

MPM16B

Introduction to Computation for Experience Design

Problem Set 1

Basic drawing, interaction, variables, loops and conditionals

Problems:

1. Create a composition that evokes an emotion by carefully placing 5 circles or dots on the canvas. You can use colour if you want to. [3 pts]
 2. Create a representational picture (a drawing that looks like something) using simple geometric shapes. Make it either *cute* or *evil*. [2 pts]
 3. Modify your representational picture so that it changes according to the mouse position. That could include shapes following the mouse, changing their colour or size according to the mouse and so on. [2 pts]
 4. Create an interactive composition where you use **one** variable as a way of controlling 3 shapes or lines. Take 3 different snapshots of your composition. [2 pts]
 5. Draw a 8x8 grid. You must use loops. [2 pts]
 6. Draw a 8x8 checker board. You must use loops and conditionals. [2 pts]
 7. Create a composition that evokes symmetry. Use loops. [3 pts]
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How to submit

Each of the questions above should be answered by a single Processing sketch. At the very beginning of the sketch, put a comment containing your name, the problem set number and the question number.

Export each sketch as a web applet, and upload them to your web space. Then link to them either from your main class web page, or from a sub-page. Make sure the names of the links contain the **problem set number** and the **question number** (for example: "PS1 - 3")

If a question calls for something else other than the sketch itself (like question 4), include those files as well.

Make sure that I can find the links to your problem set answers by visiting your student web page -- that is the one which is linked from the Students section on the class web page.

Your answers should be up on your webpage **before class** on the day the assignment is due.