

This page contains a weekly breakdown of the course topics, notes and assignments. All dates are Monday unless otherwise specified.

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## Week 1: Intro ~ 1/27/2025

- [JavaScript Intro](#)
- Create an account for the [p5 editor](#)
- [Intro to p5](#)
- [Videos: p5 intro, p5 shapes](#)
- [Examples: p5 intro, p5 shapes](#)
- **Assignment 1: Shape**
  - Use p5 to create a composition with only shapes (no colors)
  - Make an abstract representation of an emotion, a place or an object
  - Save an image of the sketch make a post on Open Lab with a link to the code

## Week 2: Color ~ 2/3/2025

- [Shapes and Functions](#)
- [Color Functions and Values](#)
- [Adobe Color Wheel](#)

- Videos: [JavaScript function syntax](#), [p5 color values](#), [p5 color modes](#)
- Examples: [JavaScript function syntax](#), [p5 color values](#), [p5 color modes](#)
- **Assignment 2: Color**
  - Create a color study like these Josef Albers examples:
    - [Josef Albers: The Magic of Color | ART+COLOR](#)
    - [Josef Albers Paintings](#)
  - Use simple shapes
  - Make a screen shot of the image and a post on Open Lab with a link to the code

## Week 3: Debugging ~ 2/10/2025

- [JavaScript statements & operators](#)
- [JavaScript debugging](#)
- Debugging exercise
  - Duplicate the [debugging exercise sketch](#) and save a copy
  - Solve all of the bugs
  - Finished version should look like [this image](#)
  - Submit the link to your new sketch on Brightspace
- **Assignment 3: Recreate an artwork**
  - Choose an artwork from one of the artists in the list (or propose an artwork from an artist you like)
    - [Wassily Kandinsky](#)
    - [Julio Le Parc](#)
    - [Kazimir Malevich](#)
    - [Agnes Martin](#)
    - [Carmen Herrera](#)
  - Use JavaScript to recreate the artwork in p5
  - You can be creative - try to capture the idea or feeling of the work without necessarily recreating each shape and color exactly
  - Save an image of the sketch make a post on Open Lab with a link to the code
  - [Demo](#)

## Week 4: Text & Image ~ 2/18/2025 (Tuesday)

- [Text, video](#)
- [Image, video](#)
- **Assignment 4: Meme/Logo**

- Make a meme or logo design using an image and text
- Take a screen shot of the image and post on Open Lab with a link to the code

## Week 5: Variables ~ 2/24/2025

- System variables
- Variables, video
- Interaction, map function video
- **Assignment 5: Interactive design**
  - Create a simple interactive design
  - The user should be able to vary the position, color or size of shapes in the design
  - Use an HTML paragraph to give the user instructions for interaction
  - Take 3 screen shots with variations of the design and post on Open Lab with a link to the code

## Week 6: Logic ~ 3/3/2025

- Conditional logic, video part 1, video part 2
- Drawing with logic, Interactive comic example video
- **Assignment 6: Interactive comic**
  - Use text and images or p5 designs to create a comic with 3-4 panels
  - Use interaction to advance the comic
  - Use an HTML paragraph to give the user instructions
  - Take screen shots of each panel and post on Open Lab with a link to the code

## Week 7: Animation ~ 3/10/2025

- Animation, Bouncing DVD Logo video
- Transformation, video
- **Assignment 7: Animation**
  - Create a design in p5
  - Animate the size, position or color of the design
  - Take 3 screen shots with variations of the design and post on Open Lab with a link to the code

## Week 8: Loop ~ 3/17/2025

- [Loop, video](#)
- [Random, video](#)
- **Assignment 8: Windows**
  - Draw the a grid of windows like the front of a city building
  - Each window should be at least 5 shapes
  - Use your apartment building or [Windows of New York](#) for inspiration
  - Take a screen shot of the design and post on Open Lab with a link to the code

## Week 9: Functions ~ 3/24/2025

- [Functions, video](#)
- [DOM Elements, video](#)
- **Assignment 9: Generative landscape**
  - Use a loop and random to generate a landscape with at least 3 elements (sky, trees, grass, mountains, buildings, clouds, etc)
  - Use a custom function for each component
  - Take 3 screen shots with variations of the design and post on Open Lab with a link to the code

## Week 10: Pattern ~ 4/7/2025

- [Nested Loop, video](#)
- [Generating patterns, video](#)
- **Assignment 10: Generative pattern**
  - Using a nested for loop, create a pattern
  - Use randomness and variation
  - Use user interface components for use to regenerate and save pattern
  - Take 3 screen shots with variations of the design and post on Open Lab with a link to the code

## Week 11: Keyboard + Sound ~ 4/21/2025

- [Keyboard interaction, video](#)

- [Sound, video](#)
- **Assignment 11: Keyboard Sampler**
  - Combine sounds with keyboard events to create a sound sampler
  - Use simple colors, shapes or images to reflect changes in sound

## Week 12: Interaction ~ 4/28/2025

- [Interaction, video](#)
- **Assignment 12: Final project proposal**
  - Create an Open Lab post with a proposal for your final project
  - Options for final project
    - Elaborate on a previous class project
    - Combine multiple class projects into a hybrid
    - Create a new concept
    - View previous class [project examples](#) for inspiration
  - Proposal
    - Project title
    - Theme or premise for the project: What is the project about?
    - User interaction: How does the user interact with the project?
    - Description of visual design with examples: Does the project use images or p5 graphics? What is the general style or look? Include screen shots of examples from a prototype or previous project for reference

## Week 13 ~ Week 15: Final project

- Week 13 ~ 5/5/2025
  - Present final project proposal
  - Begin work on Final project
  - Final project requirements (check rubric on Brightspace)
    - The final project is a p5 sketch
    - The project is interactive
    - Includes at least 1 external media file (image or audio)
    - Instructions for the user in HTML page or part of p5 sketch
    - The code uses custom variables
    - The code has at least one example of: logic, loop, or custom function
    - The code uses comments consistently
    - Citations for any Creative Commons or Public Domain media, and/or code

resources

- Week 14 ~ 5/12/2025 ~ Final project workshop
- Week 15 ~ 5/19/2025 ~ Present final projects, followed by optional workshop time