

257 / 757

Programming in the Arts with Processing

Project 2**Weight:
1 Letter Grade****Start:****Soon****Due: Tuesday 5.13.14 or sooner****Goal: Do Something That Is New,
Original, and Interesting**

Here are some ideas and the specifications for the projects:

1. Take an idea from one of the homeworks and push it deeply into new areas.
 2. Find a group of Processing functions or a Processing class or a Processing Example that you have not used in the homeworks and explore it in ways that are original for you and graphically interesting to you (and hopefully to others.)
 3. Explore a Processing library beyond the examples presented with the library.
 4. Explore the chapters in the book that have not been covered to look for a starting point.
- =====
5. Code your work to fit on a portable computer's screen – this is important.
 6. Any user instructions must be on screen or on the web page.
- =====
7. Projects that involve target or simple keystroke input games¹, simple mouse drawing, simple image alterations with API functions or similar are not acceptable and, if submitted will receive an unfavorable grade.
 8. Each project is worth 1 letter grade. It must be worthy of that value.
 9. These are individual projects. There are no team projects.

Feel free to discuss your ideas with Nathan and/or Jim.

If you are using Processing or Arduino in a project for another class, you may be able to use that contribution as the project – talk to us.

Handin

Put your entire project folder in the handin folder marked project2 whether it Jim can run it or not. **If it runs on Open Processing, post it there.**

If you use a library other than the distributed ones, you must demo your project for Jim. This can be done during the second hour of class or during finals – details on demos during finals later in the term.

¹ A program is considered a “target game” if it requires clicking on something or pressing a key at the right time to score points. A “simple keystroke input game” would be a game similar to the “hangman” game. This includes using a key to maneuver something around the screen to score points.
If you are writing a game, talk to Jim, first!