

MPM16B

Introduction to Computation for Experience Design

Problem Set 3

Advanced drawing

Problems:

1. Use **arrays** and **loops** to create an animated composition that evokes **complexity**. [5 pts]
 2. Use the **P3D** renderer and **beginShape()**, **vertex()** and **endShape()** to create a three dimensional structure of your choice. Write the program so that your structure rotates over time. You can use **box()** and **sphere()** to supplement the structure, as long as a portion of it is done using **vertex()**. [5 pts]
 3. Use any of the techniques we've learned to create a composition that goes from **order** to **chaos**. Use the **mouse position** to control that transition. [6 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.

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

Coding Style

For this assignment, you will be marked on your coding style as well as correctness. That means using variables/system variables instead of hard-coded values, properly formatted and indented blocks of code, appropriate names for variables and functions, comments to provide clarifications, etc... Use common sense!