Generative Design Visualize Program And Create With Processing Hartmut Bohnacker

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Code as Creative Medium - Golan Levin 2021-02-02
An essential guide for teaching and learning computational art and design: exercises, assignments, interviews, and more than 170 illustrations of creative work. This book is an

essential resource for art educators and practitioners who want to explore code as a creative medium, and serves as a guide for computer scientists transitioning from STEM to STEAM in their syllabi or practice. It provides a collection of classic creative coding prompts and assignments, accompanied by annotated examples of both classic and contemporary projects, and more than 170 illustrations of creative work, and features a set of interviews with leading educators. Picking up where standard programming guides leave off, the authors highlight alternative programming pedagogies suitable for the art- and design-oriented classroom, including teaching approaches, resources, and community support structures.

Generative Adversarial Networks with Python - Jason Brownlee 2019-07-11
Step-by-step tutorials on generative adversarial networks in python for image synthesis and image translation.

See Yourself Sensing - Madeline Schwartzman 2011
" ... Is the first book to survey the intersection between design, the body, science and the senses, from the utopian pods and head gear of the 1960s, to the high-tech prostheses, wearable computing, implants, and interfaces between computers and humans of the past decade ..."-- Introduction, p. 6.
Dear Data - Giorgia Lupi 2016-09-13
Equal parts mail art, data visualization, and affectionate correspondence, Dear Data celebrates "the infinitesimal, incomplete, imperfect, yet exquisitely human details of life," in the words of Maria Popova (Brain Pickings), who introduces this charming and graphically powerful book. For one year, Giorgia Lupi, an Italian living in New York, and Stefanie Posavec, an American in London, mapped the particulars of their daily lives as a series of hand-drawn postcards they exchanged via mail weekly—small portraits as full of emotion as they

are data, both mundane and magical. Dear Data reproduces in pinpoint detail the full year's set of cards, front and back, providing a remarkable portrait of two artists connected by their attention to the details of their lives—including complaints, distractions, phone addictions, physical contact, and desires. These details illuminate the lives of two remarkable young women and also inspire us to map our own lives, including specific suggestions on what data to draw and how. A captivating and unique book for designers, artists, correspondents, friends, and lovers everywhere.

Learn JavaScript with p5.js - Engin Arslan 2018-03-07
Learn coding from scratch in a highly engaging and visual manner using the vastly popular JavaScript with the programming library p5.js. The skills you will acquire from this book are highly transferable to a myriad of industries and can be used towards building web applications, programmable robots, or generative art. You'll gain the proper context so that you can build a strong foundation for programming. This book won't hinder your momentum with irrelevant technical or theoretical points. The aim is to build a strong, but not overly excessive knowledge to get you up and running with coding. If you want to program creative visuals and bring that skill set to a field of your your choice, then Learn JavaScript with p5.js is the book for you. What You'll Learn Code from scratch and create computer graphics with JavaScript and the p5.js library Gain the necessary skills to move into your own creative projects Create graphics and interactive experiences using Processing Program using JavaScript and p5.js and secondarily in creating visuals Who This Book is For Artists or a visual designers. Also, those who want to learn the fundamentals of programming through visual examples.

Getting Started with p5.js - Lauren McCarthy 2015-10-12

With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll: Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy-to-follow projects Learn to apply data visualization techniques

Capture and manipulate webcam audio and video feeds in the browser
Interactive Data Visualization for the Web - Scott Murray 2017-08-03
Create and publish your own interactive data visualization projects on the web—even if you have little or no experience with data visualization or web development. It's inspiring and fun with this friendly, accessible, and practical hands-on introduction. This fully updated and expanded second edition takes you through the fundamental concepts and methods of D3, the most powerful JavaScript library for expressing data visually in a web browser. Ideal for designers with no coding experience, reporters exploring data journalism, and anyone who wants to visualize and share data, this step-by-step guide will also help you expand your web programming skills by teaching you the basics of HTML, CSS, JavaScript, and SVG. Learn D3 4.x—the latest D3 version—with downloadable code and over 140 examples Create bar charts,

scatter plots, pie charts, stacked bar charts, and force-directed graphs Use smooth, animated transitions to show changes in your data Introduce interactivity to help users explore your data Create custom geographic maps with panning, zooming, labels, and tooltips Walk through the creation of a complete visualization project, from start to finish Explore inspiring case studies with nine accomplished designers talking about their D3-based projects

