

Jake Bennett

Amherst College: December 6, 2021

Art



Intro to Computing and Arts

GROWTH: my digital art



What is Art?

Art is any physical creation that is used for expression. Art is used both to provide beauty and elicit emotion from the viewer, but it also often a form of therapy or statement from the artist.

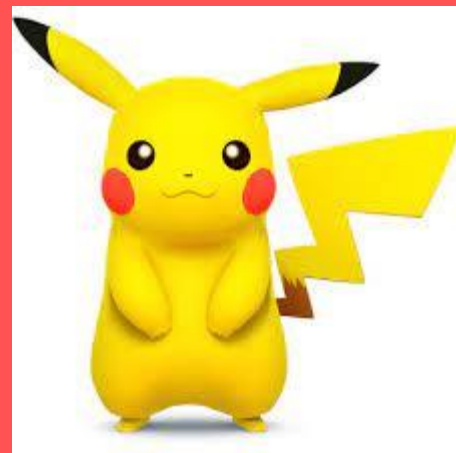


By Jake Bennett

Random

Jake	Jake	Jake	Jake	Jake
Jake	Jake	Jake	Jake	Jake
Jake	Jake	Jake	Jake	Jake
Jake	Jake	Jake	Jake	Jake
Jake	Jake	Jake	Jake	Jake

New Pikachu



By Jake Bennett

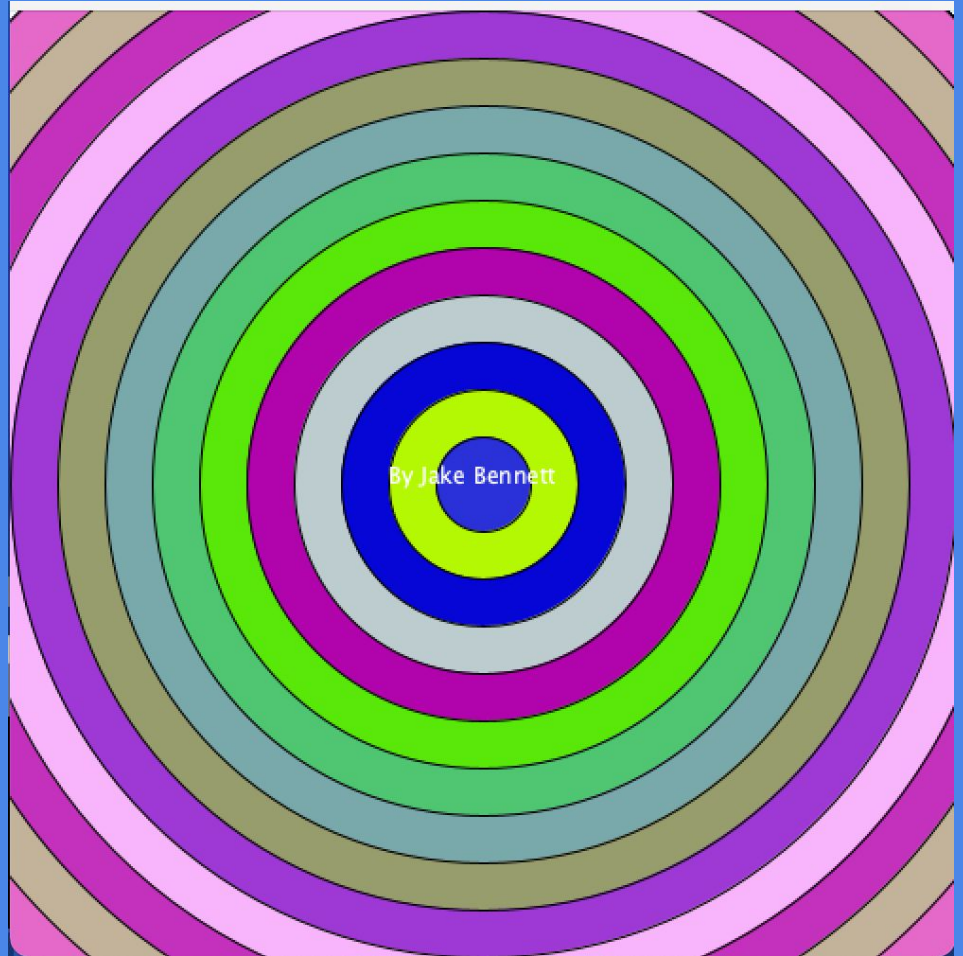
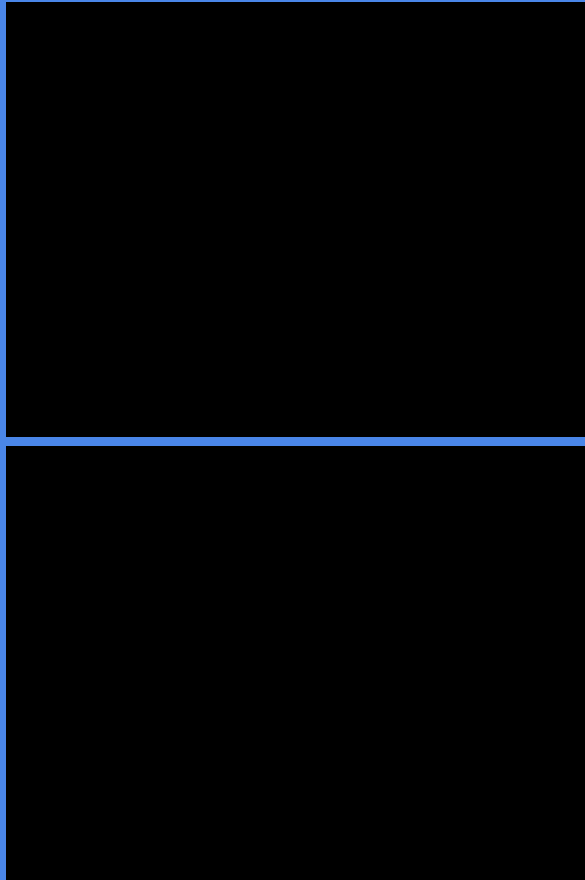
Montana In Points



