



Max Kaufmann – “Spore Draw”



Cindy Xu – “eeeeee”

“MISCHIEVOUS” OR “WEIRD” PAINTING PROGRAM

After looking at (and playing with) interactive artworks by a number of artists that include both user-controlled interactivity and computer-controlled randomness, the student will create a “mischievous painting program” that lets the user make marks with the mouse, but also includes surprising, random, or “out of control” elements.

Your project must include:

- Response to mouse **movement**
- Response to mouse **clicks**
- Includes some **random element**
- Use **at least one function from the [Processing reference](#) that we didn’t learn in class.** (Useful ones might include “filter(),” “2D primitives” (other shapes), other mouse or keyboard controls, or curves.)

NOTE: Making crazy random stuff is quite easy; try to make a tool that always produces good looking, or stylistically consistent imagery.

	10	9	8	7	6	5	0
	Excellent	Satisfactory	Needs Work	Unacceptable			
Aesthetics (30 pts)	Student’s painting program, produces stylistically consistent or visually strong imagery through consideration of formal elements like color relationships, line, and shape.	Student pays some attention to either color, line, or shape, and their program creates partially randomized imagery based on user interaction.	Visuals produced by the program have no “mischievous” random or visually surprising elements. Program functions like a typical ‘MS Paint’ program.	Student’s work is unfinished or non-functional.			
Concept (30 pts)	Student uses at least one new function from the Processing reference in a thoughtful way, and their program’s “mischievous” response to user input is thoughtful and creative.	Student’s program has a “mischievous” random or surprising response to user input, though it may be similar to examples looked at in class.	The student neither uses any new Processing functions nor random/surprising elements in their program.	Student’s work is unfinished or non-functional.			
Execution (30 pts)	Student creates an interactive ‘painting’ program which responds to mouse movement and click , includes a random element , and uses at least one new function from the Processing reference.	Student creates an interactive ‘painting’ program which responds to mouse movement and click, and may include a random element or new function.	Student creates an interactive ‘painting’ program which only responds to mouse movement and click.	Student’s work is unfinished or non-functional.			
Crit participation (10 pts)	Student shares at least three constructive comments.	Student shares at least two constructive comments.	Student shares at least one constructive comment.	Student does not participate in crit.			