

Creative Coding

Professor Danne Woo

creativecode.dannewoo.com

ARTS 249

Fall 2018

Wednesdays 6:00 PM – 9:50 PM

Klapper 107

Motion and Interaction

Week 08: Kinetic Forms

Week 09: Drawing and Interaction (Mouse)

Week 10: Interaction and Image Import (Keyboard and Events)

Week 11: Work from Home

Week 12: 3D

Week 13: Audio and p5.Sound

Week 14: Computer Vision

Week 15: Final Presentation

3D

Stereoscope



3D

Kinemascope



3D

Anaglyph Red/Green 3D Film



3D

Polarized 3D



Side by Side format image.



Recognition of left
eye's image.



Recognition of right
eye's image.



Polarized Glass

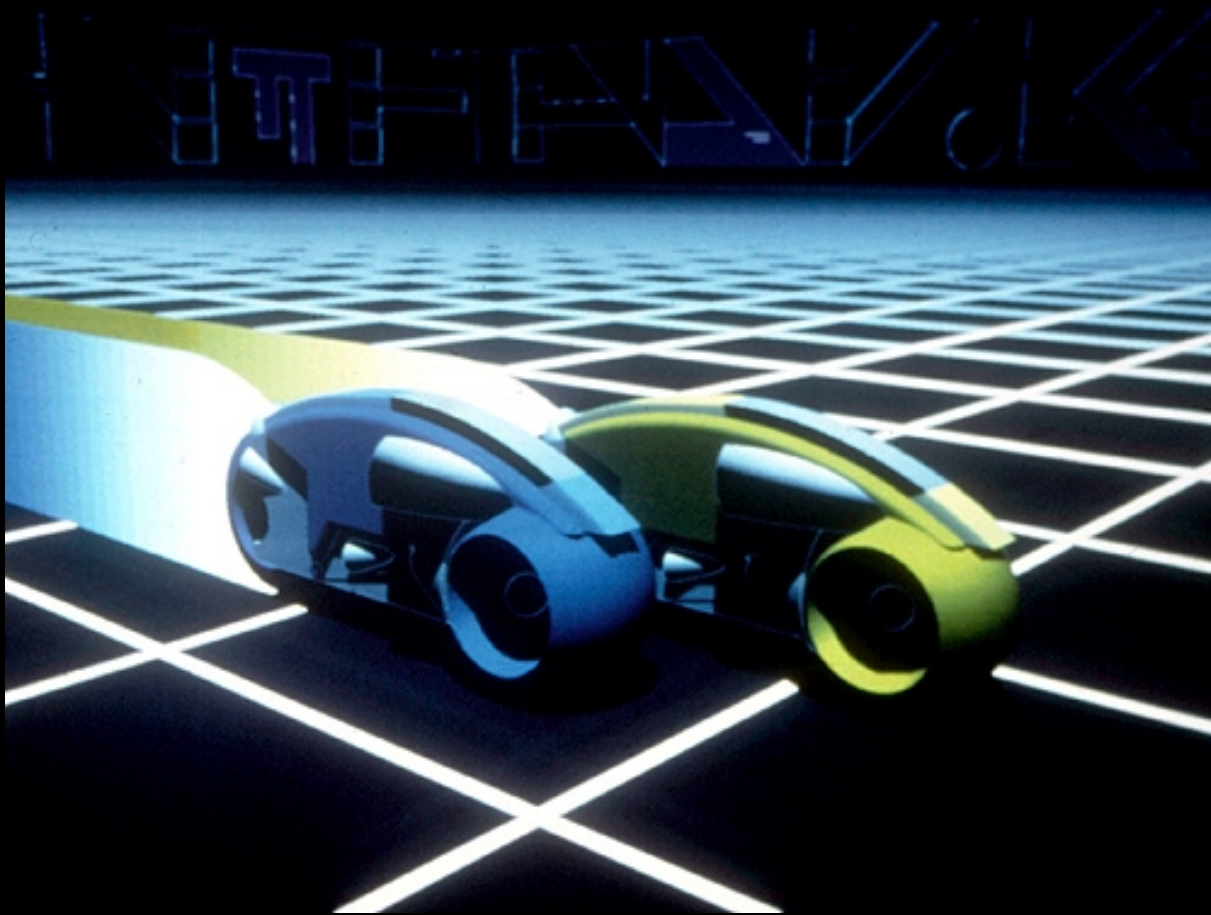
3D

Virtual Reality



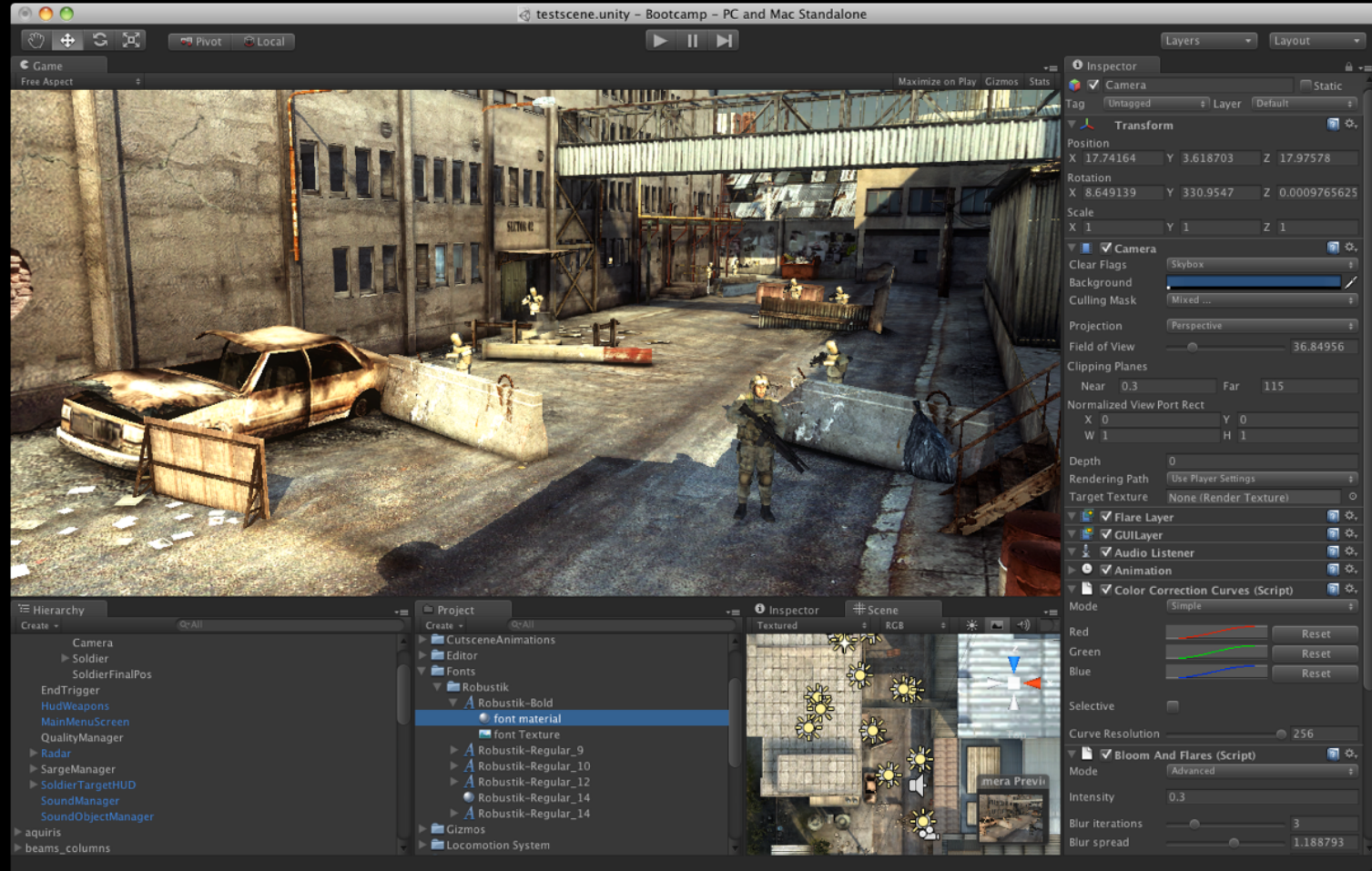
3D

3D Animation and CGI



3D

3D Game Development



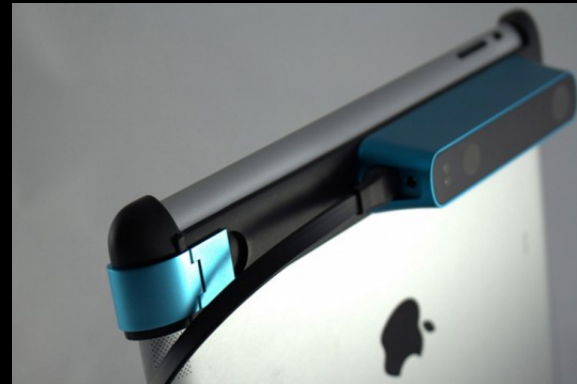
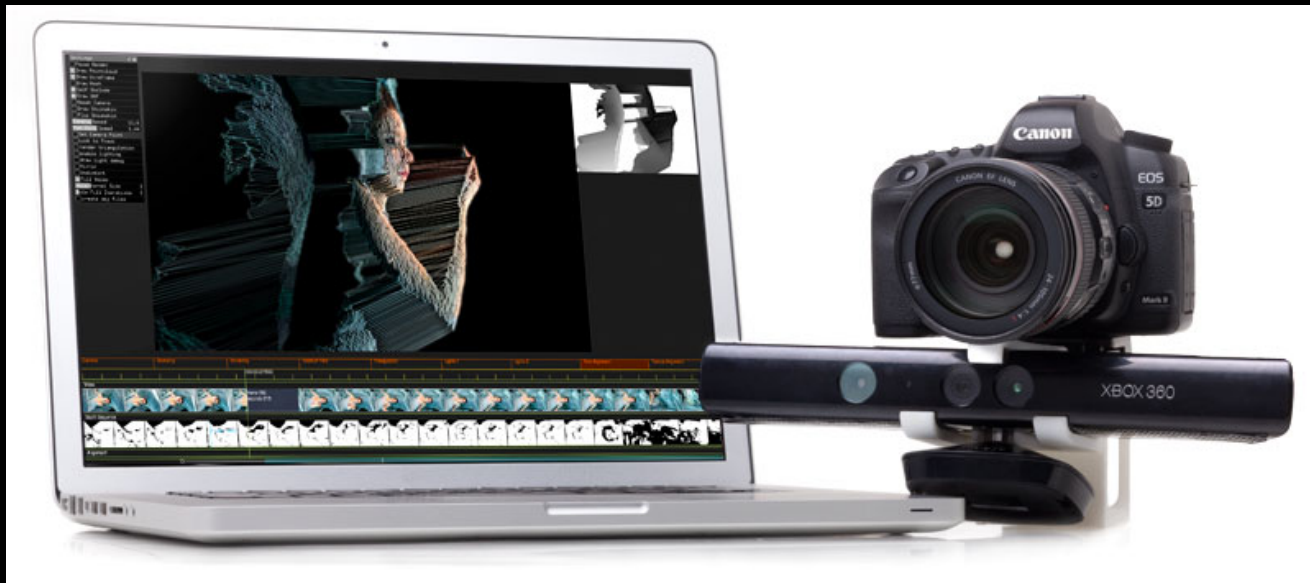
3D

