# Generative Design II

16일 - 모든 알파벳 디자인 및 코드 구현

23일 - 애니메이션 / 인터랙션 추가 + 화면 디자인 구현

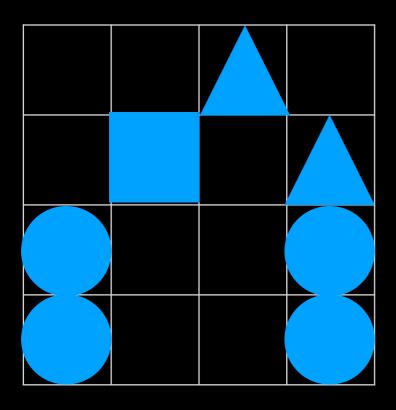
26일 - 과제전 설치

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

0, 0	1, 0	2, 0	3, 0
0, 1	1, 1	2, 1	3, 1
0, 2	1, 2	2, 2	3, 2
0, 3	1, 3	2, 3	3, 3

cnar: "a"
points: (0, 3)
(0, 2)
(1, 1)
(2, 0)
(3, 1)
(3, 2)
(3, 3)

char : coints	



char: "a"

points: (0, 3) / circle

(0, 2) / circle

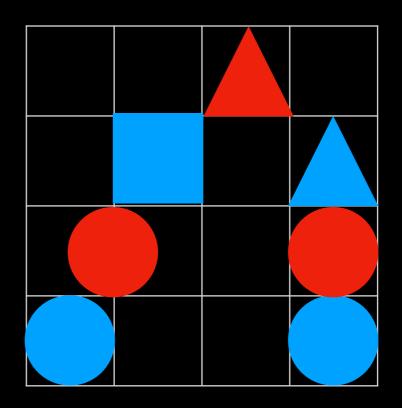
(1, 1) / rect

(2, 0) / tri

(3, 1) / tri

(3, 2) / circle

(3, 3) / circle



char: "a"

points: (0, 3) / circle / (0, 0, 255)

(0.5, 2) / circle / (255, 0, 0)

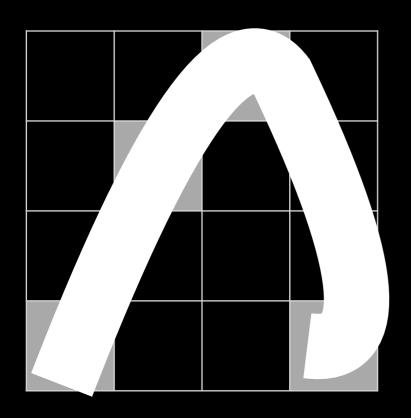
(1, 1) / rect / (0, 0, 255)

(2, 0) / tri / (255, 0, 0)

(3, 1) / tri / (0, 0, 255)

(3, 2) / circle / (255, 0, 0)

(3, 3) / circle / (0, 0, 255)



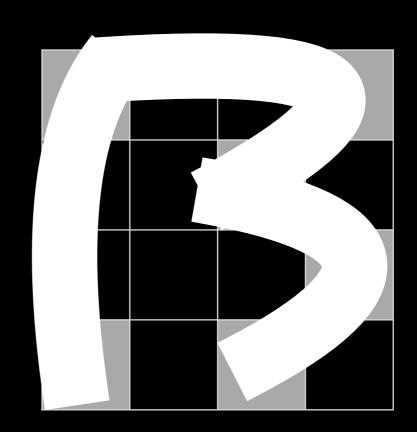
char: "a"

points: (0, 3)

(1, 1)

(2, 0)

(3, 3)



char: "b"

points: (0, 3)

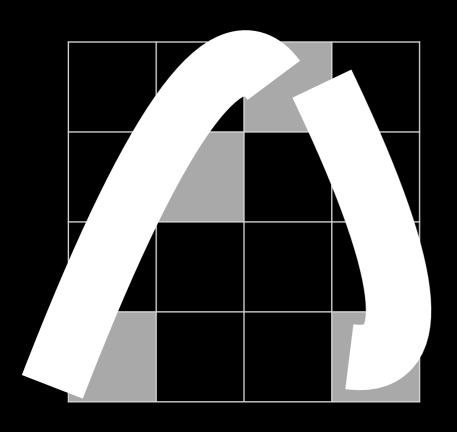
(0, 0)

