

The background of the cover is a complex, abstract composition of numerous thin, overlapping lines. These lines are colored in a wide spectrum, including shades of blue, green, yellow, orange, red, and purple. They flow and curve across the page, creating a sense of movement and depth. The lines are most dense in the lower half and right side of the cover, where they form a thick, layered structure that resembles a ribbon or a stream of data. The overall effect is one of dynamic, organic complexity.

GENERATIVE DESIGN

Visualize, Program,
and Create
with Processing

Hartmut Bohnacker
Benedikt Groß
Julia Laub
Claudius Lazzeroni, editor

Generative Design Visualize Program And Create With Processing Hartmut Bohnacker

Richard Bailey



Generative Design Visualize Program And Create With Processing Hartmut Bohnacker :

Generative Design Hartmut Bohnacker, Benedikt Gross, Julia Laub, 2012-08-22 Generative design is a revolutionary new method of creating artwork models and animations from sets of rules or algorithms By using accessible programming languages such as Processing artists and designers are producing extravagant crystalline structures that can form the basis of anything from patterned textiles and typography to lighting scientific diagrams sculptures films and even fantastical buildings Opening with a gallery of thirty five illustrated case studies Generative Design takes users through specific practical instructions on how to create their own visual experiments by combining simple to use programming codes with basic design principles A detailed handbook of advanced strategies provides visual artists with all the tools to achieve proficiency Both a how to manual and a showcase for recent work in this exciting new field Generative Design is the definitive study and reference book that designers have been waiting for *Generative Design* Benedikt Gross, Hartmut Bohnacker, Julia Laub, Claudius Lazzaroni, 2018-11-13 Generative design once known only to insiders as a revolutionary method of creating artwork models and animations with programmed algorithms has in recent years become a popular tool for designers By using simple languages such as JavaScript in p5 js artists and makers can create everything from interactive typography and textiles to 3D printed furniture to complex and elegant infographics This updated volume gives a jump start on coding strategies with step by step tutorials for creating visual experiments that explore the possibilities of color form typography and images Generative Design includes a gallery of all new artwork from a range of international designers fine art projects as well as commercial ones for Nike Monotype Dolby Laboratories the musician Bjork and others

Introduction to Game Programming using Processing Daniel Cermak-Sassenrath, 2024-06-27 This is an introductory textbook focusing on games specifically interaction and graphics as a pathway into programming It empowers readers to do basic programming prototyping game creation and other highly interactive applications all from scratch and without any prior programming knowledge Using the popular programming language Processing this book describes explains and demonstrates the basic and general programming principles and mechanisms used in typical game algorithms and concrete game projects Chapters cover basic graphics text output loops data types and variables movement time audio and sound debugging classes and objects event based programming real time input controls computer speed compensation animation tiling scrolling collision detection basic AI and much more Additional support materials such as code examples and demo programs are available to download from the book s webpage dace.de/gameswithprocessing This book is a great resource for students and aspiring professionals looking for an approachable entry into game programming *Code as Creative Medium* Golan Levin, Tega Brain, 2021-02-02 An essential guide for teaching and learning computational art and design exercises assignments interviews and more than 170 illustrations of creative work This book is an essential resource for art educators and practitioners who want to explore code as a creative medium and serves as a guide for computer scientists transitioning

from STEM to STEAM in their syllabi or practice It provides a collection of classic creative coding prompts and assignments accompanied by annotated examples of both classic and contemporary projects and more than 170 illustrations of creative work and features a set of interviews with leading educators Picking up where standard programming guides leave off the authors highlight alternative programming pedagogies suitable for the art and design oriented classroom including teaching approaches resources and community support structures

Research Methods for the Digital Humanities lewis levenberg,Tai Neilson,David Rheams,2018-11-04 This volume introduces the reader to the wide range of methods that digital humanities employ and offers a practical guide to the study interpretation and presentation of cultural material and practices In this instance the editors consider digital humanities to include both the use of computing to understand cultural material in new ways and the application of theories and methods from the humanities to interpret new technologies Each chapter provides a step by step guide to cutting edge methodologies so that students can make informed decisions about the methods they use consider ethical practices follow practical procedures and present their work effectively Readers will develop practical and reflexive understandings of the software and digital devices that they study and use for research and the book will help new researchers collaborate and contribute to their scholarly communities and to public discourse As contemporary humanities work becomes increasingly interdisciplinary and increasingly permeated by and with digital technologies this volume helps new researchers navigate an evolving academic environment Humanities and social sciences students will find this textbook an invaluable resource for assessing and creating digital projects

Seeing the Past with Computers Kevin Kee,Timothy J Compeau,2019-02-01 Recent developments in computer technology are providing historians with new ways to see and seek to hear touch or smell traces of the past Place based augmented reality applications are an increasingly common feature at heritage sites and museums allowing historians to create immersive multifaceted learning experiences Now that computer vision can be directed at the past research involving thousands of images can recreate lost or destroyed objects or environments and discern patterns in vast datasets that could not be perceived by the naked eye Seeing the Past with Computers is a collection of twelve thought pieces on the current and potential uses of augmented reality and computer vision in historical research teaching and presentation The experts gathered here reflect upon their experiences working with new technologies share their ideas for best practices and assess the implications of and imagine future possibilities for new methods of historical study Among the experimental topics they explore are the use of augmented reality that empowers students to challenge the presentation of historical material in their textbooks the application of seeing computers to unlock unusual cultural knowledge such as the secrets of vaudevillian stage magic hacking facial recognition technology to reveal victims of racism in a century old Australian archive and rebuilding the soundscape of an Iron Age village with aural augmented reality This volume is a valuable resource for scholars and students of history and the digital humanities more broadly It will inspire them to apply innovative methods to open new paths for conducting and sharing their own research

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