

Generative Art

course / *lab-0*

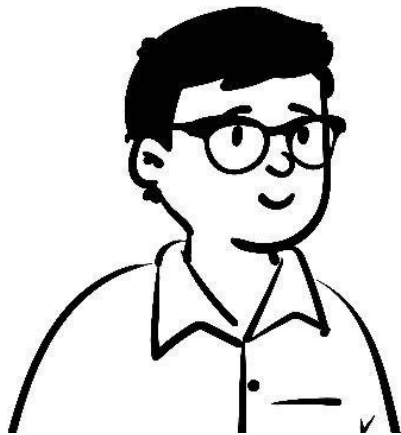
tl:dr; **het vak uitleggen, de
opdracht doornemen, de
beoordeling bekijken**

@dandevri

Sim Racing

Nerd

Karting



3D printing

Pi

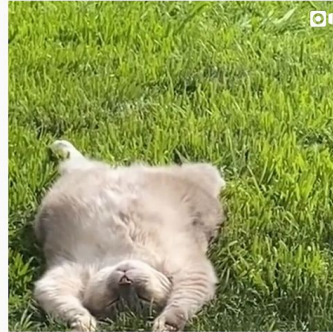
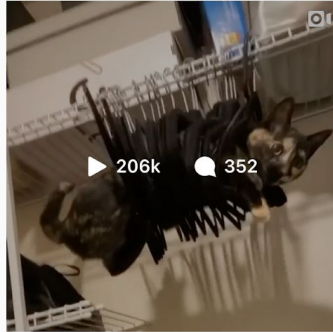
~~mr.de vries~~

Danny

Cooking

Instagram

Search



@round.boys



Course

course

description

Generative Art is a **creative coding course** exploring generative art using JavaScript and the **P5.js library**. During the *~5 weeks* of this course we'll cover everything from the basics of processing to advanced interaction (input, gestures).

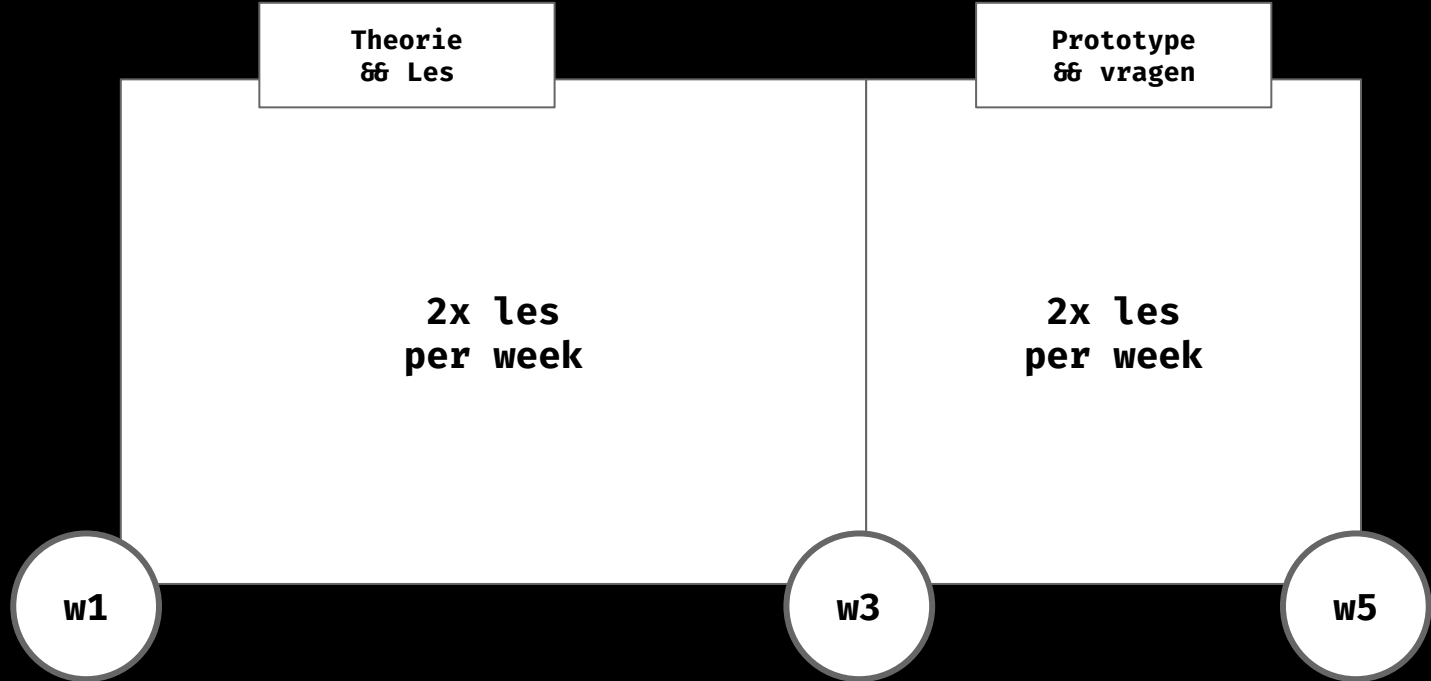
[/readme.md](#)

course

goals

- ❖ You understand what processing is
- ❖ You understand the possibilities of the web
- ❖ You create an artwork based on user input
- ❖ You create an artwork that is generative
- ❖ You can build an artwork with code using P5.js

/readme.md



Theorie
& Les

Prototype
& vragen

2x les
per week

2x les
per week

w1

w3

w5

Concept

course

assignment

tl;dr: Create a generative artwork using processing (p5.js) with the overarching theme of this minor; identity (the new intimacy).
The artwork is unique and represents you as an individual.