By Jake Bennett

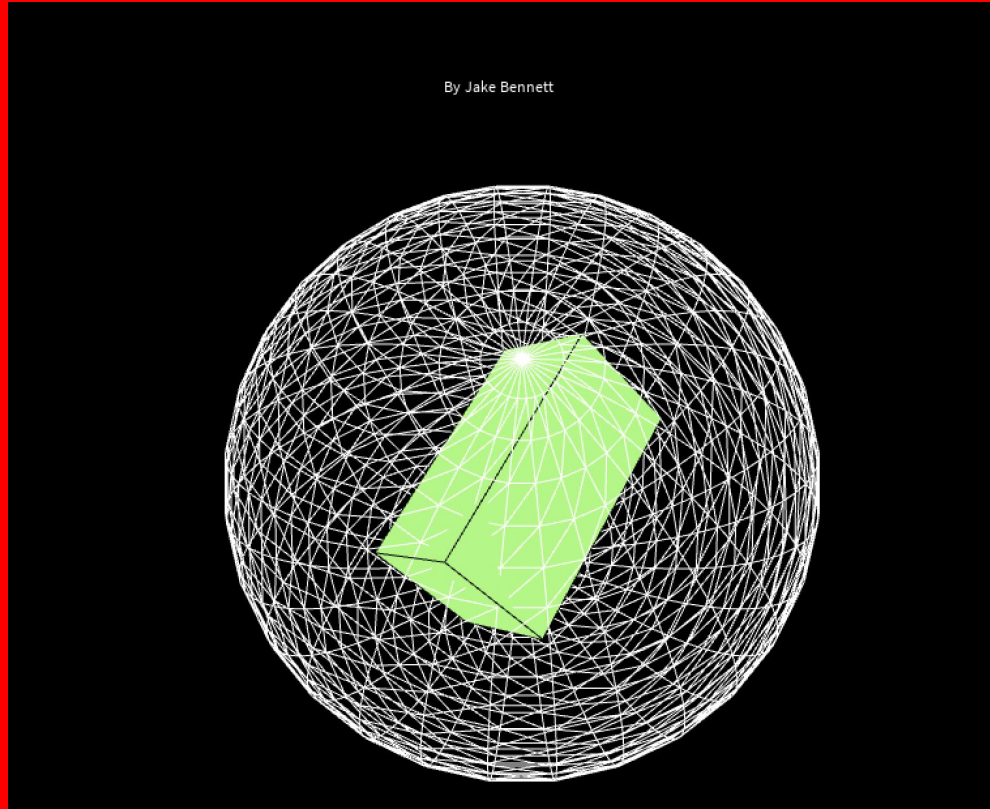
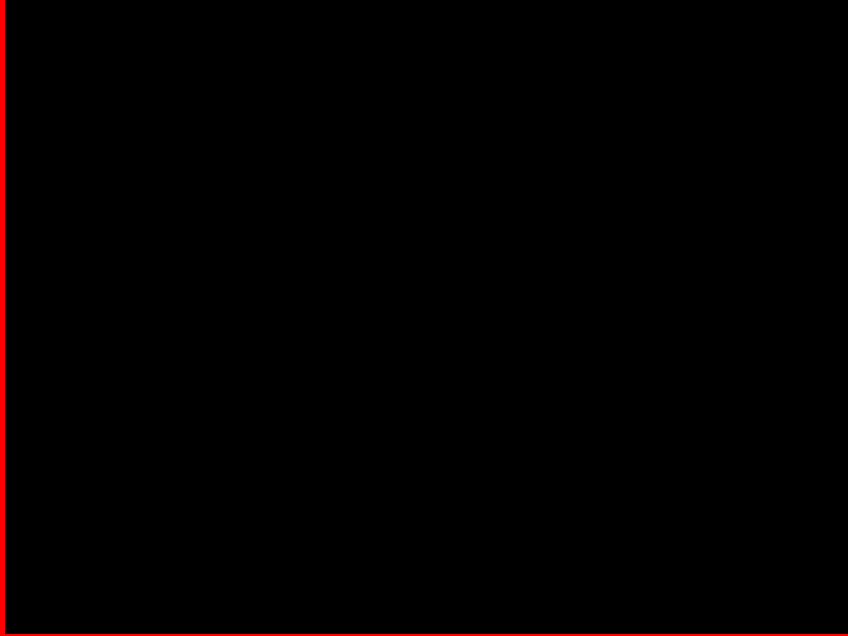