3D Rendering Software



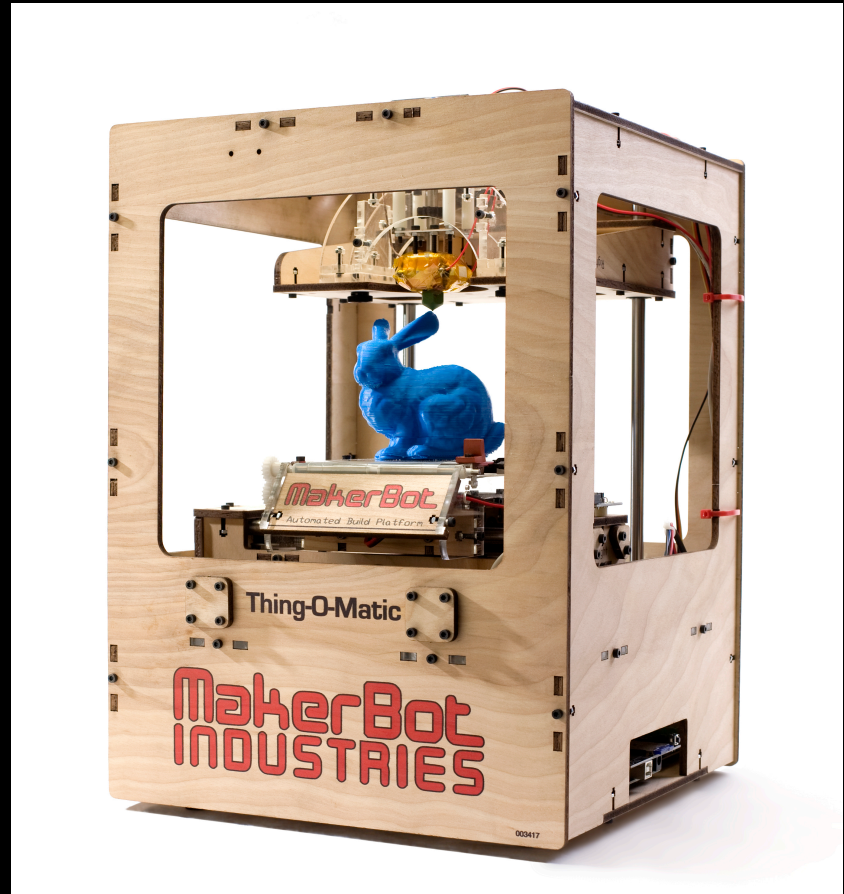
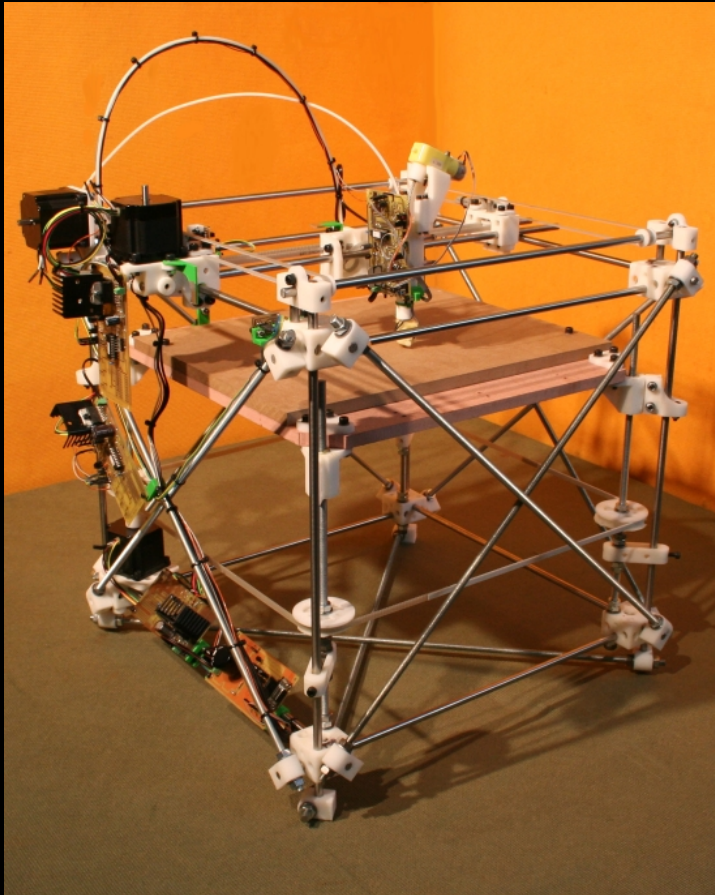
3D

