CREATIVE CODING I | BERRETH

Assignment 2 – Make Your Coding Avatar (self-portrait) (1 1/2 weeks)

This is a two-part assignment that will allow you to experiment with code and become familiar with the tools and development environment that you will be working with over the course of the semester.

In this assignment, you will draw a self-portrait (a coding avatar!) with code-- you will not be animating it. Working this way will put restrictions on the image you create. You will write a series of code statements which will set the colors and define the geometries and other elements within the image. Naturally, you will need to think about issues of simplification and abstraction when you compose this image

Part I – Draw an analog/" traditional" self-portrait

Using your preferable analog," traditional", or currently preferred means of representation, create a self- portrait on paper. This could involve drawing/sketching, painting, collage or digital drawing/painting, etc. etc. Spend at least 30 minutes on this. Obviously, part of the self-portrait process involves making decisions re: composition, color, technique, abstraction, and other elements in the image which construct a narrative or express something about you. Take a picture of the self-portrait. Post the image to the Coding Avatar Moodle forum.

DUE BEFORE THE NEXT CLASS SESSION, AUGUST 19th.

Part II – Create a self-portrait with code

Using your Part I self-portrait as a starting point and inspiration, convert this image to a code self-portrait to be used as a visual avatar image. *THIS IS NOT A LITERAL ANALOG->DIGITAL CONVERSION, YOU ARE NOT TRYING TO COPY THE IMAGE!* Instead you are abstracting, simplifying and representing some of the visual language and meaning of the first image into the second. It should attempt to capture an aspect of your character or narrative, which is the intention of most self-portraits.

Set up a minimum 360x360 pixel canvas. Construct the portrait with geometric "primitives", which will be described in Chapter 3 of the Make:p5js book. If you need them, create more complex shapes with the custom shapes/vertex functions described in that chapter. For curves, reference this page on the Processing website, which explains spline/Bezier curves, etc., and reference the p5.js api.

Post the code sketch to the Assignment #2 entry on the Open Processing class site. Take a screenshot of the image generated and use it as the avatar image in your Open Processing account. Also post this image to the Coding Avatar Moodle forum.
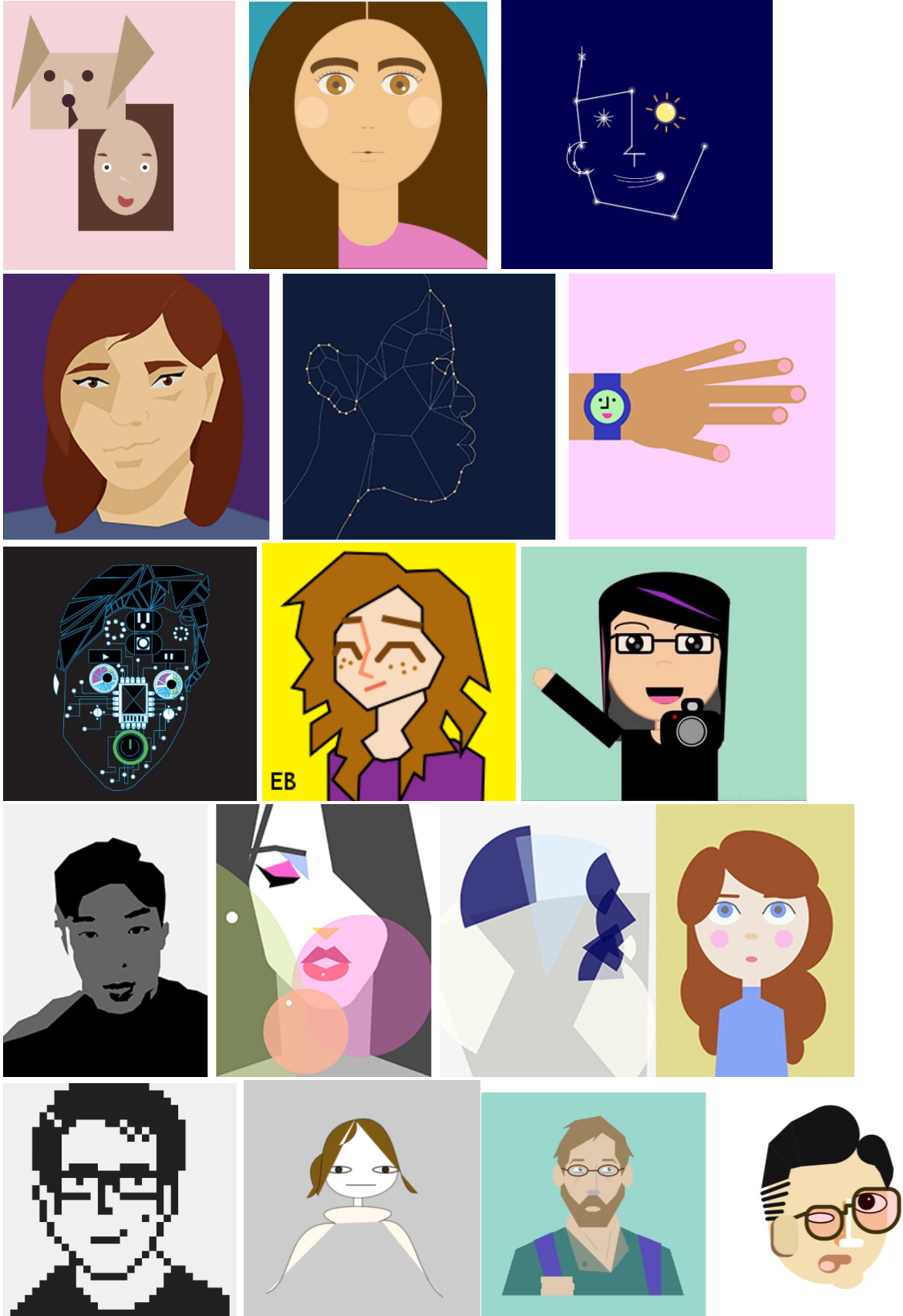
DUE BEFORE THE START OF CLASS, AUGUST 26th

Definition:
Avatar – 2. an icon or figure representing a particular person in video games, Internet forums, etc.
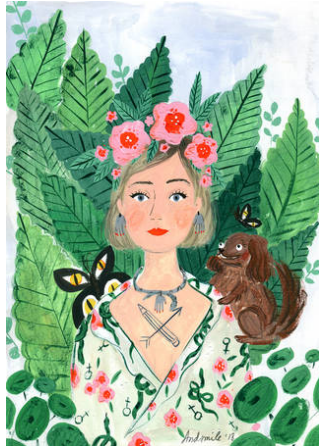
examples – drawn/painted self-portraits

examples – self-portraits with code