The Vortex



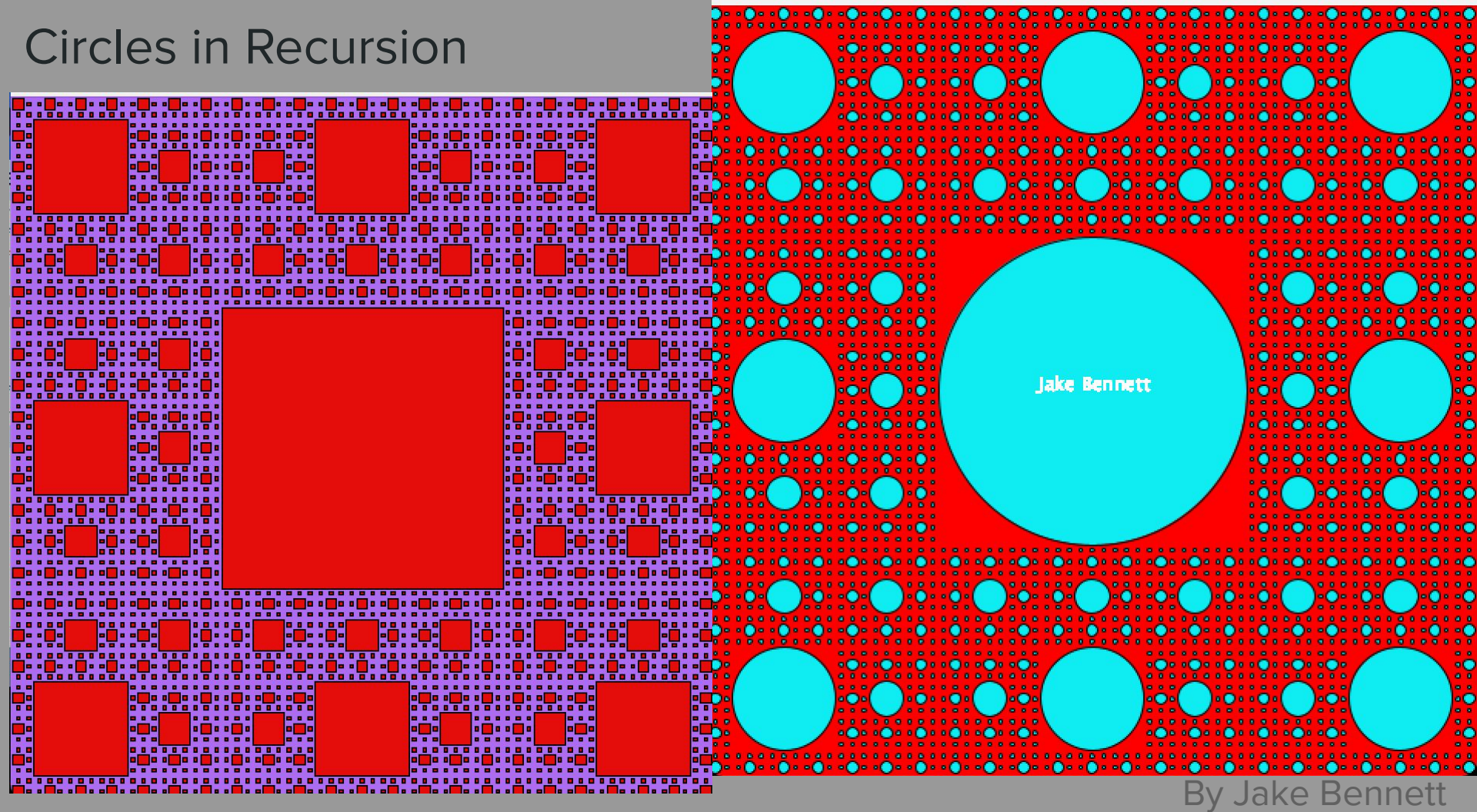
By Jake Bennett

The Matrix



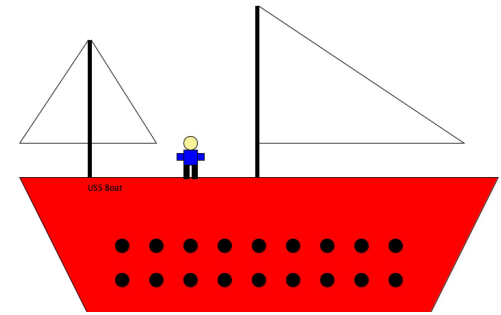
