City University of Hong Kong
School of Creative Media
SM2715 Creative Coding
Semester B 2023/24

Assignment 2 (25%)

Create an ambient art sketch using the noise() function and the Sound library.

- Your sketch should involve both audio and visual effects. The noise() function can be used to control either audio or visual effects, or both of them.

- You should try to link the audio and visual effects together. For example, you may use the sound's amplitude/frequency information (possibly modulated with the noise) to control visual elements.

- The output should involve endless, dynamic motion, without continuous user inputs. Your sketch might still support user inputs, but its endless dynamics should not be mainly driven by continuous user inputs. For example, it is fine to allow users

    - To control the parameters (e.g., the step size of an input parameter to the noise() function) of dynamic motion;

    - To input the sound (via a microphone) to control the dynamics of visual effects.

- Optional: You might use the random() function together with the noise() function.

You are encouraged to create a sketch from scratch. A simple modification of an in-class example will lead to a low grade. A very straightforward combination of in-class examples will not help you get a good grade either. You are not encouraged to look for many examples from the Internet. A simple modification of an online example (with proper in-code citation(s) and reference(s)) is even worse than a simple modification of an in-class example.

Grading policy: originality, idea/concept, aesthetic quality, quality of code including explanatory notes (comments: explain how your code works; in-code citations).

Please also submit a document (in doc or PDF), which includes

1. a brief description of your sketch that explains what the sketch does and how. You may also include the artistic concept and inspiration in the description;
2. images such as screen capture of the sketch to visually show the expected outcomes; and
3. references (including in-class examples/exercises or your previous assignments, or other's code you take as reference).

Due: Submit a **zip** file of the sketch folder (containing .pde files and data folder if any) and the document to CANVAS by **23:59, 8 Apr 2024, Monday**.

IMPORTANT!! Plagiarism
http://www6.cityu.edu.hk/ah/plagiarism.htm

Use comment // or /* */ to cite the source if your sketch is developed based on other people's code, in-class examples/exercises, or your previous works.

More specifically, if your assignment is based on any code from in-class examples/exercises, your previous assignments/works, or others, please

- Include in-code citations, i.e., use comments in your code to indicate which part is yours or from others (more like in-text citation for a written essay).
- State the source of reference example(s) (e.g.,"week 6 example 6") in the references of your written document.

It is an individual assignment. Do not work with others.