studio practice 3

surviving
vs. thriving

by

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This

VIRTUAL

Reality

OF

Ours.

MANIFESTO

This Virtual Reality of Ours will focus on bridging the gap between art and technology by using different technologies (in this case, code and VR) as art forms.

I think that what I'm planning on doing for this project is extremely appropriate for the time that we're in since we now have to rely on technology more than ever as different regions get put into lockdown, and as classes and jobs have no choice but to go online in order to be done, now that physical contact is heavily limited and also frowned upon as social distancing rules are put into place, and as face masks become an essential piece of clothing (similar to wearing a rain coat when it's absolutely pouring it down outside, unless you're weird and secretly enjoy getting drenched and ill because of it),

we have no choice but to go online,
perhaps more than we'd like to in order
to get by.

Consequently, art museums and galleries
have had no choice but to close, having to
quickly go online to carry on showcasing
whatever they can online. As for us
artists, we've all had to become
somewhat digitally literate digital artists
by having to adapt to the situation
that we're all in, and for some, it's
easier to adapt to than others.

Pre-covid, I already worked digitally
(mainly with Adobe Illustrator), but it
didn't rule my whole practice since a lot
of my work was physical (I used to be a
bit of a printmaker, and a wee little bit of
a sculptor every now and then, on top of
being an illustrator and designer), mainly
because it was the late 2010's, and

things were a bit normal back then.

However, one thing I didn't enjoy doing was having to translate all of my analogue work into the digital realm, either by scanning it in or by taking photos of it (a bit ironic since this is an all digital project and I'm using a physical sketchbook to document my process, although it'll probably become a website once the final outcomes exist, at some point, but hey, I like using physical sketchbooks since they're simple and easy to use, and bring us back into the real world a bit as well as allowing us to enter one's mind in a non-intrusive way), so by creating things digitally, I'll get rid of that extra step, and focus more on the quality of the artwork itself, as well as the sharability of it, which leads me to...

this next project

SURVIVING vs thriving

PART ONE

Building on from my studio practice from last year (where I spent most of my time drawing over the pages of Vogue with my set of POSCA markers), I'm planning on creating some Internet Art (or net.art yes, even with the dot in the middle) by making an internet version of my work in the form of a plugin/extension where users can draw on any site, similar to # what I did with the magazines.

Thing is, I don't really know how to code (I know a little bit of HTML and CSS, but that's about it, really), so this

fig 1.
my magazine work looked a bit like this.

will be a bit of a challenge for me, but it's one that I'm willing to take and hoping that my outcomes for this is at least decent since I'll have to learn how to code (and build a basic drawing program that can be used on the internet). For this, I'm learning a language called Processing since it's a design-based language (i.e. artists and designers can use it without having to worry about all of the technical details too much) and will hopefully be easy to learn so that I can make this idea turn into an actual thing.

The features for this plugin will be fairly basic since I have about a month and little to no coding skills (which I'll work on), but [the features] will include: a range of different brushes (including unconventional ones, such as allowing the users to draw with shapes and typography, for

example), as well as allowing them to choose from six colours - Red, orange, Yellow, Green, Blue, and Purple - since this is what my set of POSCA markers consists of, and since it'll be more effective than trying to add every colour under the sun.

WHY?

No thoughts, head empty. Kidding. I don't focus on any hidden meanings or all that jazz, since I tend to focus more on **HOW** something's done, and how I can add it to my ever expanding, constantly evolving and confusing art practice which consists of a lot of things. As for this, the year is 2020, and it should be pretty self-explanatory about the biggest thing that happens, so naturally,

I shift my practice to something more appropiate for the occasion and make it digital, but not so much in the normal way.

As for "net.art in general, I personally find it intriguing and is something that I'd want to look in more depth since it's a fairly obscure thing to the common folk, but has some really interesting pieces, so my planned outcome will essentially fall into this category.

You were expecting something deep and philosophical, weren't you? Too bad, it's not my cup of tea. I'm mainly doing this because the time's right, and it's a new medium that I want to explore because it seems really interesting to me. That's all.

THE STORY SO FAR...