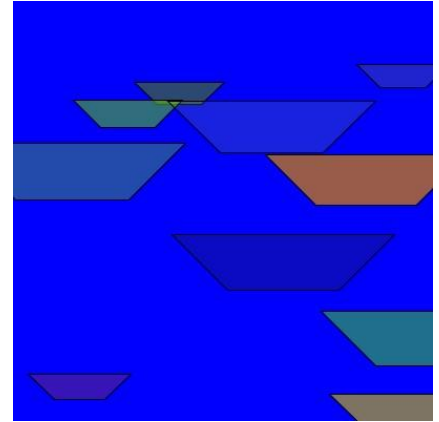
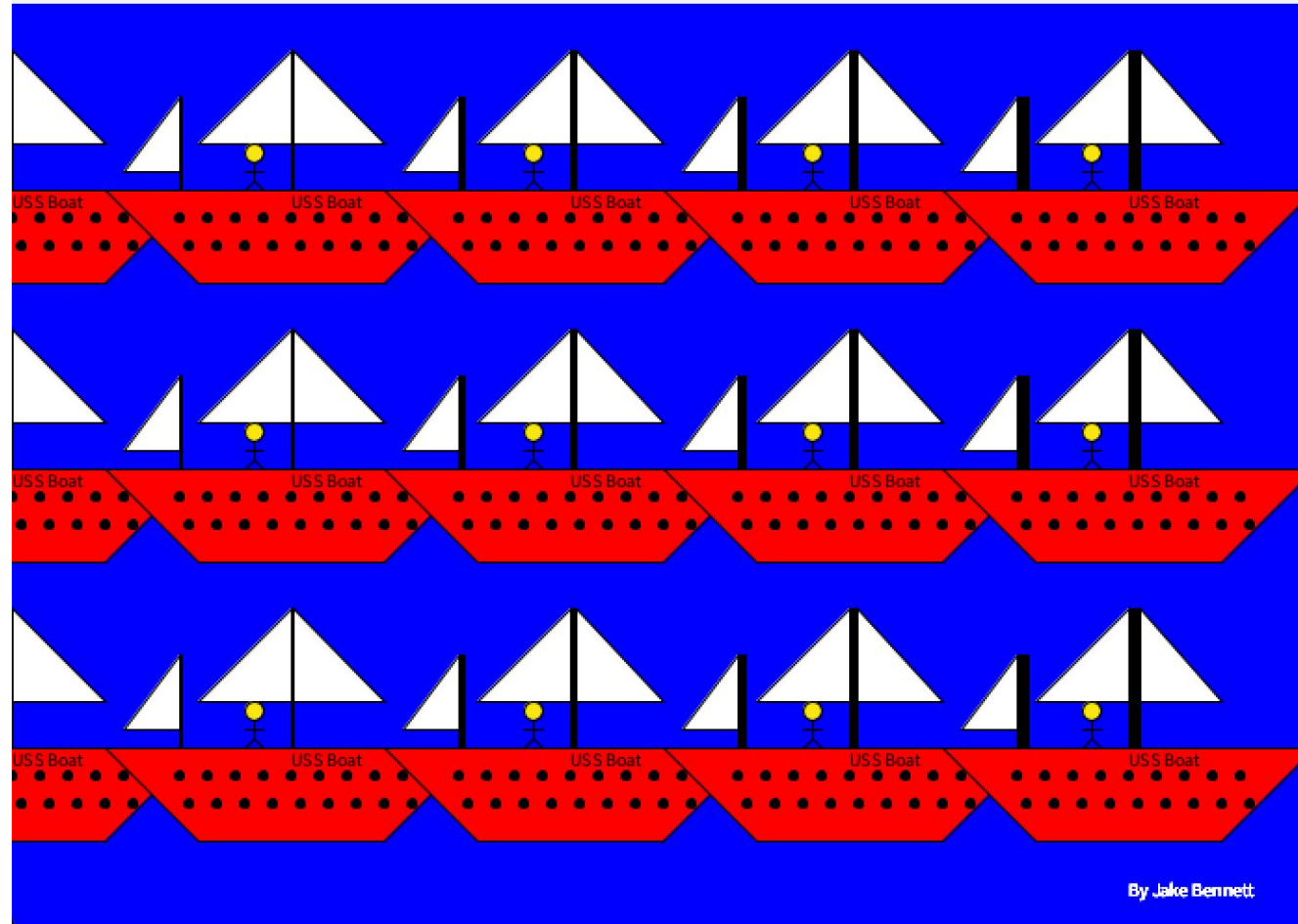
By Jake Bennett

