Assignment 2 — Animated Explorations

Develop an animated sketch
The sketch should consist of an animated design suitable for installing in a public place, e.g., the screens in the foyer. The sketch should use the following features from Processing:

1. Functions
2. Images

Your animation should make use of one or more images loaded from external files. Your sketch should run at a resolution of 400x400, i.e. `setup()` should include `size(400, 400)`.

IMPORTANT: Your sketch should not need any interaction, e.g., mouse or keyboard. You’ll get to use interaction in the final assignment, for this one concentrate on the design.

Inspiration
The example sketch `SimpleLinearImage` that I’ve uploaded to the web site for this unit of study, it is a simplified version of the `LinearImage` sketch that comes with Processing. You might like to use this as a base from which to build a more complex sketch.

You shouldn’t necessarily limit yourself to a single image or drawing technique. You can use 2D or 3D drawing instructions. The only restriction is that you can’t use movies—that would be too easy! There are lots of examples of interesting animations created using Processing in the gallery. We’ll have a look at some examples in the next few lectures and labs.

Experiment with any code you find. Try to understand it. Remember, if you base your own sketch on the work of someone else, you will be required to (a) properly credit where/who you got the code from, and (b) describe how (you think) the code works.
Resources
Online photo sharing web sites, like Flickr and stock.xchng, have lots of royalty free photos that you might use. They might even inspire the design of your sketch.

Submission
The assignment submission will be through the DECO1012 online portfolio system as before. Follow the link from the DECO1012 web page.

The assignment submission will include:

1. Three experimental sketches that show development of the idea.
2. A final sketch that shows the final development of the idea
3. Descriptions of your experiments and final sketch, concentrating on the idea behind your design and how you’ve tried to achieve it

Due Date: Monday 4 May (Midnight)
Percentage of Final Mark: 20%