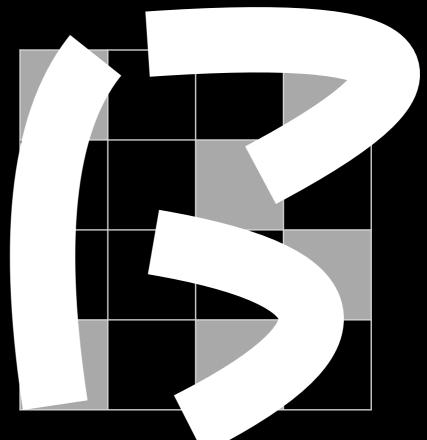
(3, 0)

(2, 1)

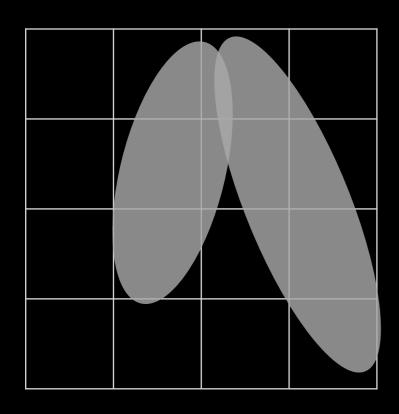
(3, 2)

(2, 3)





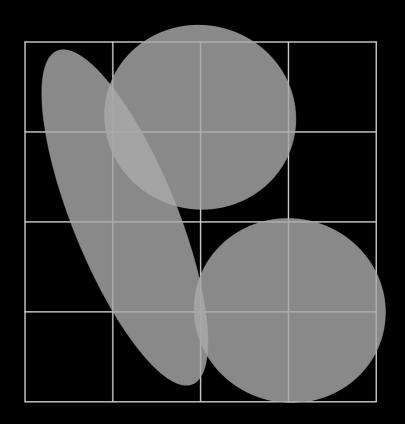
```
char: "b"
lines: {
points: (0, 3)
         (0, 0)
points: {
(0, 3)
         (3, 0)
points: {(0, 3)
         (3, 2)
         (2, 3)
```





points: (1.5, 1.5) / w: 10 / h: 30 / 10deg

(3, 2) / w: 10 / h: 40 / -10deg



char: "b"

points: (2, 1) / w: 10 / h: 40 / -10deg

(2, 0.8) / w: 20 / h : 20 / 0deg

(3, 3) / w: 20 / h : 20 / 0deg

## students.json

```
"students":
   "name": "cho",
   "height": 150
   "name": "kim",
   "height": 180
   "name": "park",
   "height": 130
```

#### students

name	cho
height	150

name	kim
height	180

name	park
height	130

```
char: "a"
points: (0, 3)
         (0, 2)
         (1, 1)
         (2, 0)
         (3, 1)
         (3, 2)
         (3, 3)
char: "b"
points: (0, 0)
         (0, 1)
         (0, 2)
         (0, 3)
         (1, 3)
         (2, 3)
         (3, 3)
         (3, 2)
         (3, 1)
         (2, 1)
```

(1, 1)

```
"types":[
    "char": "a",
   "points": [
       "x": 0,
       "y": 3
       "x": 0,
        "y": 2
   "char": "b",
    "points": [
       "x": 0,
       "y": 0
       "x": 0,
       "y": 1
```

JSON

type

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

type + shape

https://editor.p5js.org/youngsangcho/sketches/Ne7ZWluWv

type + shape2

https://editor.p5js.org/youngsangcho/sketches/16gryqIPD

line + random

https://editor.p5js.org/youngsangcho/sketches/7GMaYSSOQ

spline curve

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

noise particle

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

box2d

https://editor.p5js.org/javier/sketches/wzLQrzS0t

matter.js

https://brm.io/matter-js/

## 과제

매주 월요일 밤12시

기한 맞춰 제출

평가 항목

- + 과제별 요구사항
- + 아이디어, 디자인
- + 노력, 시간

## 과제

남의 코드 베끼지 말기. 가능한 직접 쓰기.

다른 사람/인터넷의 코드를 참조하는 경우,

- + 블로그와 코드 안에 출처 밝히고,
- + 이해해서 내 것으로 만든 경우에만 인정. (모르면 질문)

과제 검사 시, 질문할 수도.