

Visual Machines

Summer Term 2013

We are visual machines. Computers are visual machines too. What can we make together?

Background:

During this brief will be exploring how computers deal with information - how they can process input from the keyboard, mouse and camera, and how they can output visually to the screen using text, imagery and video. We will be using openFrameworks as our programming environment, but will also be using paper prototyping and black box programming to allow us to think about interaction at various levels of abstraction.

Requirements:

1. At the end Day 1, a smaller brief will be set exploring keyboard and mouse interaction. It will be due at the beginning of Day 2.
2. At the end of Day 2, the larger brief will be set exploring camera based interaction. There will be an interim crit for this project at the beginning of Day 3, followed by further work through the rest of the day. The final crit will take place the beginning of Day 4.

For Day 1:

Please ensure you have a working copy of openFrameworks installed on your machine.

See: <http://www.openframeworks.cc/download/> for download and installation instructions. You will need to download XCode – which is free, but requires an App Store / Apple iTunes Account. I am assuming that you will be using Mac OS X for this course, if you are not, please email me@joelgethinlewis.com for further instruction.

Resources:

See: <http://www.openframeworks.cc/gallery/> for examples of things created with openFrameworks.

See: <http://www.creativeapplications.net/processing/openframeworks-for-processing-coders-video-guide-by-josh-nimoy/> for a (hilarious) transition from Processing to openFrameworks.

Other resources will be distributed during the course and via the web:

<http://joelgethinlewis.com/visualmachines/>

Please email me with any questions, problems, absences or other issues. me@joelgethinlewis.com - the earlier you email, the more I can help. There is no such thing as a stupid question, only stupid answers.

Schedule Block 5

Day 1	Monday 15th April 10.30-16.30 Room KX 4D J206
Day 2	Wednesday 17th April 10.30-16.30 Room KX 4D J206
Day 3	Monday 22nd April 10.30-16.30 Room KX 4D J206
Day 4	Friday 26th April 10.30-16.30 Room KX 4D J206

Schedule Block 6

Day 1	Monday 29th April 10.30-16.30 Room KX 4D J206
Day 2	Wednesday 1st May 10.30-16.30 Room KX 4D J206
Day 3	Tuesday 7th May 10.30-16.30 Room KX 4D J206
Day 4	Friday 10th May 10.30-16.30 Room KX 4D J206

Schedule Block 7

Day 1	Monday 13th May 10.30-16.30 Room KX 4D J206
Day 2	Tuesday 14th May 10.30-16.30 Room KX 4D J206
Day 3	Tuesday 21st May 10.30-16.30 Room KX 4D J206
Day 4	Friday 24th May 10.30-16.30 Room KX 4D J206

Unit 3 Learning outcomes (marking criteria in brackets)

9 an awareness of the origins, history and contemporary contexts of Graphic Design; (*Subject Knowledge*)

10 the ability to gather, analyse, and appropriately present information; (*Research*) and (*Analysis*)

11 an understanding of organisation, structure and detail; (*Technical Competence*) and (*Subject Knowledge*)

12 the ability to use verbal, written and visual languages in an inter-related way. (*Communication and Presentation* [**Embedded PPD*])