The Computational Beauty of Nature - Gary William Flake 2000-01-27
Gary William Flake develops in depth the simple idea that recurrent rules can produce rich and complicated behaviors. In this book Gary William Flake develops in depth the simple idea that recurrent rules can produce rich and complicated behaviors. Distinguishing "agents" (e.g., molecules, cells, animals, and species) from their interactions (e.g., chemical reactions, immune system responses, sexual reproduction, and evolution), Flake argues that it is the computational properties of interactions that account for much of what we think of as "beautiful" and "interesting." From this basic thesis, Flake explores what he considers to be today's four most interesting computational topics: fractals, chaos, complex systems, and adaptation. Each of the book's parts can be read independently, enabling even the casual reader to understand and work with the basic equations and programs. Yet the parts are bound together by the theme of the computer as a laboratory and a metaphor for understanding the universe. The inspired reader will experiment further with the ideas presented to create fractal landscapes, chaotic systems, artificial life forms, genetic algorithms, and artificial neural networks.

Graphic Design - Rob Giampietro 2011
Published on the occasion of an exhibition held at the Walker Art Center, Minneapolis, Minn. and four other institutions between Oct. 22. 2011 and Dec. 2013.

Algorithms for Visual Design Using the

Processing Language - Kostas Terzidis
2009-04-08
As the first book to share the necessary algorithms for creating code to experiment with design problems in the processing language, this book offers a series of generic procedures that can function as building blocks and encourages you to then use those building blocks to experiment, explore, and channel your thoughts, ideas, and principles into potential solutions. The book covers such topics as structured shapes, solid geometry, networking and databases, physical computing, image processing, graphic user interfaces, and more.

Coding Art - Yu Zhang 2021-01-07
Finally, a book on creative programming, written directly for artists and designers! Rather than following a computer science curriculum, this book is aimed at creatives who are working in the intersection of design, art, and education. In this book you'll learn to apply computation into the creative process by following a four-step process, and through this, land in the cross section of coding and art, with a focus on practical examples and relevant work structures. You'll follow a real-world use case of computation art and see how it relates back to the four key pillars, and addresses potential pitfalls and challenges in the creative process. All code examples are presented in a fully integrated Processing example library, making it easy for readers to get started. This unique and finely balanced approach between skill acquisition and the creative process and development makes Coding Art a functional reference book for both creative programming and the creative process for professors and students alike. What You'll Learn Review ideas and approaches from creative programming to different professional domains Work with computational tools like the Processing language Understand the skills needed to move from static elements to animation to interaction Use interactivity as input to bring creative concepts

closer to refinement and depth Simplify and extend the design of aesthetics, rhythms, and smoothness with data structures Leverage the diversity of art code on other platforms like the web or mobile applications Understand the end-to-end process of computation art through real world use cases Study best practices, common pitfalls, and challenges of the creative process Who This Book Is For Those looking to see what computation and data can do for their creative expression; learners who want to integrate computation and data into their practices in different perspectives; and those who already know how to program, seeking creativity and inspiration in the context of computation and data.

Getting Started with Processing.py - Allison Parrish 2016-05-11
Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.

The Book of Trees - Manuel Lima 2014-04-08
Our critically acclaimed bestseller Visual Complexity was the first in-depth examination of the burgeoning field of information visualization. Particularly noteworthy are the numerous historical examples of past efforts to make sense of complex systems of information. In this new companion volume, The Book of Trees, data viz expert Manuel Lima examines the more than eight hundred year history of the tree diagram, from its roots in the illuminated manuscripts of medieval monasteries to its current resurgence as an elegant means of visualization. Lima presents two hundred intricately detailed tree diagram illustrations on a remarkable variety of

subjects—from some of the earliest known examples from ancient Mesopotamia to the manuscripts of medieval monasteries to contributions by leading contemporary designers. A timeline of capsule biographies on key figures in the development of the tree diagram rounds out this one-of-a-kind visual compendium.

