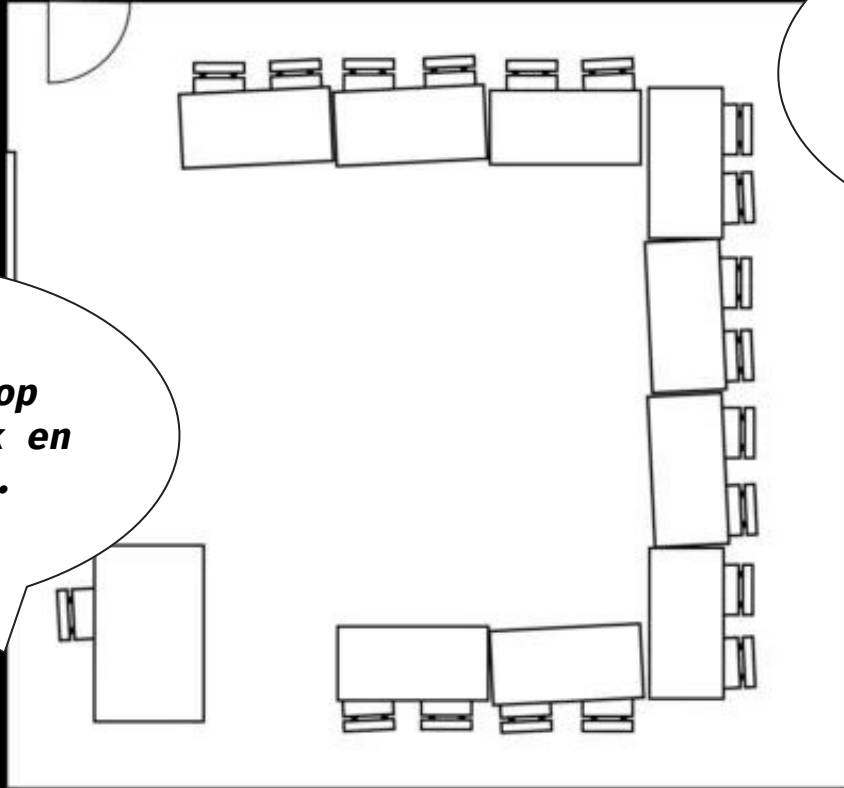


*Open je laptop
met je artwork en
GitHub repo.*




*Zet de tafels in
'Markt' achtige
setting*



Tip



Top



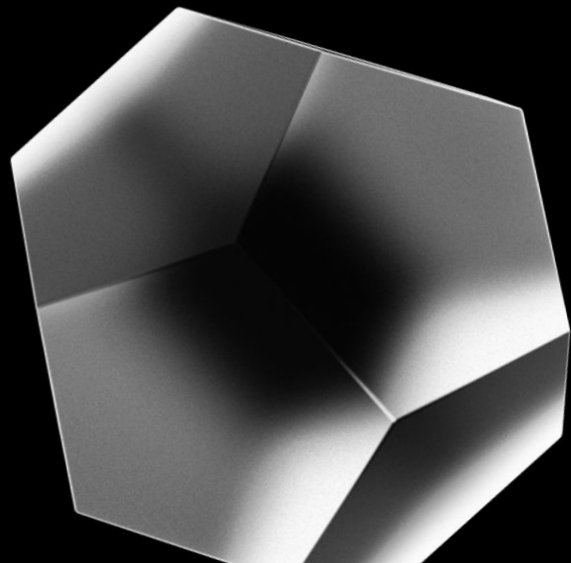
Loop rond en geef
tips / tops op
post-its.