3D Scanning



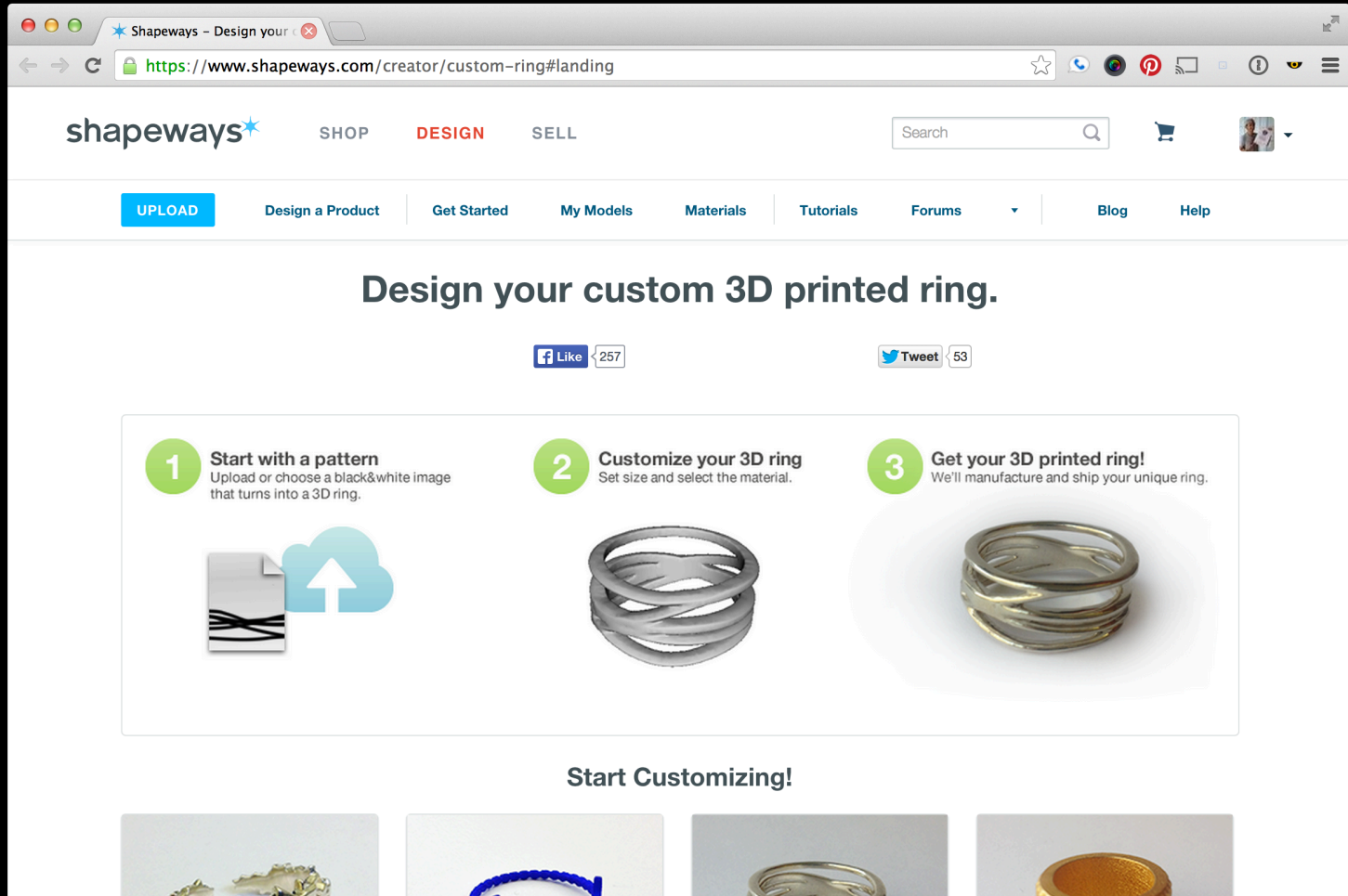
3D

3D Printing



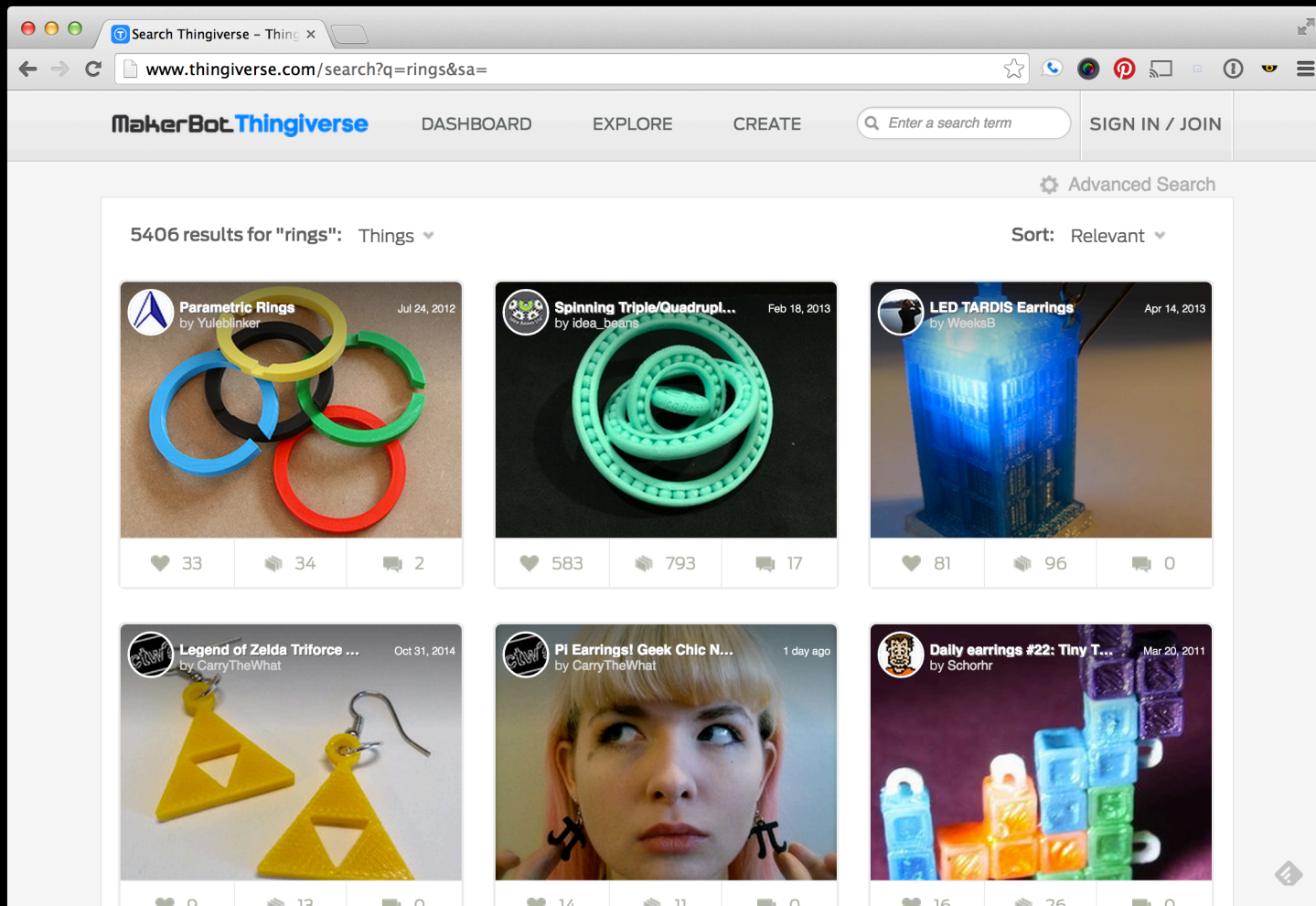
3D

Shapeways

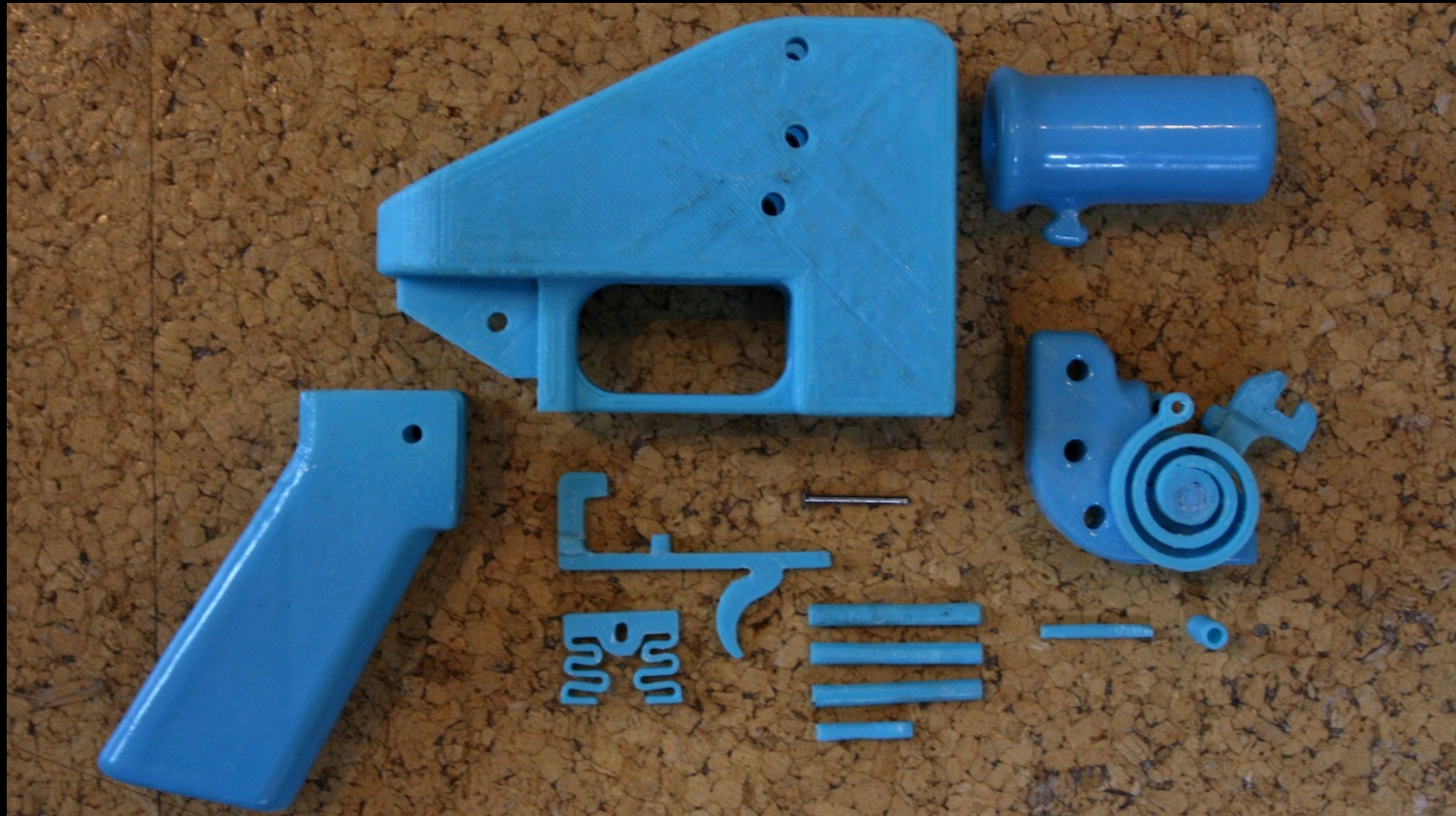


3D

Thingiverse



Ethics



3D

For Good



3D Examples

Radiohead – House of Cards