Art in the Age of Machine Learning - Sofian Audry 2021-11-23
An examination of machine learning art and its practice in new media art and music. Over the past decade, an artistic movement has emerged that draws on machine learning as both inspiration and medium. In this book, transdisciplinary artist-researcher Sofian Audry examines artistic practices at the intersection of machine learning and new media art, providing conceptual tools and historical perspectives for new media artists, musicians, composers, writers, curators, and theorists. Audry looks at works from a broad range of practices, including new media installation, robotic art, visual art, electronic music and sound, and electronic literature, connecting machine learning art to such earlier artistic practices as cybernetics art, artificial life art, and evolutionary art. Machine learning underlies computational systems that are biologically inspired, statistically driven, agent-based networked entities that program themselves. Audry explains the fundamental design of machine learning algorithmic structures in terms accessible to the nonspecialist while framing these technologies within larger historical and conceptual spaces. Audry debunks myths about machine learning art, including the ideas that machine learning can create art without artists and that machine learning will soon bring about superhuman intelligence and creativity. Audry considers learning procedures, describing how artists hijack the training process by playing with evaluative functions; discusses trainable machines and models, explaining how different

types of machine learning systems enable different kinds of artistic practices; and reviews the role of data in machine learning art, showing how artists use data as a raw material to steer learning systems and arguing that machine learning allows for novel forms of algorithmic remixes.

When the Machine Made Art - Grant D. Taylor 2014-04-10
Considering how culturally indispensable digital technology is today, it is ironic that computer-generated art was attacked when it burst onto the scene in the early 1960s. In fact, no other twentieth-century art form has elicited such a negative and hostile response. When the Machine Made Art examines the cultural and critical response to computer art, or what we refer to today as digital art. Tracing the heated debates between art and science, the societal anxiety over nascent computer technology, and the myths and philosophies surrounding digital computation, Taylor is able to identify the destabilizing forces that shape and eventually fragment the computer art movement.

Processing, second edition - Casey Reas 2014-12-19
The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language that can be used by students, artists, designers,

architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New "synthesis" chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. "Extension" chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision

and electronics. Interviews SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter

Creating Procedural Artworks with Processing - Penny de Byl 2017-05-02 Creating Procedural Artworks with Processing - A Holistic Guide, is for those seeking to learn computer programming from the very basics to the more advanced concepts. It uses the Processing language (processing.org) to visualise the concepts through the production of computer graphics that illustrate the coding principles while being artworks in their own right. This book started as a set of tutorials for university level multimedia students to introduce them to computer programming through the development of artworks. It's therefore presented in a non-threatening way that will

ease the reader into programming. This book has been written for absolute beginners who want to learn to program. It approaches coding through a unique combination of teaching programming while keeping in mind the principles of design and mathematics. All these elements are essential in a global economy filled with electronic interactive experiences and virtual reality. The chapters are organised to weave together programming functionality and design principles presenting one concept at a time, with multiple hands on exercises in each chapter. Special features include: * 10 chapters building on each other one concept at a time. * 20 practical laboratories for exploring digital art and programming concepts. * Over 35 detailed step by step hands on activities. * Over 95 questions to test your understanding. * Answers to all exercises and questions. For more information visit: http://holistic3d.com/creating-procedural-artworks/ Experience Processing in action at http://holistic3d.com/processing
AAD Algorithms-Aided Design. Parametric Strategies Using Grasshopper - Arturo Tedeschi 2014

Processing for Visual Artists - Andrew Glassner 2011-09-27
Learn how to create gorgeous and expressive imagery with the Processing graphics language and environment. It's easy with this practical, hands-on book. Processing is for artists, designers, visualization creators, hobbyists, or anyone else looking to create images, animation, and interactive pieces for art, education, science, or business. Process
Visualizing Data - Ben Fry 2008
Provides information on the methods of visualizing data on the Web, along with example projects and code.
Generative Design - Benedikt Gross 2018-11-13
Generative design, once known only to insiders as a revolutionary method of creating artwork,

models, and animations with programmed algorithms, has in recent years become a popular tool for designers. By using simple languages such as JavaScript in p5.js, artists and makers can create everything from interactive typography and textiles to 3D-printed furniture to complex and elegant infographics. This updated volume gives a jump-start on coding strategies, with step-by-step tutorials for creating visual experiments that explore the possibilities of color, form, typography, and images. Generative Design includes a gallery of all-new artwork from a range of international designers—fine art projects as well as commercial ones for Nike, Monotype, Dolby Laboratories, the musician Bjork, and others.

