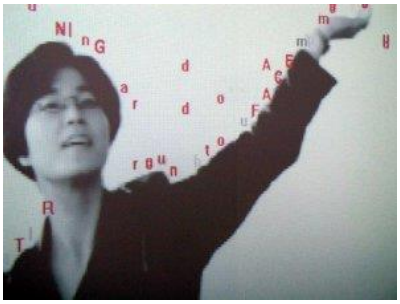

Camille Utterbach – "Text Rain"

Casey Reas – "Process 18"

PARTICLE SYSTEM "A FLOCK OF THINGS"

For this project, we'll look at artists who create more complex systems ("flocks") with lots of objects that have their own behaviors and appearances, and make our own flocks of objects with their own interesting behaviors.

Your project must include:

-at least 100 objects total (if you have 2 types of objects, there could be 50 of each)
-Objects should have a **movement** behavior
-Objects should have an **interaction** behavior
  -This could be response to the mouse (like the example project from the site)
  -This could be response to keyboard or microphone
  - This could be response to other objects (particles bounce off each other? Follow each other?)
  -This could be some other response (Maybe load an image, and have them react to it in some way?)
-Use **at least one function from the Processing reference that we didn't use together in class**. (Useful ones might include "filter()," "2D primitives" (other shapes), other mouse or keyboard controls, or curves.)

	10 9 8	7 6	5 0
	Excellent	**Satisfactory**	**Needs Work**	**Unacceptable**
Aesthetics (30 pts)	Student's particle system, **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, in their program.	Little to no consideration is given to the aesthetics of the piece. Shapes just move horizontally, colors are random or default, etc.	Student's work is unfinished or non-functional.
Concept (30 pts)	The movement or interaction of the particles is **inventive/creative**, and goes far **beyond the simple mouse interaction of in-class examples**. Student uses at least **one new function** from the Processing reference.	Student's program has an interactive particle system, though it may be similar to examples looked at/created in class.	The student neither uses any new Processing functions nor has any interaction in their particles.	Student's work is unfinished or non-functional.
Execution (30 pts)	Student creates a particle system with at least **100 objects** where each object has at least one **movement** and at least one **interaction** behavior.	Student creates a particle system with at least 100 objects where each object has at least one movement or at least one interaction behavior.	Student creates a particle system with multiple objects that move or interact, but meets no other requirements.	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.