Right, this is a **LOT** harder than I expected since I'm having to learn stuff **AND** create at the same time, which is harder than it seems since both things require a lot of mental energy and time (something I always seem to run out of despite being a naturally time-orientated person, you know, the type of person who'll probably arrive at an appointment 10 hours too early, but the hours start to feel like minutes instead), with the time running out of my hands

like how sand does, because on some
days, I'm on a roll and 5 hours feels
like 5 minutes, and on other days,
I literally do not want to even think
about doing any work at all since
there are other things my mind
gently urges me to do, such as
spending the whole day doing absolutely
nothing (good if you wanna get some
headspace whilst also internally screaming
at the top of your lungs at the
same time due to the feeling that if
you don't do out, you'll fall off the
face of the earth and will be
deemed as an irrelevant nobody peasant
who does nothing but wastes oxygen
and occasionally wanders through some
small northern town where there isn't
that much to see or do) because
apparently that's a good idea since it
requires absolutely no effort at all, so

you'll be fine, I'll be fine, we'll all be fine, this whole thing will be fine, I promise, mainly because 2020 has a virus and is absolutely not fine at all, and as a result we've all had no choice but to ride this wave and to survive as well as learning how to adapt to this situation, since this is no easy feat, feeling as though we should help out but not knowing how to.

IMPRO-
VISE
ADAPT
OVER-
COME

2nd year of art school and idk how to draw hands at all.
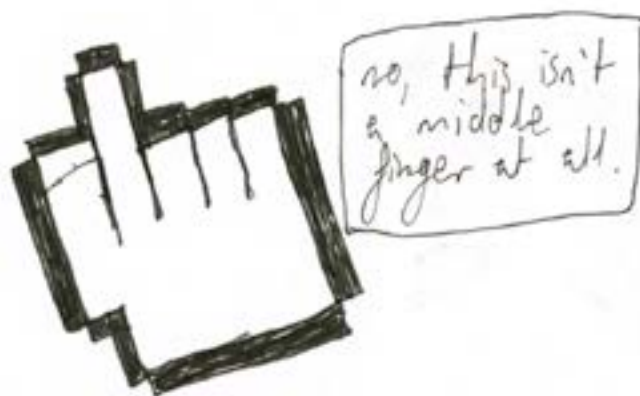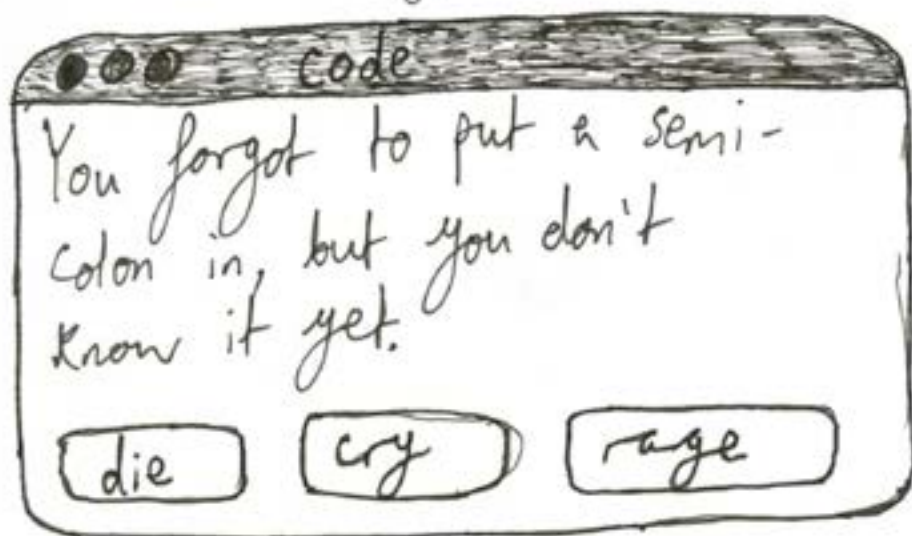
Processing...

I'm processing the world's events, watching them unfold, anxiously anticipating the next thing during these uncertain times since nothing's really clear, especially since fake news is a thing that spreads much faster than real news, and trying to separate fact from fiction, right from wrong, isn't that easy since it blends in, making it hard to pull apart, not to mention that there's a very fine line to being informed and becoming overwhelmed.