LabStudio - Jenny E. Sabin 2017
LabStudio: Design Research between Architecture and Biology introduces the concept of the research design laboratory in which funded research and trans-disciplinary participants achieve radical advances in science, design, and applied architectural practice. The book demonstrates to natural scientists and architects alike new approaches to more traditional design studio and hypothesis-led research that are complementary, iterative, experimental, and reciprocal. These originate from 3-D spatial biology and generative design in architecture, creating philosophies and practices that are high-risk, non-linear, and design-driven for often surprising results. Authors Jenny E. Sabin, an architectural designer, and Peter Lloyd Jones, a spatial biologist, present case studies, prototypes, and exercises from their practice, LabStudio, illustrating in hundreds of color images a new model for seemingly unrelated, open-ended, data-, systems- and technology-driven methods that you can adopt for incredible results.

Recent Trends in Manufacturing and Materials Towards Industry 4.0 - Muhammed Nafis Osman Zahid 2021-03-22
This book presents part of the proceedings of

the Manufacturing and Materials track of the iM3F 2020 conference held in Malaysia. This collection of articles deliberates on the key challenges and trends related to manufacturing as well as materials engineering and technology in setting the stage for the world in embracing the fourth industrial revolution. It presents recent findings with regards to manufacturing and materials that are pertinent towards the realizations and ultimately the embodiment of Industry 4.0, with contributions from both industry and academia.

Generative Art - Matt Pearson 2011-06-29 Summary Generative Art presents both the technique and the beauty of algorithmic art. The book includes high-quality examples of generative art, along with the specific programmatic steps author and artist Matt Pearson followed to create each unique piece using the Processing programming language. About the Technology Artists have always explored new media, and computer-based artists are no exception. Generative art, a technique where the artist creates print or onscreen images by using computer algorithms, finds the artistic intersection of programming, computer graphics, and individual expression. The book includes a tutorial on Processing, an open source programming language and environment for people who want to create images, animations, and interactions. About the Book Generative Art presents both the techniques and the beauty of algorithmic art. In it, you'll find dozens of high-quality examples of generative art, along with the specific steps the author followed to create each unique piece using the Processing programming language. The book includes concise tutorials for each of the technical components required to create the book's images, and it offers countless suggestions for how you can combine and reuse the various techniques to create your own works. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning.

Also available is all code from the book. What's Inside The principles of algorithmic art A Processing language tutorial Using organic, pseudo-random, emergent, and fractal processes === Table of Contents Part 1 Creative Coding Generative Art: In Theory and Practice Processing: A Programming Language for ArtistsPart 2 Randomness and Noise The Wrong Way to Draw A Line The Wrong Way to Draw a Circle Adding Dimensions Part 3 Complexity Emergence Autonomy Fractals

Accelerate - Nicole Forsgren PhD 2018-03-27 Winner of the Shingo Publication Award Accelerate your organization to win in the marketplace. How can we apply technology to drive business value? For years, we've been told that the performance of software delivery teams doesn't matter—that it can't provide a competitive advantage to our companies. Through four years of groundbreaking research to include data collected from the State of DevOps reports conducted with Puppet, Dr. Nicole Forsgren, Jez Humble, and Gene Kim set out to find a way to measure software delivery performance—and what drives it—using rigorous statistical methods. This book presents both the findings and the science behind that research, making the information accessible for readers to apply in their own organizations. Readers will discover how to measure the performance of their teams, and what capabilities they should invest in to drive higher performance. This book is ideal for management at every level.

10 PRINT CHR$(205.5+RND(1)); : GOTO 10 - Nick Montfort 2014-08-29
A single line of code offers a way to understand the cultural context of computing. This book takes a single line of code—the extremely concise BASIC program for the Commodore 64 inscribed in the title—and uses it as a lens through which to consider the phenomenon of creative computing and the way computer

programs exist in culture. The authors of this collaboratively written book treat code not as merely functional but as a text—in the case of 10 PRINT, a text that appeared in many different printed sources—that yields a story about its making, its purpose, its assumptions, and more. They consider randomness and regularity in computing and art, the maze in culture, the popular BASIC programming language, and the highly influential Commodore 64 computer.

