COSC 105
INTRODUCTION TO COMPUTING AND THE ARTS

Meeting times:

Fall 2021: Mon, Wed, Fri @ 1:30 AM - 2:20 PM

Instructor:

Mihaela Malita

https://mmalita.people.amherst.edu

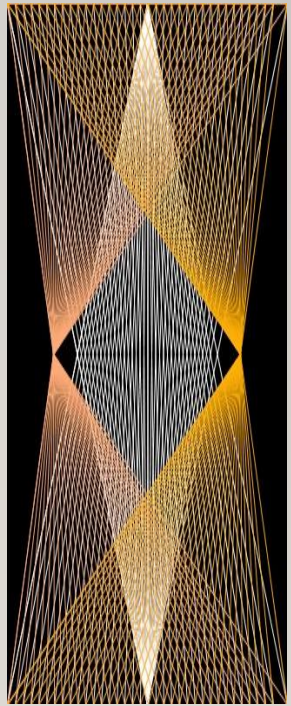
Computer Science Department, Amherst College

Email: mmalita@amherst.edu *Cell:* 603-361.2190

Prerequisite: None…

COSC 105 INTRODUCTION TO COMPUTING AND THE ARTS

..introductory course explores computation as an artistic medium, with creative approaches to computer programming as the central theme. Through readings, viewing, group discussion, labs, projects, critiques and guest artist/ researcher presentations, we examine a range of computational art practices, while developing a solid foundation in basic computer programming approaches and techniques.



We will use Modern & Contemporary Art examples that we will reproduce and code using basic computer graphics techniques.

Creation of new digital art will be based on our class examples.

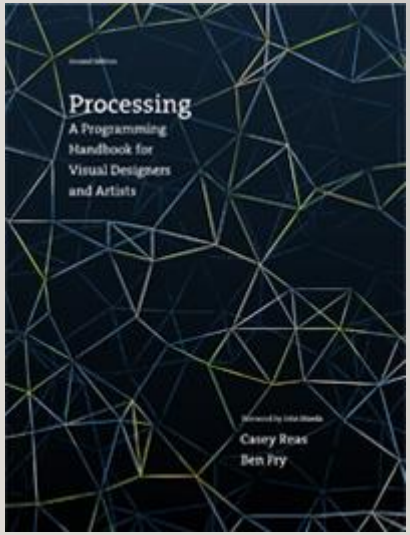
COSC 105 INTRODUCTION TO COMPUTING AND THE ARTS

Our Textbook:

Casey Reas, Ben Fry, Processing, *A Programming Handbook for Visual Designers and Artists*, Second edition, 2014, MIT Press. https://processing.org/books/

Our software: https://processing.org/

Processing is an open-source graphical library and integrated development environment (IDE) built for the electronic arts, new media art, and visual design communities with the purpose of teaching non-programmers the fundamentals of computer programming in a visual context.