Funnily enough, I'm learning how to use Processing (mainly to see what it does
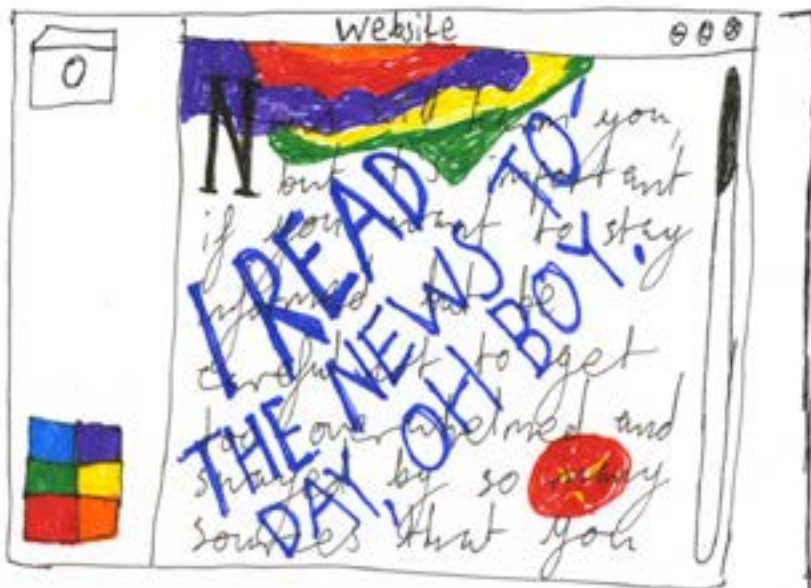
and what I can do), so in theory,
I'm processing Processing in the hopes
that I can 'actually' process Processing
so that one day, it'll be as easy as
writing and drawing, a walk in the
park, if you will.

I'm currently processing Processing since
coding gradually will become as
essential as reading and writing, not to
mention that everything you see (on
screens) has been coded. However,
coding (from an artist's/non-coder's
perspective) is typically a bleak process
when it doesn't work (this results in
losing the will to live and wanting a big
whole in the ground to open up and
swallow you whole so that you don't

have to think about coding ever again),
but is (hopefully) a wonderful thing
once you know how to work it (girl)
since you'll have an epic thing that
you've pretty much single-handedly built,
which I think is great.

code

You forgot to put a semi-
colon in, but you don't
know it yet.

die   cry   rage

no, this isn't
a middle
finger at all.

MOCKUPS

Some examples of what I ~~wte~~ want to create. The user will be able to draw anything on any website and will be able to save what they've done.

So far, I've focused on adding just the colour, but but I'll add the option to draw with type and shapes later on, since this is the first version of my prototype and so that I've got "something down and something to show (finally!).

However, my prototype so far only allows the user to draw on a blank canvas, and they also can't save what they've done unless they take a screenshot of it (I might consider this to be an actual feature).

TO DO
- Allow users to save what they've done
- Make it work on the internet, somehow.

>Code_

```
// Here's what I've done so far.

// Define colours

float oldX;
float oldY;
color redC = color(255, 0, 0);
color orangeC = color(247, 112, 0);
color yellowC = color(247, 240, 0);
color greenC = color(0, 255, 0);
color blueC = color(0, 0, 255);
color purpleC = color(110, 0, 220);

float masterStroke = 1;

// Set up the program
```

```
Void setup() {
  size(500, 500);
  smooth();
  background(255);
}


//Setup the brushes and colours

void draw () {
  strokeWeight(1);
  fill(redC);
  rect(10, 10, 25, 25);
  fill(orangeC);
  rect(35, 10, 25, 25);
  fill(yellowC);
  rect(10, 35, 25, 25);
  fill(greenC);
  rect(35, 35, 25, 25);
  fill(blueC);
  rect(10, 60, 25, 25);
  fill(purpleC);
```

```
rect (35, 60, 25, 25);
line(450, 50, 500, 50);
StrokeWeight (4);
line (450, 50, 500, 50);
Stroke weight (8);
line (450, 80, "500, 80);
Stroke Weight (1);
fill (255);
rect (250, 10, 50, 50);

if (mousePressed) {
if (mouseX > 10 && mouseX < 35) {
if (mouseY > 10 && mouse Y < 35) {
  Stroke (red C);
}
if (mouseY > 35 && mouseY < 60){
  Stroke (orange C);
}
if (mouse Y > 60 && mouseY < 85){
  Stroke (yellow C);
}
```

```
if (mouseY > 85 && mouseY < 110) {
   stroke (green();
}
if (mouseY > 110 && mouseY < 135) {
   stroke (blue();
}
if (mouseY > 135 && mouseY < 160) {
   stroke (purple();
}
}

if (mousePressed) {
   if (mouseX > 450 && mouseX < 500) {
   if (mouseY > 10 && mouseY < 40) {
   masterStroke = 1;
   }
   }
   if (mouseX > 450 && mouseX < 500) {
   if (mouseY > 40 && mouseY < 70) {
   masterStroke = 4;
   }
   }
   if (mouseX > 450 && mouseX < 500) {
   if (mouseY > 70 && mouseY < 100) {
```

```
        masterStroke = 7;
      }
    }

  strokeWeight (masterStroke);
}
if (mousePressed) {
  if (mouseX > 250 && mouseX < 300) {
    if (mouseY > 10 && mouseY < 60) {
      background (255);
    }
  }
}

if (mousePressed) {
  line (mouseX, mouseY, oldX, oldY);
}
}

oldX = mouseX;
oldY = mouseY;
}
// End
```