House X - Peter Eisenman 1982
Uses the architectural design of a house to show the principles of structuralism and a possible reaction against traditional functionalism

How to Design Programs, second edition - Matthias Felleisen 2018-05-04
A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces

different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

Processing - Ira Greenberg 2007-12-31
First Processing book on the market Processing is a nascent technology rapidly increasing in popularity Links with the creators of Processing will help sell the book

Algorithmic Architecture - Kostas Terzidis 2006
In this examination of algorithmic architecture, this book guides readers in the increasingly popular practice of using algorithms to solve complex design issues and shows architects how to use algorithms to go beyond the mouse and transcend the factory set limitations of current 3D CAD software.

Make Your Own Algorithmic Art - Tariq

Rashid 2018-03-31
A Gentle Introduction to Creative Coding with P5js. A fun step-by-step gentle introduction to creating digital art with computers, designed especially for: artists new to coding art, design and digital media students, technologists wanted to explore their creativity teachers and parents seeking more visual and exciting approaches to teaching computer science Starting from the very basics, we'll learn to: understand how computers create digital images code with a popular computer language designed for artists, called Processing, enabled for the web with p5js develop and appreciate algorithms, mathematical recipes, which can create surprisingly beautiful art easily share your code and art on the web, potentially reaching an audience of billions of internet users We'll discover and practice basic computer graphics techniques, explore simple algorithms that create interesting visual forms, and work through example projects to experience the

process of developing algorithmic art from inspiration, through problem solving, to final refinement. By the end of the course, you will be coding confidently, appreciating the beauty of mathematics and wanting to explore more advanced ideas and methods.

Generative Design - Hartmut Bohnacker 2012-08-22
Generative design is a revolutionary new method of creating artwork, models, and animations from sets of rules, or algorithms. By using accessible programming languages such as Processing, artists and designers are producing extravagant, crystalline structures that can form the basis of anything from patterned textiles and typography to lighting, scientific diagrams, sculptures, films, and even fantastical buildings. Opening with a gallery of thirty-five illustrated case studies, Generative Design takes users through specific, practical instructions on how to create their own visual experiments by combining simple-to-use programming codes with basic design principles. A detailed handbook of advanced strategies provides visual artists with all the tools to achieve proficiency. Both a how-to manual and a showcase for recent work in this exciting new field, Generative Design is the definitive study and reference book that designers have been waiting for.

The Future of Making - Tom Wujec 2017-04-25
Prepare yourself: How things are made is changing. The digital and physical are uniting, from innovative methods to sense and understand our world to machines that learn and design in ways no human ever could; from 3D printing to materials with properties that literally stretch possibility; from objects that evolve to systems that police themselves. The results will radically change our world--and ourselves. The Future of Making illustrates these transformations, showcasing stories and images of people and ideas at the forefront of this radical wave of innovation. Designers, architects, builders, thought leaders--creators of

all kinds--have contributed to this look at the materials, connections, and inventions that will define tomorrow. But this book doesn't just catalog the future; it lays down guidelines to follow, new rules for how things are created, that make it the ultimate handbook for anyone who wants to embrace the true future of making. **Front-End Tooling with Gulp, Bower, and Yeoman** - Stefan Baumgartner 2016-11-23 Summary Front-End Tooling with Gulp, Bower, and Yeoman teaches you how to use and combine these popular tools to set up a customized development workflow from start to finish. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In large web dev projects, productivity is all about workflow. Great workflow requires tools like Gulp, Bower, and Yeoman that can help you automate the design-build-deploy pipeline. Together, the Yeoman scaffolding tool, Bower dependency manager, and Gulp automation build system radically shorten the time it takes to release web applications. About the Book Front-End Tooling with Gulp, Bower, and Yeoman teaches you how to set up an automated development workflow. You'll start by understanding the big picture of the development process. Then, using patterns and examples, this in-depth book guides you through building a product delivery pipeline using Gulp, Bower, and Yeoman. When you're done, you'll have an intimate understanding of the web development process and the skills you need to create a powerful, customized workflow using these best-of-breed tools. What's Inside Mastering web dev workflow patterns Automating the product delivery pipeline Creating custom workflows About the Reader This book is suitable for front-end developers with JavaScript experience. About the Author Stefan Baumgartner has led front-end teams working across a wide range of development styles and application domains. Table of

