Project 1

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Objectives

- Produce an interactive Java applet in Processing that displays your own variation of Akiyoshi’s “Rotating snakes” and let’s the user change several parameters (angle, sampling, position, of the primitives used).
  - http://www.psy.ritsumei.ac.jp/~akitaoka
Sample Code: “wheels”

```cpp
int n=30;
void setup() { size(800, 400); rectMode(CENTER);};
void draw() { background(255); translate(width/2,height/2);
  rings(); scale (-1.1); rings(); }
void rings() { pushMatrix(); translate(width/4.2,0);
  for (int j=1; j<10; j++) {
    scale(0.80); rotate(PI*(1.0+1.0*mouseY/width)/n);
    for (int i=0; i<n; i++) {
      pushMatrix();
      rotate(i*2.0*PI/n); translate(0,200);
      shape(20);
      popMatrix();
    }
  }
popMatrix();
}
void shape (float w) { pushMatrix(); rotate(PI*0.5*mouseX/width);
  fill(20,50,30); ellipse(0,0,1.5*w,2.1*w);
  translate(w/2,0);
  fill(20,200,70); ellipse(0,0,0.8*w,2*w);
  translate(-w,0);
  fill(255,200,160); ellipse(0,0,0.8*w,2*w);
  popMatrix();
};
```

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Georgia Tech, IIC, GVU, 2006
Theory

- Read the paper on “Phenomenal Characteristics of the Peripheral Drift Illusion” by Kitakoa and Ashida, plus optionally any other text explaining this illusion.
- Write your own explanation summary and provide the sources used (papers references, URLs).
  - http://www.psy.ritsumei.ac.jp/~akitaoka/PDrift.pdf
- Post this on your project page for P1.
Deliverables

- One web page for the project
- Linked from the PPP of each member
- Live applet for editing the image parameters using the mouse
- Brief explanations of mouse/key action effects
- Short explanation of the drift theory with a link to Akiyoshi’s page: [http://www.ritsumei.ac.jp/~akitaoka/index-e.html](http://www.ritsumei.ac.jp/~akitaoka/index-e.html)
- A short explanation of the artistic/technical choices you made
- The excerpt of your code showing how you have used transformations to produce the images.
Teamwork

- Do NOT split the work!
- Work together as a team on all aspects of the project.
- Explain the details of each module to your team before typing it in and discuss what could go wrong and what could be improved.
- Sit together in front of the screen
  - When one is editing the code, the other one should be helping, keeping track of loose ends, watching out for typos and mistakes.
  - Learn software habits and tricks from each other.
Ethics

- You may use the source code provided by the instructor.
- You must write the additional code required for the project yourself (individually or as a group).
- You may use publicly available code provided that:
  - The use is approved by the instructor or TA
  - You fully identify the portion and the source
- You may discuss with other students the nature of the approach they use and get their help with specific software problems, but you may not copy (or even look-at) their source code.