I've realised that creating a drawing program from scratch, with barely any coding experience and a month to do it, wasn't that great of an idea since I've put a lot of unnecessary stress and pressure on to myself in

order to achieve such an unrealistic and lofty ambition, not to mention that what I was planning on making (a browser plugin that allows users to draw on webpages) already exists, and there isn't that much that I can do about it other than to do something else, you know, something that's going to be at least a little bit original and tangible.

So, instead of burning myself out over something so futile, I'm still going to do a bit of creative coding, but on a much more smaller scale, and I'll focus on exploring the medium itself and what I can do with it, as well as experimenting with it (which is what I'm good at, and is something that I enjoy doing), by essentially winging it and going with

the flow, because if there's one thing that this (godforesaken, dystopian) year has taught me, it's to adapt to new situations and not worry so much about planning because nothing ever really goes to plan anyway, and sometimes winging it can actually create oppurtunities and make you think of things (that actually seem like a good idea) that you wouldn't have originally thought about before.

JUST WING IT.

Before We PIVOT!

Let me just show you a few things real quick so that it doesn't look as though I've just done a full 180 and have abandoned a really good idea in order to do something else because, to me, it kinda feels illegal to do that, so the least I can do is at least SHOW what I've done and link it to my next act, which is pure illustration and not much else, perhaps give the code a little bit of that typographic treatment.

```
int gap = 10;  int thickness = 1;
void setup() {
  size(600,600);
void draw() {
  background(0);
  stroke(255);  strokeWeight(thickness);
  noFill();
  float angle = mouseX / 95.0;