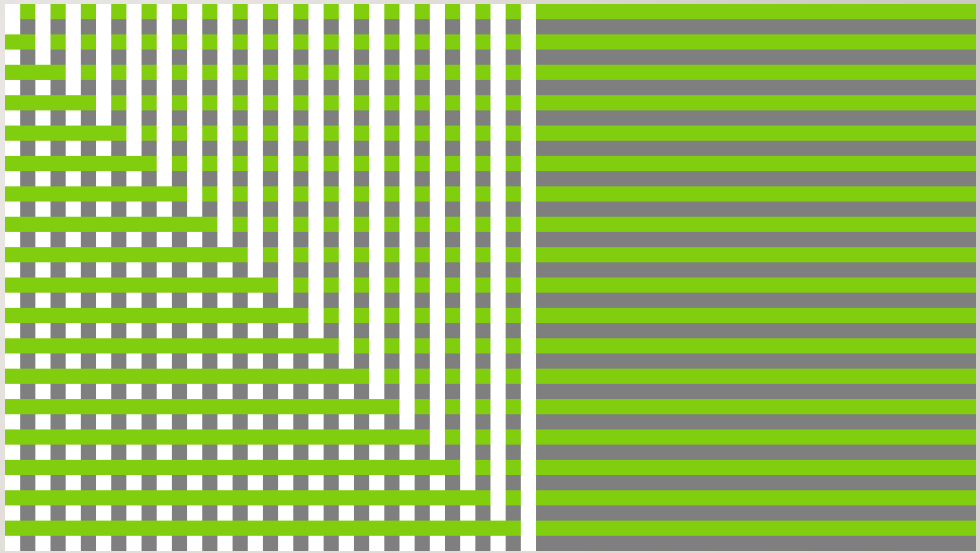


COSC 105 EXAMPLE: HTTPS://PROCESSING.ORG/EXAMPLES/WIDTHHEIGHT.HTML

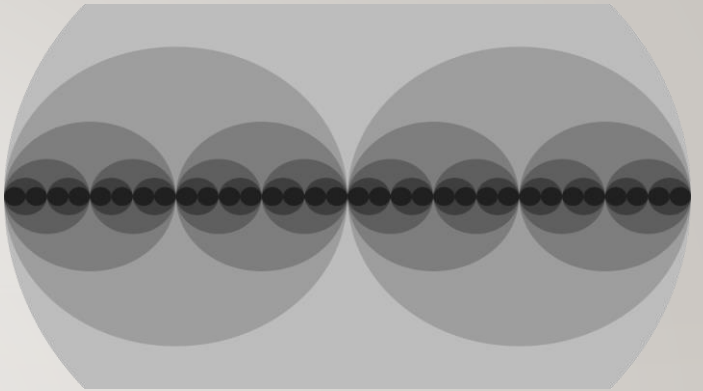
Your code in processing:

```
void setup() {
  size(640, 360);
}
void draw() {
  background(127);
  noStroke();
 for (int i = 0; i < height; i += 20) {
  fill(129, 206, 15);
  rect(0, i, width, 10);
  fill(255);
  rect(i, 0, 10, height);
}}
```

The image produced:



COSC105: **LEARNING OUTCOMES**



learn a programming language (Processing) while gaining an appreciation for digital art.

- Learn basic Geometry 2D and 3D (needed for drawing)
- how to code in Processing
- understand, recognize and ❤ Modern ART styles
- Be able to create your own piece of digital art
- Present your artistic portfolio

https://processing.org/examples/widthheight.html

COSC105: **CODE!**

If you know how to code in Processing…

then

You know how to CODE!

```
for (int i = 0; i < 40 ; i++ ) {
     x = random(width);
     y = random(height);
    fill(color(random(255),random(255),random(255)));
    textSize(random(60));
    text( "Art", x, y );
 }
```

Jack never took a computing class!

Jack, for his final project selected the best digital art that he produces over the semester and made a power point.
After one semester of Computing and Art this was his final project…
see next 12 slides

