

# MPM16B

## Introduction to Computation for Experience Design

---

### Problem Set 1

Basic drawing, interaction, variables, loops and conditionals (15 pts)

---

#### 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. Use a comment to let me know what emotion you are representing. [2 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 **and** only when the mouse button is pressed. That could include shapes following the mouse, changing their colour or size according to the mouse and so on. [3 pts]
  4. Draw an 8x8 grid. You must use **loops**. [2 pts]
  5. Draw an 8x8 checker board. You must use **loops** and **conditionals**. [2 pts]
  6. Create a composition that evokes symmetry. You must use **loops**. [4 pts]
- 

#### 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")

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.