today

~~I. Standup~~

II. Assessment

III. Feedback



Assessment

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

assignment

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

course

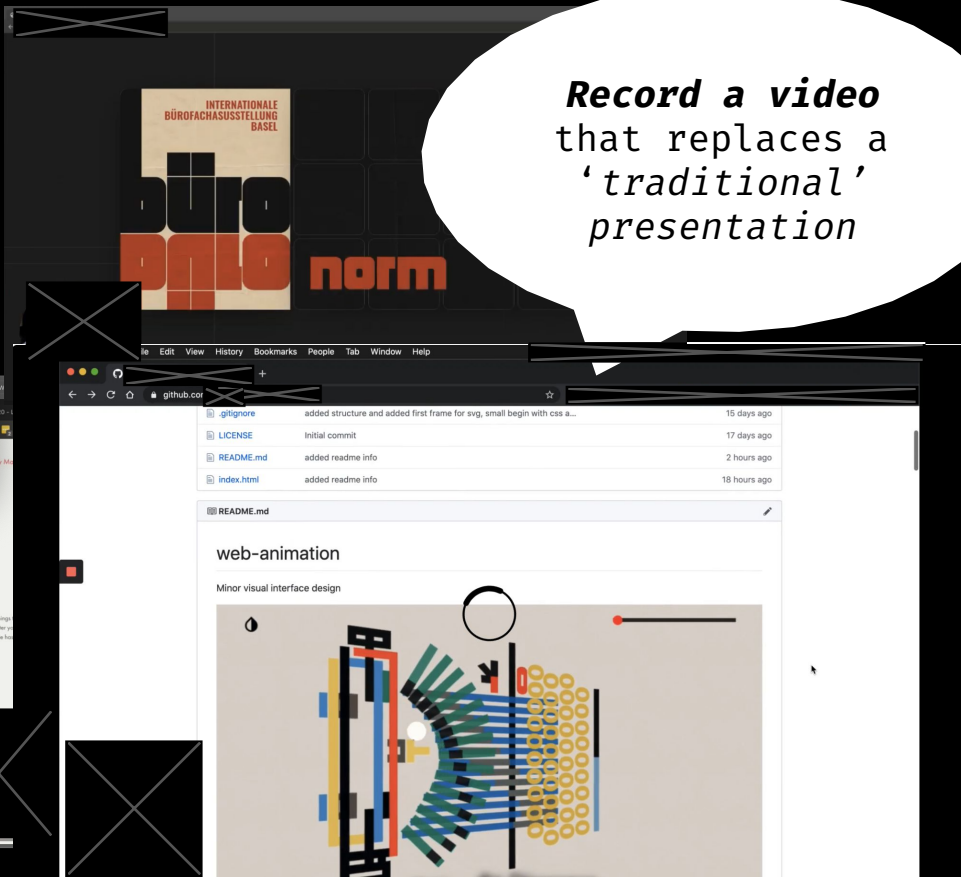
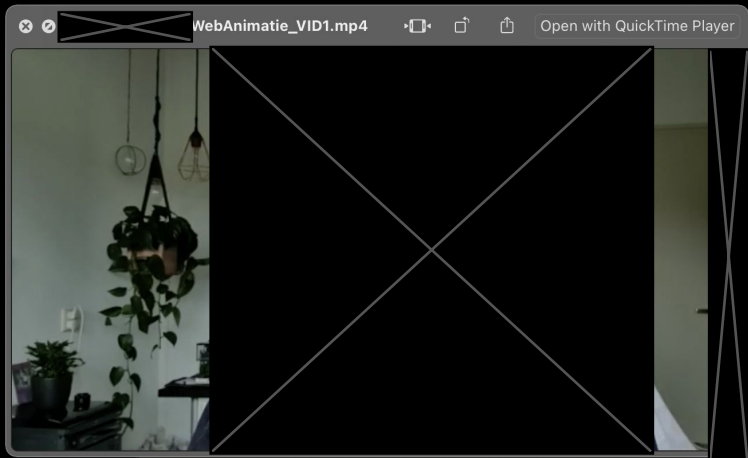
grading

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

	1-4	5-6	6-8	8-10
Creativity	There is a concept but it lacks vision, uniqueness and effort	There is a solid concept, the idea is original, there is documented research	The concept is above average, it's very creative and unique	Special care was taken to create a unique and creative concept
Complexity	The code is incomplete; the artwork partially works with p5.js	The code is solid and has basic features; the artwork works with p5.js	The code is complex; the artwork uses advanced p5.js techniques	The code is very complex; the artwork uses complex p5.js techniques
Interactivity	The artwork doesn't (or very minimal) respond to any user input	The artwork responds to user input; a user can interact with your artwork	The artwork responds to multiple types of input (gestures, clicking, dragging)	The artwork is multi-device; a user can interact with the artwork on multiple devices
Generativity	There is no degree of randomness; the artwork is always the same	The artwork is generative; there is one variable component that changes	The artwork is generative; there are multiple variables that change	The artwork has a complex algorithm for its creation and changes based on variable input



Record a video
that replaces a
'traditional'
presentation

course

deadlines

- ❖ Maak een screencast van ~5 minuten
- ❖ Lever video in bij assignments op Brightspace
- ❖ Lever GitHub repo in bij assignments op Brightspace

/grading

course

deadlines

- ❖ Maak een screencast van ~5 minuten
- ❖ Lever video in bij assignments op Brightspace
- ❖ Lever GitHub repo in bij assignments op Brightspace

Doe dat **voor donderdag 20 mei om 12:00.**

course

deliverables

- ❖ **Individual Prototype (code):** generative artwork using processing (p5.js)
- ❖ **Documentation (readme):** a small logbook with your concept and research
- ❖ **Presentation (video):** a screencast ~5 minutes

/grading

Thu 20 May

Fri 21 May



09:20 - 11:00

SLB jaar 2

Bijvoet, H.W.
Brink, B. ten
Elloumi, L.
Huijbregts, A.F.N.M.
Kok, J.P.



11:10 - 17:50

Vorm en detail

Vries, D.A. de
Group(s): FDMCI_Minor VID 1 a,
FDMCI_Minor VID 1 b
seminar / tutorial



09:20 - 16:00

Nakijken

Nakijken

***Jullie werk
nakijken, feedback
geven en van
cijfer voorzien.***

Thu 20 May

Fri 21 May



09:20 - 11:00

SLB jaar 2

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09:20 - 16:00

Vorm en detail

Vries, D.A. de
Group(s): FDMCI_Minor VID 2 a,
FDMCI_Minor VID 2 b
seminar / tutorial

**Call in MS
Teams**

**Vragen over je
cijfer, feedback
voor herkansing
etc.**

Feedback & Questions

exit;

see you in *lab-6*