Contents PART 1 - A MODERN WORKFLOW FOR WEB APPLICATIONS Tooling in a modern front-end workflow Getting started with Gulp A Gulp setup for local development Dependency management with Bower Scaffolding with Yeoman PART 2 - INTEGRATING AND EXTENDING THE PLATFORM Gulp for different environments Working with streams Extending Gulp Creating modules and Bower components Advanced Yeoman generators

Generative Design - Benedikt Gross 2018-10-30
Generative design, once known only to insiders as a revolutionary method of creating artwork, models, and animations with programmed algorithms, has in recent years become a popular tool for designers. By using simple languages such as JavaScript in p5.js, artists and makers can create everything from interactive typography and textiles to 3D-printed furniture to complex and elegant infographics. This updated volume gives a jump-start on coding strategies, with step-by-step tutorials for creating visual experiments that explore the possibilities of color, form, typography, and images. Generative Design includes a gallery of all-new artwork from a range of international designers—fine art projects as well as commercial ones for Nike, Monotype, Dolby Laboratories, the musician Bjork, and others.

Machine Learning and Knowledge Extraction - Andreas Holzinger 2018-08-24
This book constitutes the refereed proceedings of the IFIP TC 5, WG 8.4, 8.9, 12.9 International Cross-Domain Conference for Machine Learning and Knowledge Extraction, CD-MAKE 2018, held in Hamburg, Germany, in September 2018. The 25 revised full papers presented were carefully reviewed and selected from 45 submissions. The papers are clustered under the following topical sections: MAKE-Main Track, MAKE-Text, MAKE-Smart Factory, MAKE-Topology, and MAKE Explainable AI.

A Touch of Code - Robert Klanten 2011

Today's designers are creating compelling atmospheres and interactive experiences by merging hardware and software with architecture and design. This book is a collection of this innovative work produced where virtual realms meet the real world and where dataflow confronts the human senses. It presents an international spectrum of interdisciplinary projects at the intersection of laboratory, trade show, and urban space that play with the new frontiers of perception, interaction, and staging created by current technology. The work reveals how technology is fundamentally changing and expanding strategies for the targeted use of architecture, art, communication, and design for the future.

Opt Art - Robert Bosch 2019-11-12
Bosch provides a lively and accessible introduction to the geometric, algebraic, and algorithmic foundations of optimization. He presents classical applications, such as the legendary Traveling Salesman Problem, and shows how to adapt them to make optimization art--opt art. art.

Graphic Design Before Graphic Designers - David Jury 2012-11-06
A comprehensive retelling of the history of printing from 1700 to 1914 and a cornucopia of visual and technical extravagance Who first coined the phrase "graphic design," a term dating from the 1920s, or first referred to themselves as a "graphic designer" are issues still argued to this day. What is certain is that the kinds of printed material a graphic designer could create were around long before the formulation of such a convenient, if sometimes troublesome, term. Here David Jury explores how the "jobbing" printer who produced handbills, posters, catalogues, advertisements, and labels in the eighteenth, nineteenth, and early twentieth centuries was the true progenitor of graphic design, rather than the "noble presses" of the Arts and Crafts movement. Based on original research and aided

by a wealth of delightful and fully captioned examples that reveal the extraordinary skill, craft, design sense, and intelligence of those who created them, the book charts the evolution of "print" into "graphic design." It will be of lasting interest to graphic designers, design and social historians, and collectors of print and printed ephemera alike.

Generative Design - Asterios Agkathidis 2016-02-01

Generating form is one of the most fundamental aspects of architectural education and practice. While new computational tools are enabling ever more unpredictable forms, critics argue that this leads to a disconnection between architectural output and its context. This attractive, pocket-sized book uses 11 different architectural projects to explore how generative design processes can integrate digital as well as physical design tools and techniques to produce innovative forms that cohere with structural and material principles, performance and context. Illustrated with drawings, computer images and models, this stimulating, accessible handbook of ideas provides a guide for students as well as an inspiration for practising architects.