<https://www.youtube.com/watch?v=8nTFjVm9sTQ>

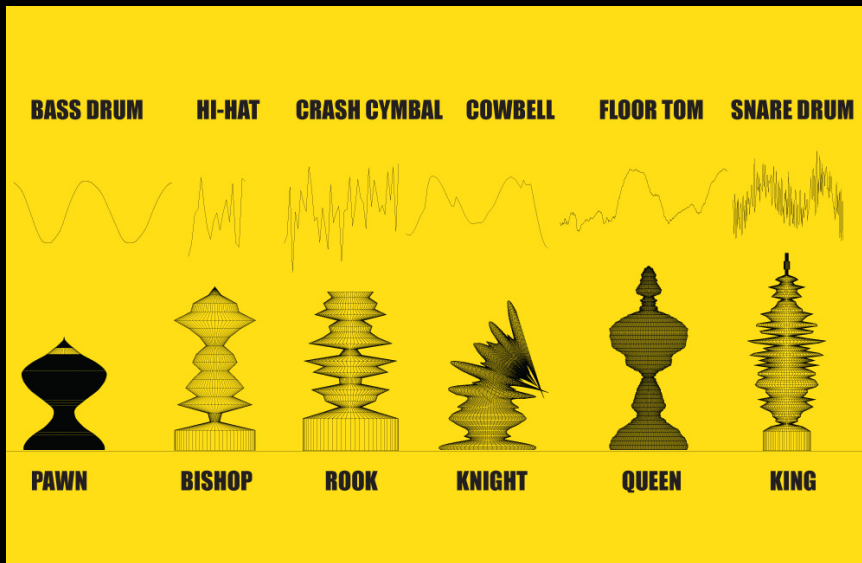
3D Examples

Xuedi Chen



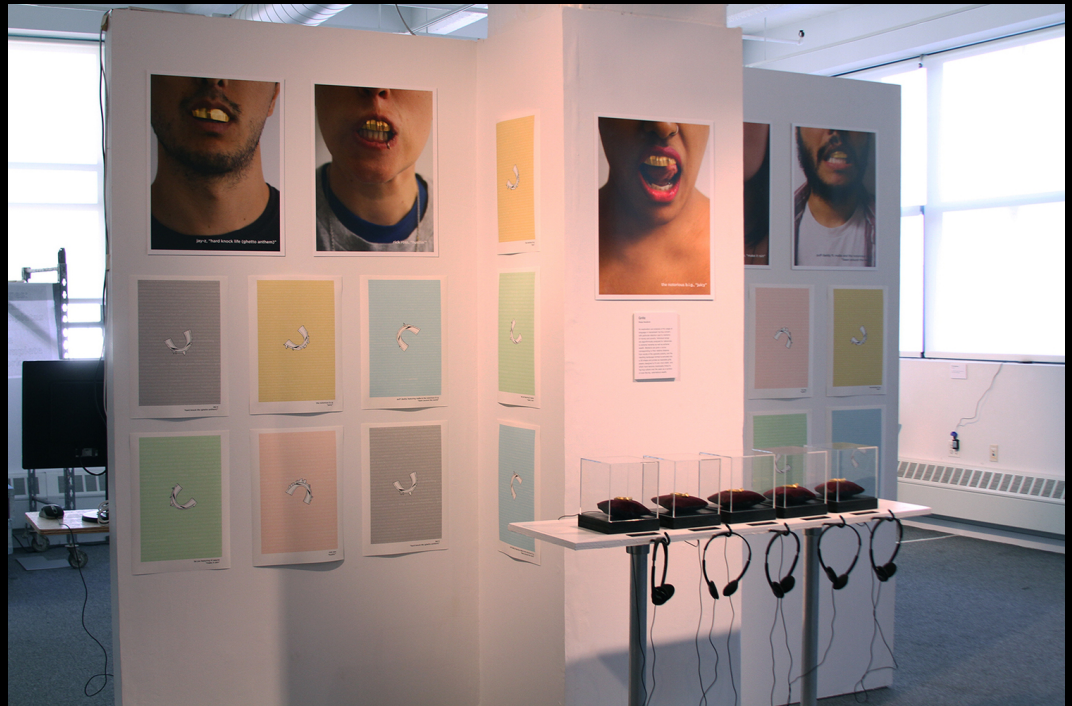
3D Examples

Mark Kleeb



3D Examples

Roopa



3D

Renderers – WebGL

3D Forms – box(), sphere(), beginShape(), endShape(), vertex(x, y, z)

3D Transform – rotateX(), rotateY(), rotateZ(), translate(x, y, z)

Light and Cameras – camera(x, y, z), ambientLight(r, g, b, a),
ambientMaterial(r, g, b, a), directionalLight(r, g, b, a, x, y, z)

Texture – texture(image)

Homework

1. **Suggested Reading: pages 525 – 544 in Processing, by Casey Reas and Ben Fry**
2. **Start working on your final assignment!**

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dwoo@qc.cuny.edu

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