Projects for FDM 20c

How to turn in your work:
Each due date corresponds to a lecture. Lectures start at 10:00 am. To be considered on time, your TA must have an e-mail from you in their mailbox by 10:00 am on each due date. Your e-mail must include your full name, your section time, the text of your statement (all projects require a short statement) and links to relevant URLS. Text may be inline in the body of the e-mail or attached as ***pdf or rtf*** *(**no** .doc, .docx, or .pages files). Your subject line should be the title of the project, ie, "20c Collage," "20c Exhibition," "20c Monster." Please cc lkelley@ucsc.edu on all your projects. We reserve the right to archive and post your projects on our class website. If you have a good reason for wishing your project to be posted anonymously or pseudonymously, please be in touch with us.*

4/14/11	HTML Collage
5/5/11	Rhizome Exhibition
5/26/11	Processing Monster

Your projects will be graded on a 10 point scale:

3	Art: Is this project creative, poetic, artful, visually stunning, self-aware, participatory, some or all of these things? Has the student stepped out of her comfort zone to produce something challenging?
3	Scholarship: Do the project and statement work together to convey thoughtful engagement with course materials and outside influences?
3	Execution: Is the design (including code) functional, elegant, commented? Has the student extended her code literacy &/or embraced a new technology or process? Has the student made an effort to understand the significance of technologies used in curated work?
1	Challenge, Innovation, Exceptional Merit: Is this over the top in some way?

SELF PORTRAIT: Write a hypertext self-portrait composed as a set of webpages
Compose a narrative hypertext containing at least five html pages, ten images, ten links, and as much text as you like. Links can direct to other websites. Alongside your hypertext, compose a short (1 paragraph) statement explaining your purpose and choices in your design, and why your hypertext is a self portrait. This is art. This is not necessarily your homepage, cv, promotional arena online. Consider how other modes of self portraiture (photos, paintings, autobiographical writing) interface with web space. Your statement should contain at least three links to websites that have influenced your aesthetic and structural choices, and should articulate why these sites are influences (put your work in dialogue with your influences). To prepare for this project, look at some of the (many) hypertext compositions on the nmr cd-rom, as well as *Patchwork Girl* (on reserve at McHenry's Media Center).

- Challenge yourself to learn something new about HTML. Have you played with HTML5 yet? http://www.diveintohtml5.org/
- We'll be reading your source code. Saving your word files as html or relying on WYSIWYG editors does not advance your code literacy or learning, and any shortcuts you make will be reflected in the "execution" portion of your grade.

HTML is simple to learn; writing a hypertext composition is within the programming capabilities of everyone in this class. Start early if you're new to this! There will be demos in lecture.

RHIZOME EXHIBITION: Curate an online exhibition at rhizome.org
This project has several steps:

1) Join rhizome. It's free because UCSC has an organizational membership. Be sure to use your ucsc.edu email. http://rhizome.org/register/ *
2) Browse both rhizome's huge artbase (http://rhizome.org/artbase/featured/) and previous member created exhibitions (http://rhizome.org/artbase/exhibitions/)
3) Choose works from the artbase to compile an exhibition of your own (http://rhizome.org/preferences/exhibit.php).

Requirements for exhibition:

- At least 5 art works must be included in the exhibition, & you cannot curate your own work (there is no maximum number, can be as big as you want). Note that rhizome requires 3 works. 20c requires 5.
- Your curatorial statement must have a clear theme or vision for the show, discuss each artwork included, and justify its inclusion (do your best to understand the technical underpinnings of the projects & the importance/appropriateness of technologies used)
- Turn in your work by sending a link to your show, which should be a rhizome.org url.**

Although not required, you may wish to take advantage of this project as a way to identify influences for your final project proposal. If you have an idea for your proposal, curate with that idea in mind. If you don't yet have an idea, ask yourself why you are interested in certain works and remember your reasoning when putting your proposal together.

* Rhizome has completely redesigned its website since I last assigned this project, so registration should go smoothly. Nonetheless, there could be problems. If you are unable to register, curate your exhibition on your own website by using Prof Kelley's login info (will be posted if needed) to browse the artbase. Then write your statement and link to art projects on your ucsc webspace.

** Or a UCSC url if you were not able to register.

MONSTER: Make a Processing Monster

If you have never worked with processing/java/anything like this before, you will benefit from owning a book about processing. See the syllabus for a few titles. I like the MAKE one.

Lukas Vojir started making processing monsters in order to learn how to use processing and promote code sharing. The rules for making a processing monster are simple: Strictly black and white + mouse reactive. Vojir has a gallery of monsters and their source code here: http://www.rmx.cz/monsters/. To complete this project you will need to download processing from http://processing.org/, look at the monsters on Vojir's page, and then play around with creating your own monster. If you are familiar with java, processing will be very intuitive for you. If you are new to coding and/or java, we suggest downloading processing right away and playing around with it as soon as possible (like, today!).

A tip for those new to processing/java: Try some of the processing tutorials on http://processing.org/ before you get started. Achieve mouse reactivity first, using a **simple shape**, then draw. The tutorials go from drawing to mouse reactivity, which might tempt you to spend a lot of time drawing, but in order to achieve mouse reactivity in just 9 weeks, skip to that after drawing a simple shape. A risk with drawing first and achieving mouse reactivity second is that you will draw something so complex that you will not know how to make it mouse reactive (and neither will your professor!).

To turn in the project, compose a short (1-2 paragraph) description of your monster and your script design and attach it to a commented and (hopefully) working prototype of the monster. We'll go over how to export and post your processing files in class. If any of the monsters in Vojir's gallery inspired your monster, credit them in both your code (as comments) and in your description. If your code does not run you can still receive full credit for this assignment if you write a very good description of your design. Conversely, even if your code does run, you will not receive full credit for this assignment if your written description of your design is poorly written or too abbreviated to be understood. A good description of a script design will include at least the following three parts:

- A well-commented code listing: your code should be heavily commented even if it does not work. You should explain in your comments what the important lines of code do or are meant to do.
- A description of the work planned and/or accomplished "behind the screen": even if your program does not run, you should outline its structure and dynamics. explain each of the elements that constitute the structural pieces of the sketch; and, comment on the functions implemented in javascript in order to explain how the elements work.
- A description of the work as it is intended to be understood and implemented by a user; i.e., an explanation of the work any user will have to do "in front of the screen." It should be possible for most anyone to read this description of the work and then be able to use your script and understand its purpose. in short, it should read as a sort of simple "user's manual" for your script.

It is up to you if you want to submit your monster to Vojir's gallery. I hope you choose to do so! (He hasn't updated it in a while, but, I'm sure he'd still like to see your work.)