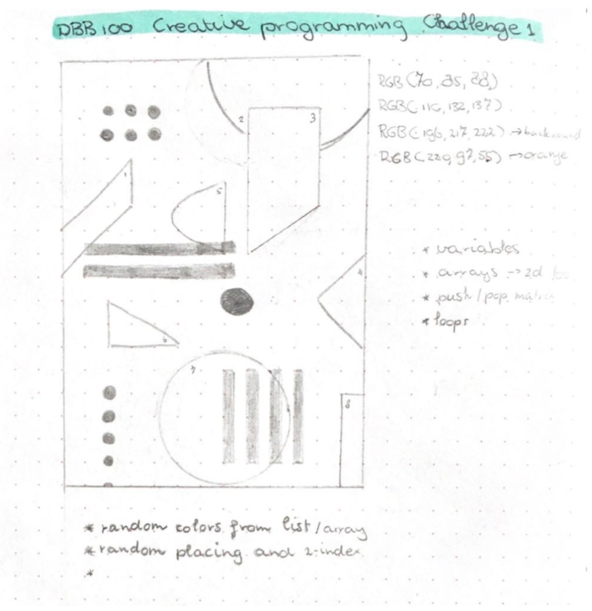
DBB100 Reflection Challenge 1

Design

I started challenge 1 by looking for inspiration online. I found a poster series called "Play With Four Egos" made by Sebastian Onufszak. I used these designs as inspiration because I thought it matched well with the things I learned from previous DBB100 assignments. The design could also be adapted to match the 'branding' I use on my portfolio, which is something I have tried to do with all the homework assignments as well.

I made a sketch for the design of the poster before starting in Processing, so I could recreate this in the program. The design of the poster consists of multiple shapes with different sizes and colors.


DBB100 Creative programming Challenge 1
RGB (70, 35, 38)
RGB (116, 132, 137)
RGB (196, 217, 222) → background
RGB (220, 97, 55) → orange
* variables
* arrays → 2d
* push / pop matrix
* loops
* random colors from list / array
* random placing and 2-index
*
2
3
1
5
4
6
7
8

Code

Before starting in Processing, I made a list of things I wanted to include in my code. For example: variables, arrays, random numbers and loops. After that I created all the shapes that were in my sketch in Processing. The shapes are the same as my sketch but the placing isn't because I randomised the position using pushMatrix() and popMatrix().

Besides the random placing, the colors are semi-random as well. I created an array that stores all the colors that I use in the branding of my portfolio and other documents. Everytime a shape is created, the program chooses one of these colors randomly.

I included these random factors to make creating a poster Processing 'useful'. As a designer I am used to creating 'fixed' versions of a design but with Processing I can create flexible and dynamic designs that are partly influenced by me and partly by the system. This could be used in a creative way, for instance by creating a base for a design with certain variables/parameters that can be changed by multiple people, so that everyone can create a different poster. Maybe some people only create big shapes while others design a poster with a lot of small shapes.

Learnings

When creating this program, I mostly focused on writing as efficient as possible. I paid particular attention to avoiding repetitions in the code, for example when selecting a random color. I resolved the repeating lines of code by using functions and arrays.

Besides, I wanted other people to be able to understand the code without extra explanation. This is why I added a '*Code explanation*' in the header and comments in the program itself.

To conclude: I learned how to create and efficient program that avoids repetitions, is easy to understand for others and has a good balance between fixed and random elements.

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