Circles in Recursion



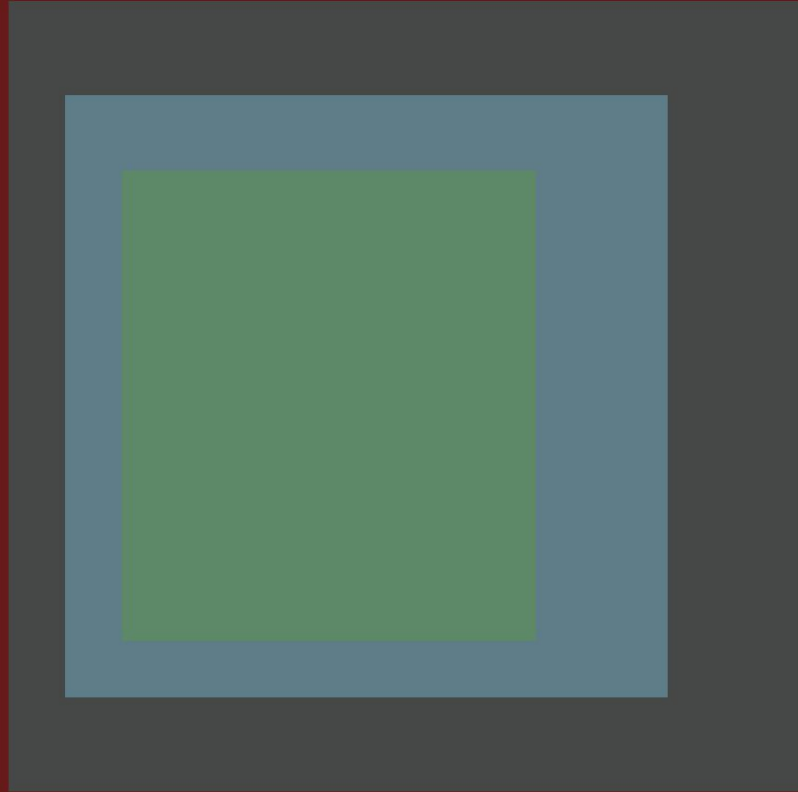
By Jake Bennett

The USS Boat

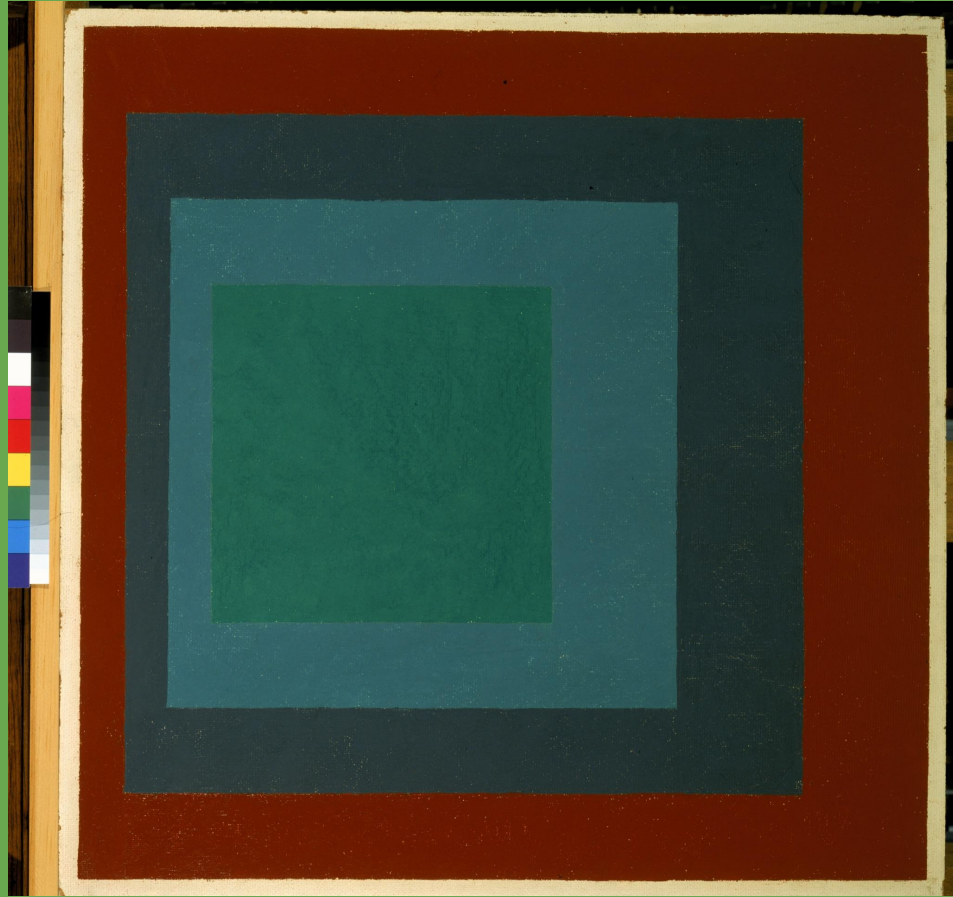


By Jake Bennett

Albers Replica

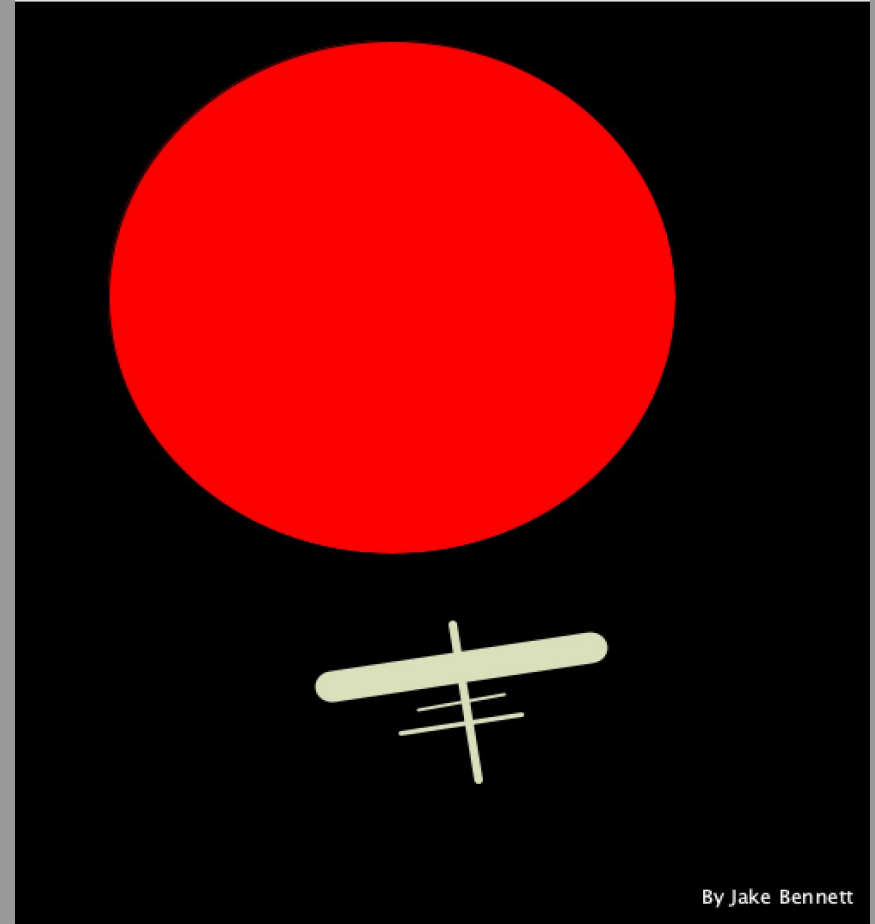


By Jake Bennett



By Jake Bennett

Red Circle and Suprematist Cross 1.5



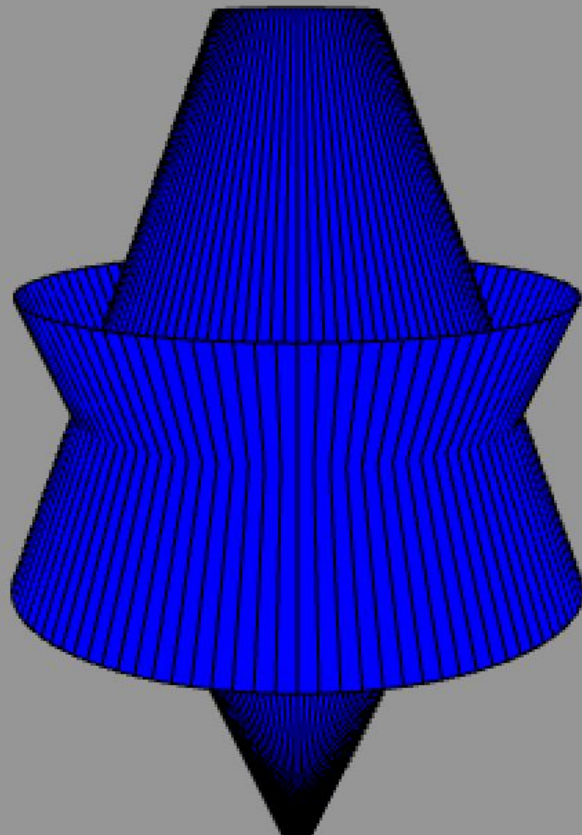
By Jake Bennett

By Jake Bennett

Top

JakeandMontanaShape

```
1 import nervoussystem.obj.*;
2 void setup() {
3   size(600, 600, P3D);
4   smooth();
5 }
6 void draw() {
7   background(150);
