



School of Art, BFa (Hons),
School of Design, BDes (Hons),
Semester 2 / 2018

Assessment 2
50% (6 weeks)
Due week 12
This assessment is at a fixed time
and place.

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Paper Resources

- Blog
- Shared class blogs
- Computer labs
- Online resources on Stream
- Fab Lab
- 3D workshop

197.119
Coding for Creative Practice

Assignment 2: "Code that Creates"

Aim

In this studio paper students will be introduced to the fundamentals of computer programming as an art and design tool. Students will acquire basic knowledge and fundamental techniques for the creative uses of coding across a range of art and design contexts.

Overview

In this studio paper students will explore the use of computer programming as a creative tool in relation to art and design creative practice. Focus will be on experimentation and iterative practice as a method for critical reflection and discovery. Principles of computer coding will be applied to a range of outputs including screen, print, and physical objects.

Project Brief

Following on from assignment 1, you will continue to explore the world of coding through creative experimentation and iterative process. This assignment will see you shift your focus from the final output being formatted and located on the screen to your selection one of the following formats: 3D object, spatial/experiential installation or print output.

Upon you making a decision on which format you will focus on, you will select a design principle that will drive your creative output: contrast, movement, balance, scale, perspective, rhythm. Your code will potentially contain two or more of each of these concepts, your focus however is to let your chosen concept 'drive' your output.

The final manifestation of your outputs could be realised through 3D printing, laser cutting, various printing formats (book, poster, postcards, OHP, vinyl), folding.

With this project requiring you to shift your creative outputs from the screen out into space, you need to consider context and potential. As your project begins to develop, consider its potential scale, duration and place. Is your 3D form a piece of furniture, a building, one of thousands? Does your vector graphic cover a building, form the background for a poster, is a data set visualisation or a wallpaper pattern?

Final hand in will consist of your final output (at appropriate scale) and thorough documentation of your output's process, context and potential. Documentation of context and potential may take the form of photography, storyboard or video.

This assignment is heavily process driven, be radical with your experimentation and remember to think carefully about your use of 'ctrl-Z' as you work through the design process, document and save versions as you go.

Submission

- Weekly process documented on blog.
- Tests and iterations documented on blog.
- Final output of 3D object, spatial installation or print (at appropriate scale).
- Final documentation of process and your outputs context and potential, in the form of photography, storyboard or video (to be posted on blog).