

Creative Coding 1

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<http://.creativecoding.evl.uic.edu/2016>

Creative Coding

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Course syllabus

<http://creativecommons.evl.uic.edu/2016>

Lab page

<http://creativecommons.evl.uic.edu>

Creative Coding

Course Goals:

- To become familiar with contemporary tools in computational expression.
- To survey topics in computer graphics, VR, audio, and new media arts
- To work collaboratively to create meaningful creative coding projects at the intersections of culture and technology

Structure of Class

Meets once a week for 3 hours. Mixed lecture and lab, with an in-class focus on introducing programming and software concepts:

- Informative and thorough, rather than comprehensive
- Programming tutorials, collaborative exercises; planning & developing projects

Structure of Class

Three separate modules:

1 – VR and 3D graphics with Unity

2 – DataVis and Web programming with D3.js and Javascript

3 – Audio Programming and signal processing with Cycling '74 Max

Structure of Class

- Students from Design and Computer Science
- Graduate students and undergraduate students
- Work in mixed teams on three different projects throughout the semester

Projects

Project based

- you will be involved in three projects which have both a *technical* component and a *conceptual* component.
- projects should be novel and clearly illustrate a technical and/or conceptual contribution.
- each project needs to be documented with a website, video, and code.

D3.js for interactive datavis

- Javascript framework for designing web applications for interacting with data
- Convenient methods for loading, parsing, filtering, sorting, and presenting data
- Has become a popular way for presenting creative representations of data.

Data rhetoric

In addition to introducing you the coding aspects of D3, we'll explore projects that use interactive design to think about effective ways of exploring a narrative of data.

- not just showing the data, but providing a way for someone to think critically about and be challenged by the data