/assignment

concept

examples

The idea is that you **set a couple of variables that are unique to you**. Design movement, colors, typography, shapes, patterns etc. and your **code generates an artwork based on those variables**.

/assignment

concept

workflow

1. Think about **your concept**, what output do you want the artwork to generate? *Look for inspiration.*
2. Determine your **input variables**
3. Start coding **the artwork using p5.js** in the browser.
4. **Add user input**, how can a user interact with your artwork?

/assignment

Grading

course

deliverables

- ❖ **Individual Prototype (code):** generative artwork using processing (p5.js)
- ❖ **Documentation (readme):** a small logbook with your concept and research

/grading

Browser address bar: <https://github.com/dandevri/generative-art-example-repo>

Repository: **dandevri / generative-art-example-repo** Private ✓

Unwatch 0 Stars 0 Forks

Code Issues Pull requests Actions Projects Wiki Settings

main 1 branch 0 tags

dandevri Add files via upload ee2c4e4 25 seconds ago 2 commits

LICENSE	Initial commit	5 minutes ago
index.html	Add files via upload	25 seconds ago
readme.md	Add files via upload	25 seconds ago
sketch.js	Add files via upload	25 seconds ago
style.css	Add files via upload	25 seconds ago

Procesverslag

Over

- **Naam:** voornaam + achternaam
- **Klas:** vid-1/vid-2

Artwork created for the course Generative Art @CMDamsterdam

www.dandevri.github.io/gen...

processing p5 generative-art cmd p5js amsterdam

MIT License

course

grading

You'll be graded by *4 topics*:

- **Creativity:** how original is the concept
- **Complexity:** how complex is the code
- **Interactivity:** how does it respond to input
- **Generativity:** how generative is it

/grading

Concept



Gradient

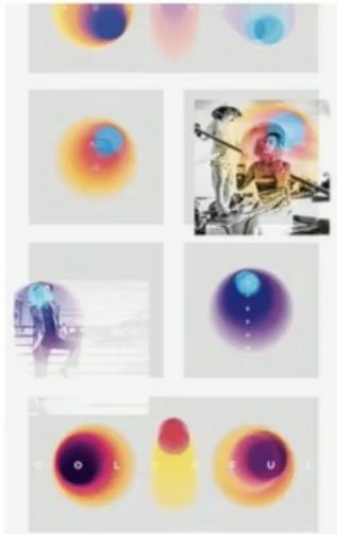
Torsten Lindse Anders
design of Jack...



Merge



Fade -



Sexual orgasms on Behance
by Romain Gorisse



October is fading like a #gradient hope yours is...



Bambora by 25AH. #branding #design #print



청주대학교 시각디자인학과 제36회 졸업 전시회 :: 텀블벅



inspiration

- | | | | | | |
|----|----------|----|----------|----|-------------|
| 01 | light | 11 | spring | 21 | boreal |
| 02 | coral | 12 | whisp | 22 | crimson |
| 03 | reflect | 13 | bloom | 23 | iridescent |
| 04 | fragment | 14 | lattice | 24 | murmuration |
| 05 | eclipse | 15 | rain | 25 | mineral |
| 06 | dune | 16 | mist | 26 | canopy |
| 07 | pigment | 17 | wind | 27 | strata |
| 08 | shadow | 18 | reaction | 28 | surface |
| 09 | erosion | 19 | river | 29 | diffuse |
| 10 | penumbra | 20 | ray | 30 | grain |

prompts



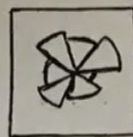
CONCENTRIC



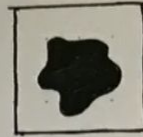
SPIRAL



WHEEL



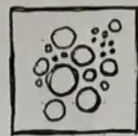
PIE



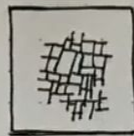
BLOB



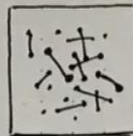
BOUNDARY



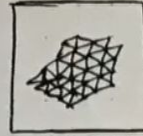
PACKING



MAP



LINKS



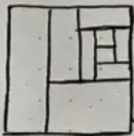
TESSELLATED



NOISE LINES



ISOLINE



SUBDIVISION



XOR



NOISE RINGS



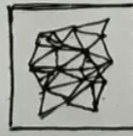
SHAPE



LEAF



MAZE



DELANWAY



GRID



LOW-POLY



TERRAIN



ISOMETRIC



VENATION



RECURSION

sketch

What to do?

Set-up your **GitHub repo** if you haven't already. *Follow the Getting Started guide.*

What to do?

Bedenk eerst een idee, en bedenk dan pas hoe je het gaat bouwen. Laat je in eerste instantie niet beperken tot de techniek.

exit;

see you in *lab-1a*