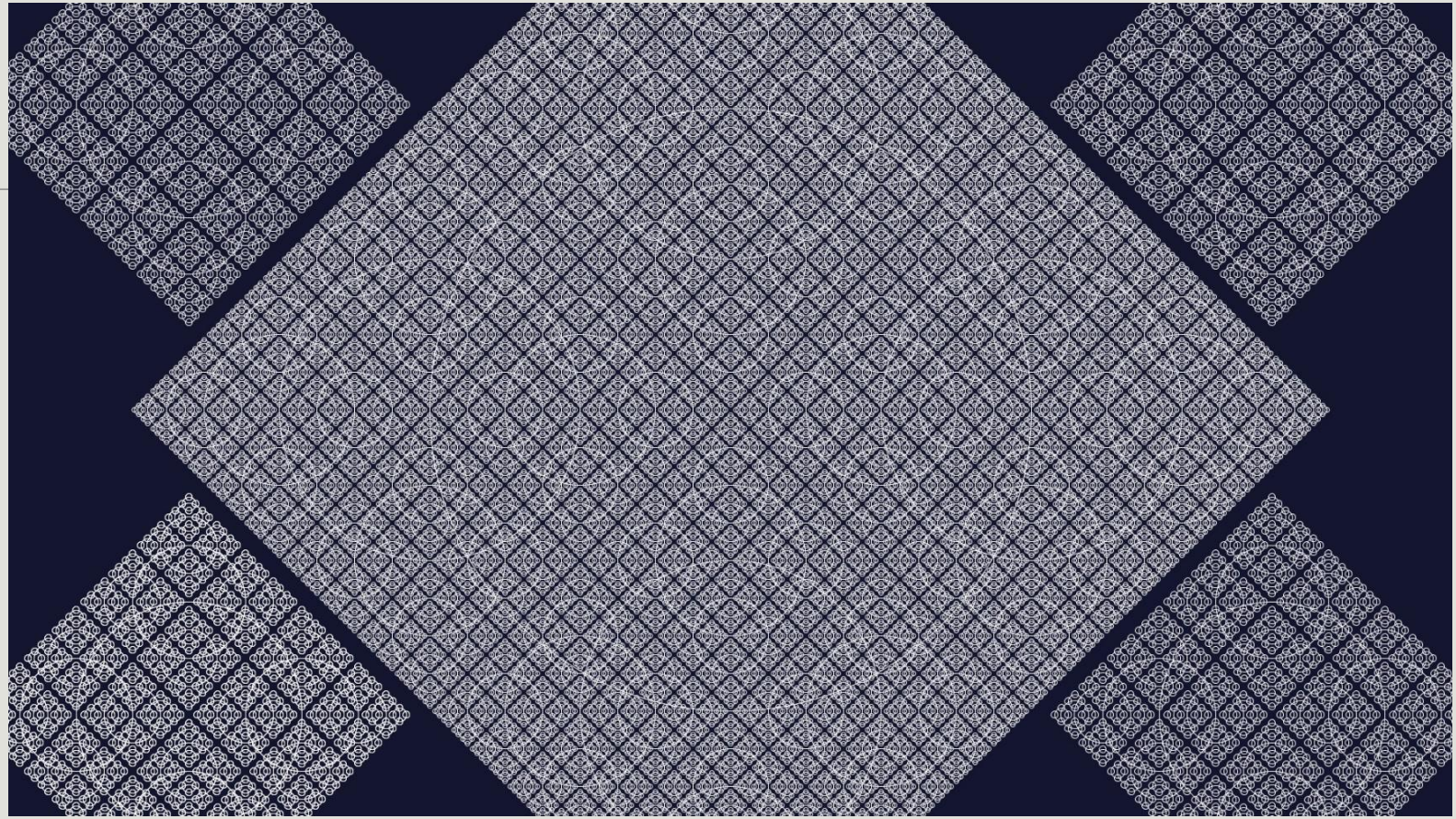
Jack XXX

FINAL PORTFOLIO CS255 SPRING 2019

NO MISTAKES, JUST HAPPY ACCIDENTS – B.R.

