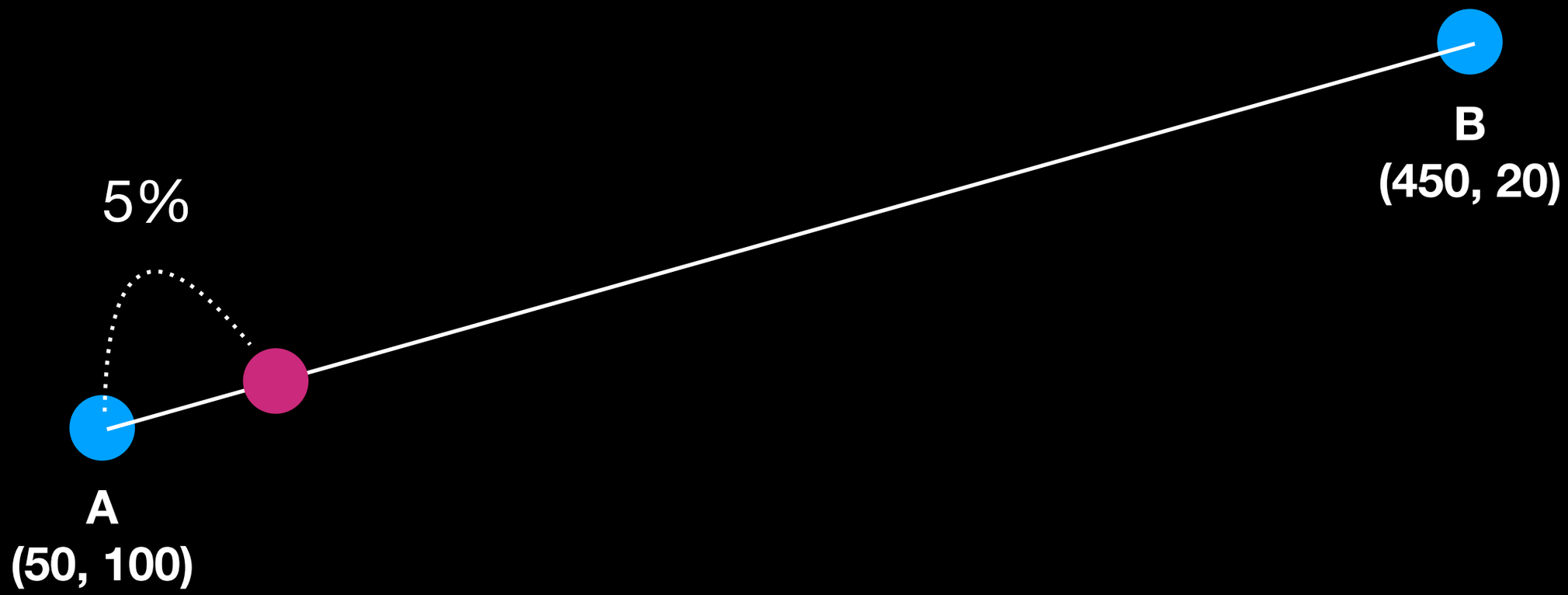


x =

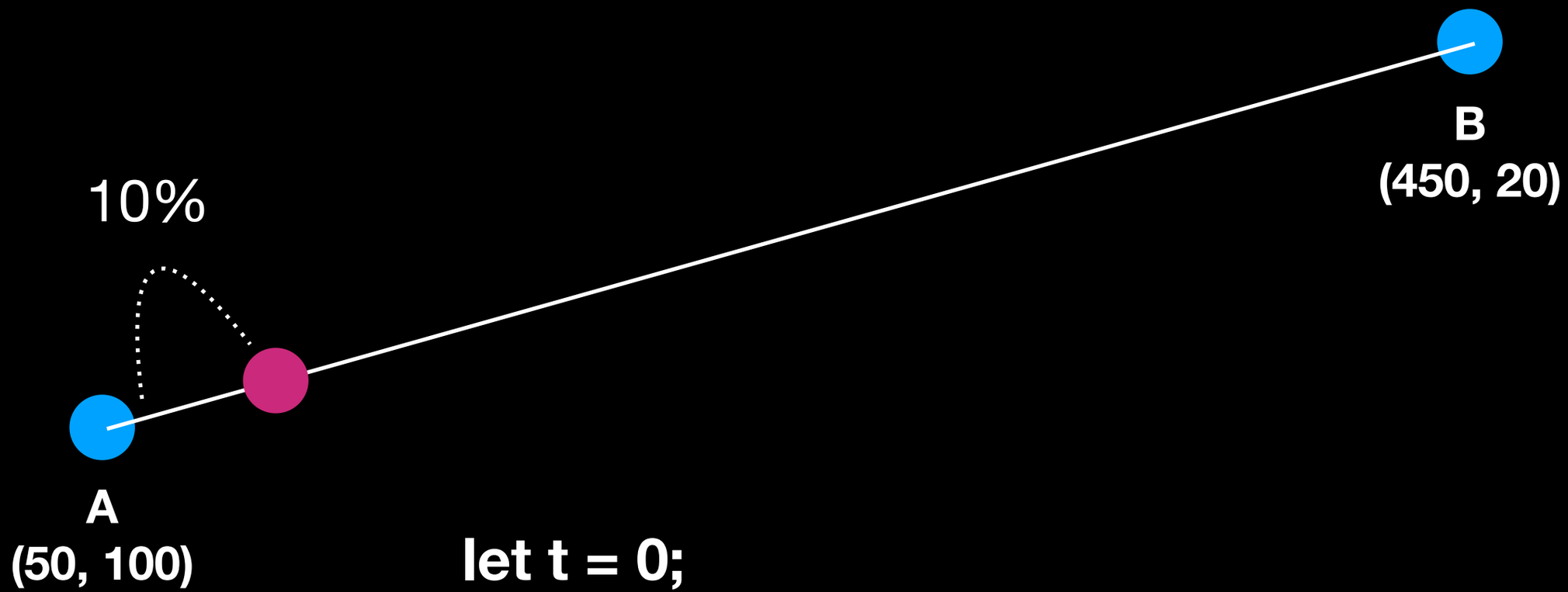
y =



$$x = 50 + (450 - 50) * 0.5$$
$$y = 100 + (20 - 100) * 0.5$$



$$x = 50 + (450 - 50) * 0.1$$
$$y = 100 + (20 - 100) * 0.1$$




```
let t = 0;

function draw() {
  x = 50 + (450 - 50) * t;
  y = 100 + (20 - 100) * t;
  t += 0.1;
}
```

Sample Code

line animation
https://editor.p5js.org/youngsangcho/sketches/XTet8zAuM

cat line animation (김현정)
https://editor.p5js.org/youngsangcho/sketches/2W9bniAdO

터지는 Particle 효과
https://editor.p5js.org/youngsangcho/sketches/g3kxFsKqS

Noise Particle + line
https://editor.p5js.org/youngsangcho/sketches/gmK_tG8fk

spline curve
https://editor.p5js.org/youngsangcho/sketches/yYUPrKgUR

noise particle
https://editor.p5js.org/youngsangcho/sketches/-MbUU2rKL

과제

매주 월요일 밤12시

기한 맞춰 제출

평가 항목
+ 과제별 요구사항
+ 아이디어, 디자인
+ 노력, 시간