8   translate(width / 2, height / 2);
9   beginRecord("nervoussystem.obj.OBJExport", "JBMMTop.obj");
10  //rotateX(mouseX/100.0);
11  myObject(30, 100, 200, 100); //topR = 80, bottomR = 180, tll = 120 n = 4
12  myObject2(1, 100, 200, 100);
13 }
14 void myObject(float topR, float bottomR, float tall, int n) { //n = no of sides,
15   float angle = TWO_PI / n;
16   fill (0,0,255);
17   beginShape(QUAD_STRIP);
18   for (int i = 0; i <= n; i++) {
19     vertex(topR * cos(i*angle), topR * sin(i*angle), 0); //circle bottom
20     vertex(bottomR * cos(i*angle), bottomR * sin(i*angle), tall); //circle top
21   }
22   endShape();
23 }
24 void myObject2(float topR, float bottomR, float tall, int n) {
25   float angle = TWO_PI / n;
26   beginShape(QUAD_STRIP);
27   for (int i = 0; i <= n; i++) {
28     vertex(bottomR * cos(i*angle), bottomR * sin(i*angle), 100);
29     vertex(topR * cos(i*angle), topR * sin(i*angle), 1.5*tall); //circle bottom
30   }
31   endShape();
32   endRecord();
33 }
```



By Jake Bennett

ART

Thank you!