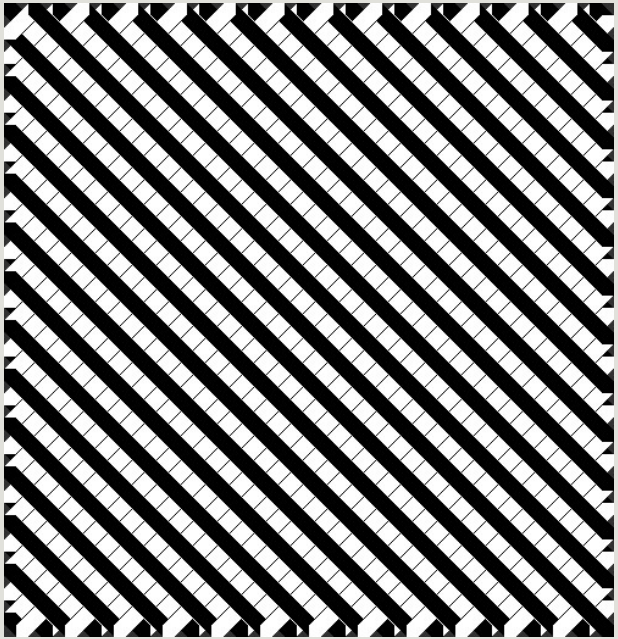

Jack

Feelin’
Mazey-
Jack
XXX

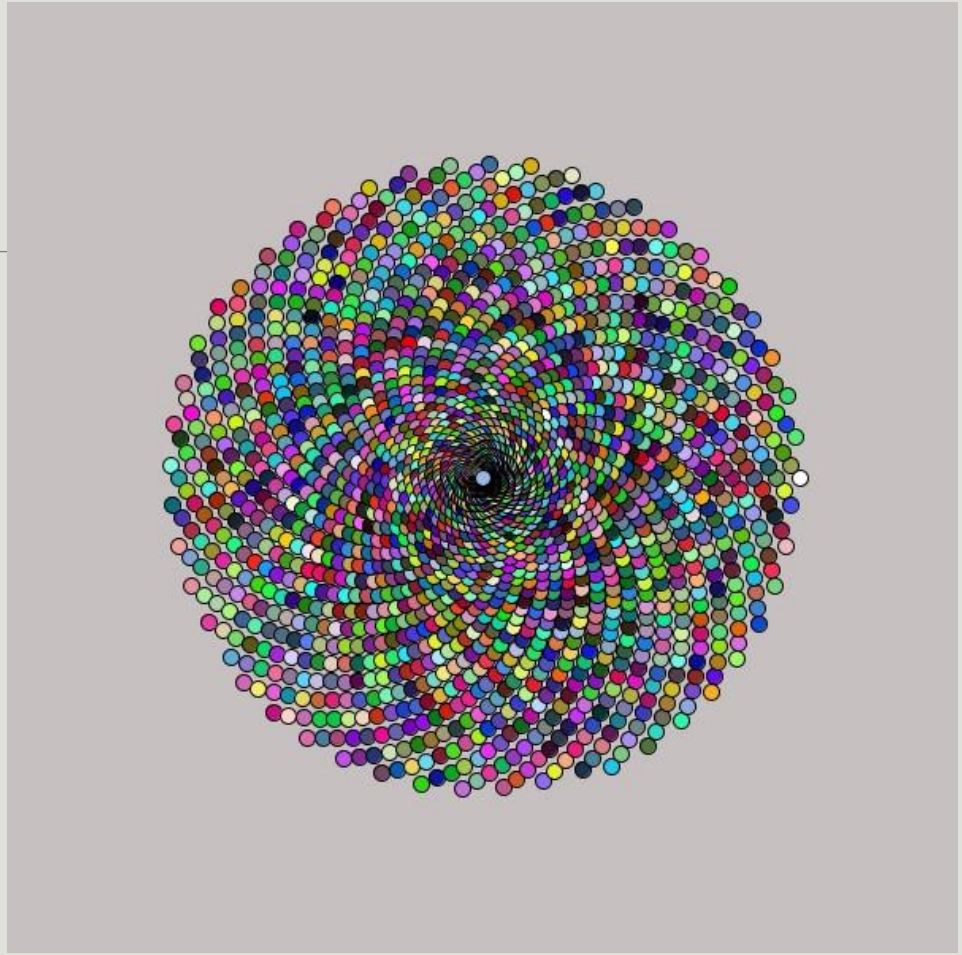


Mountains Specks At Dawn
- Jack XXX

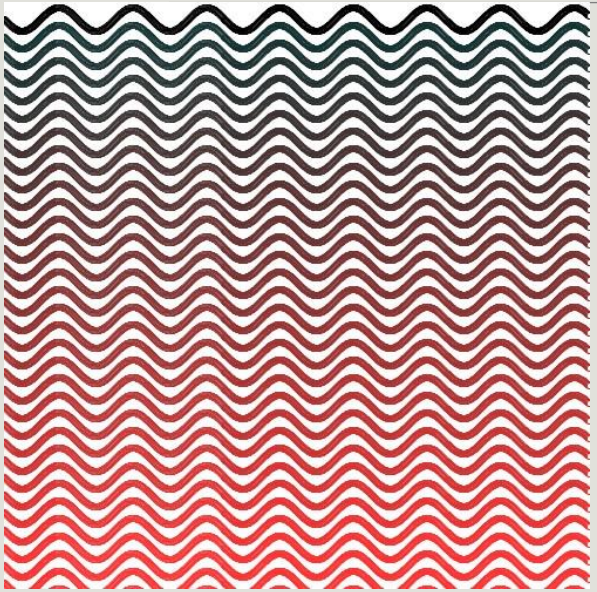
The Zebra Patch- Jack XXX

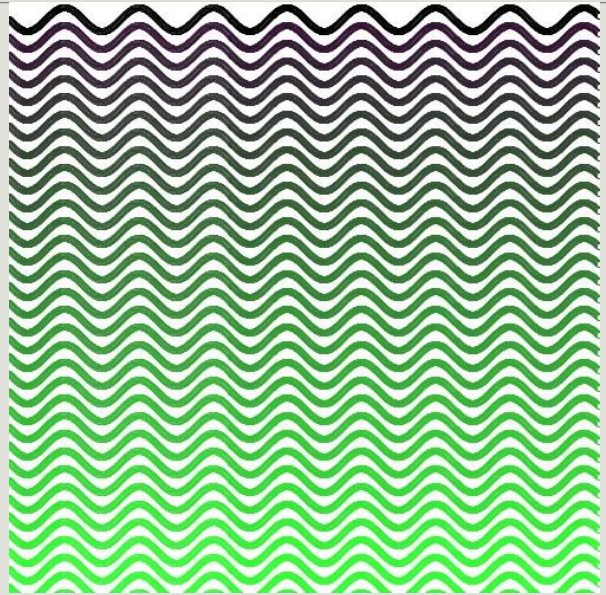


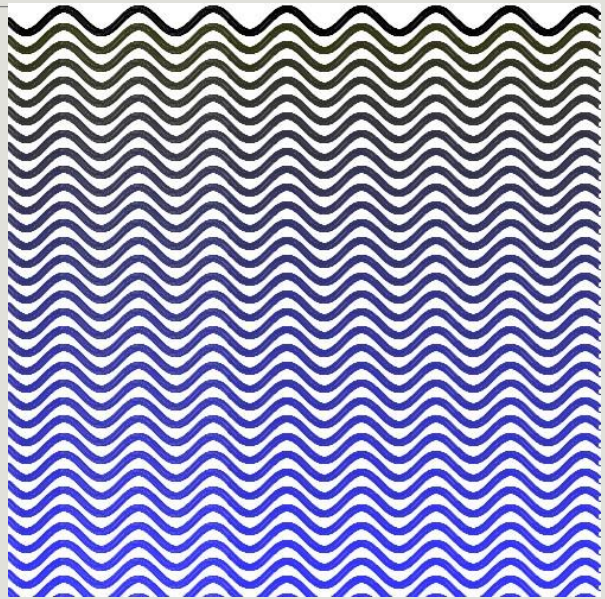
Lizard Eye
– Jack
XXX



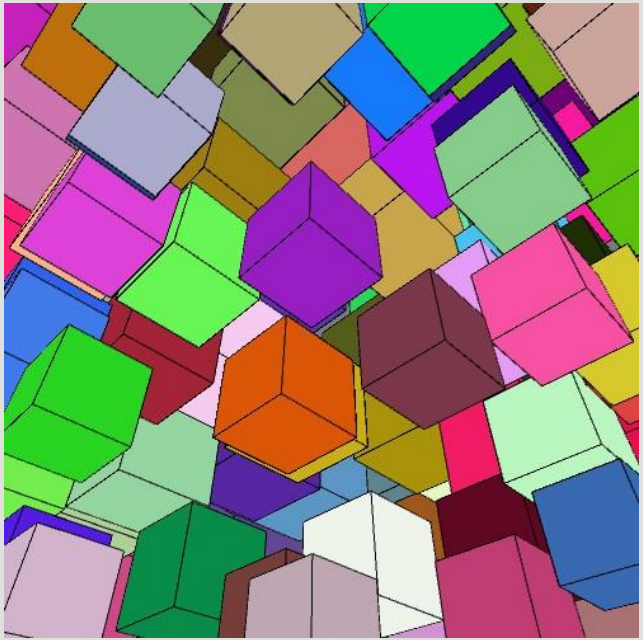
RGB – Jack XXX

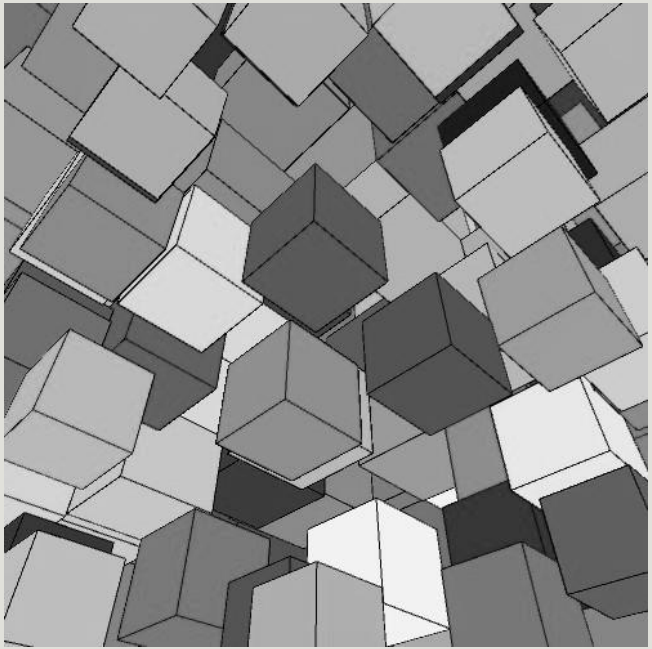






Cube Land – Jack XXX





I HOPE TO MEET WITH YOU IN THE FALL 2021

AND

PRODUCE ART

THROUGH

PROGRAMMING IN COSC105 !!!