  arc(width/2, height/2, ... );
  float length = angle + arc(length);
  for ( ... width -gap; i += gap) {
    ...
  }
  saveframe(...);
}
```

```
int gap = 10; int thickness =
stroke(255); void draw() {
strokeWeight(thickness);
mouseX / 95.0; float angle = radians
angle
for(int i = gap; i
arc(width
size(600,600); float arc length =
noFill();
```

```
void setup() {
  size(200, 200); no

  stroke();
}
void draw
() { fuck gr
round(126);

ellipse(16, 33,
  mouseX,
33); ellipse(
  mouseX/2, 50, 33,
33); ellipse(

  mouseX *2,
  84, 33, 33);
  ellipse(mouseX/
  111, 33, 33); ellipse(
  mouseX+20, 136, 33,
33); ellipse(
  mouseX -20,

  174, 33, 33);
  saveFrame(
  "frames/#####.
  png"); }
```

```
void setup() { size(200, 200); noStroke(); }
void draw() { background(126); ellipse(mouseX,
16,3    ); ellipse(mouseX/2, 50, 33, 33); ellipse
(mo        , 84, 33, 33); ellipse(mouseX, 111, 33, 33)
; ellipse(mouseX+20, 136, 33, 33); ellipse(mouseX
-20, 174, 33       Frame("frames/####.
png"); }          p() { size(200, 200); no
Stroke(); }  void draw() { background(126);
ellipse(mouseX, 16, 33, 33); ellipse(mouseX/2,
50, 33, 33); elli         eX*2, 84, 33, 33)
; ellipse(mouseX,          ellipse(mouseX+20,
136, 33, 33); ellipse(mouseX-20, 174, 33, 33)
; saveFrame("frames/####.p        setup()
{ size(200, 200); noStroke(         ){ back
ground(126); ellipse(mouse          ; ellipse(
mouseX/2, 50, 33, 33); ellipse(mouseX*2, 84,
33,           mouseX, 111, 33, 33); ellipse(mou
se                33); ellipse(mouseX-20, 174,
33                ne("frames/####.png"); } void
setup(    size(200, 200); noStroke(); } void
draw() { background(126); ellipse(mouseX,
```
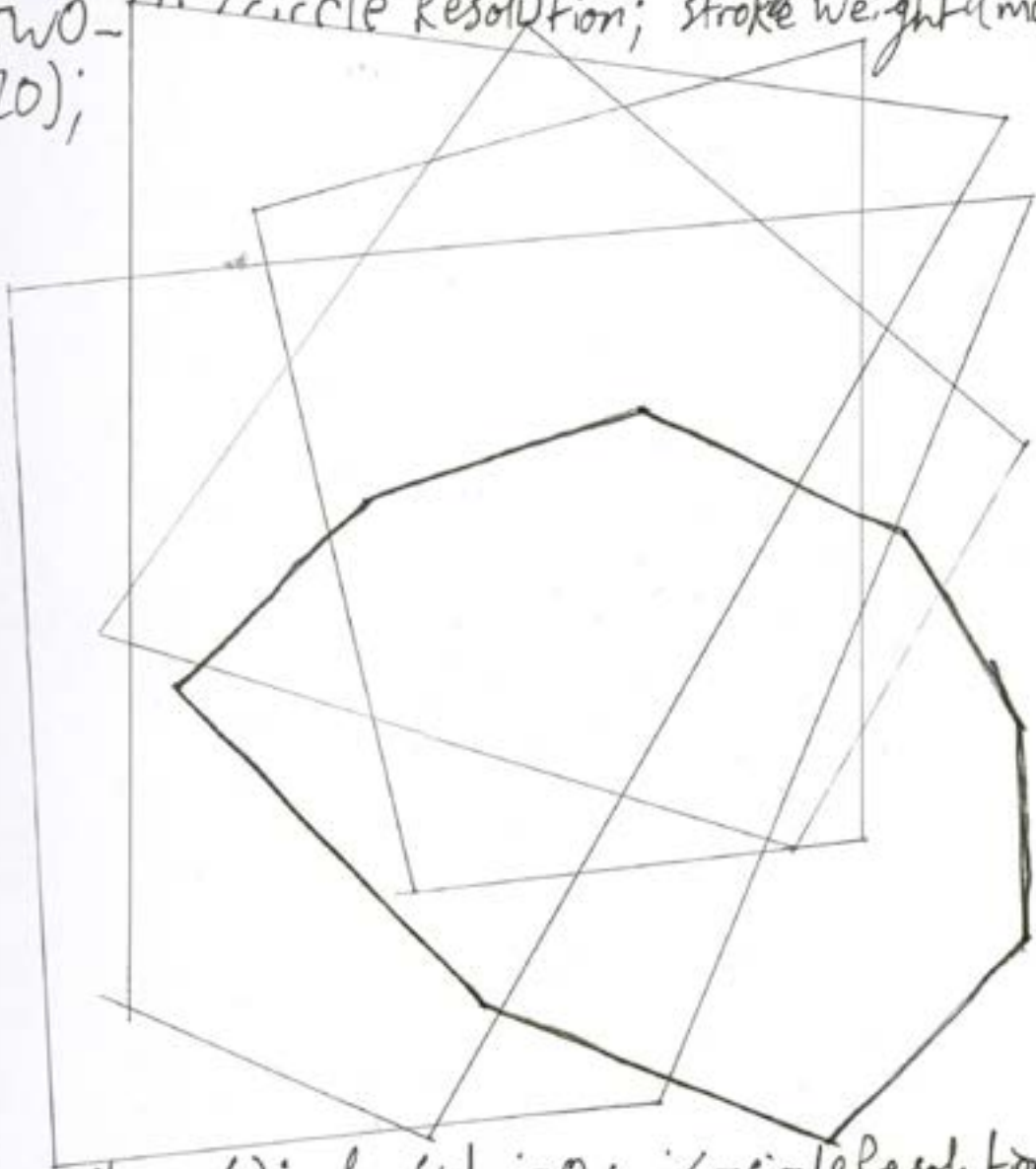
```
void setup() { size(500, 500); } void draw() {
translate(width/2, height/2); int circleResolution =
(int) map(mouseY, 0, height, 2, 80); float
radius = mouseX - width/2 + 0.5; float angle=
TWO_PI / circleResolution; strokeWeight(mouseY/
20);
```
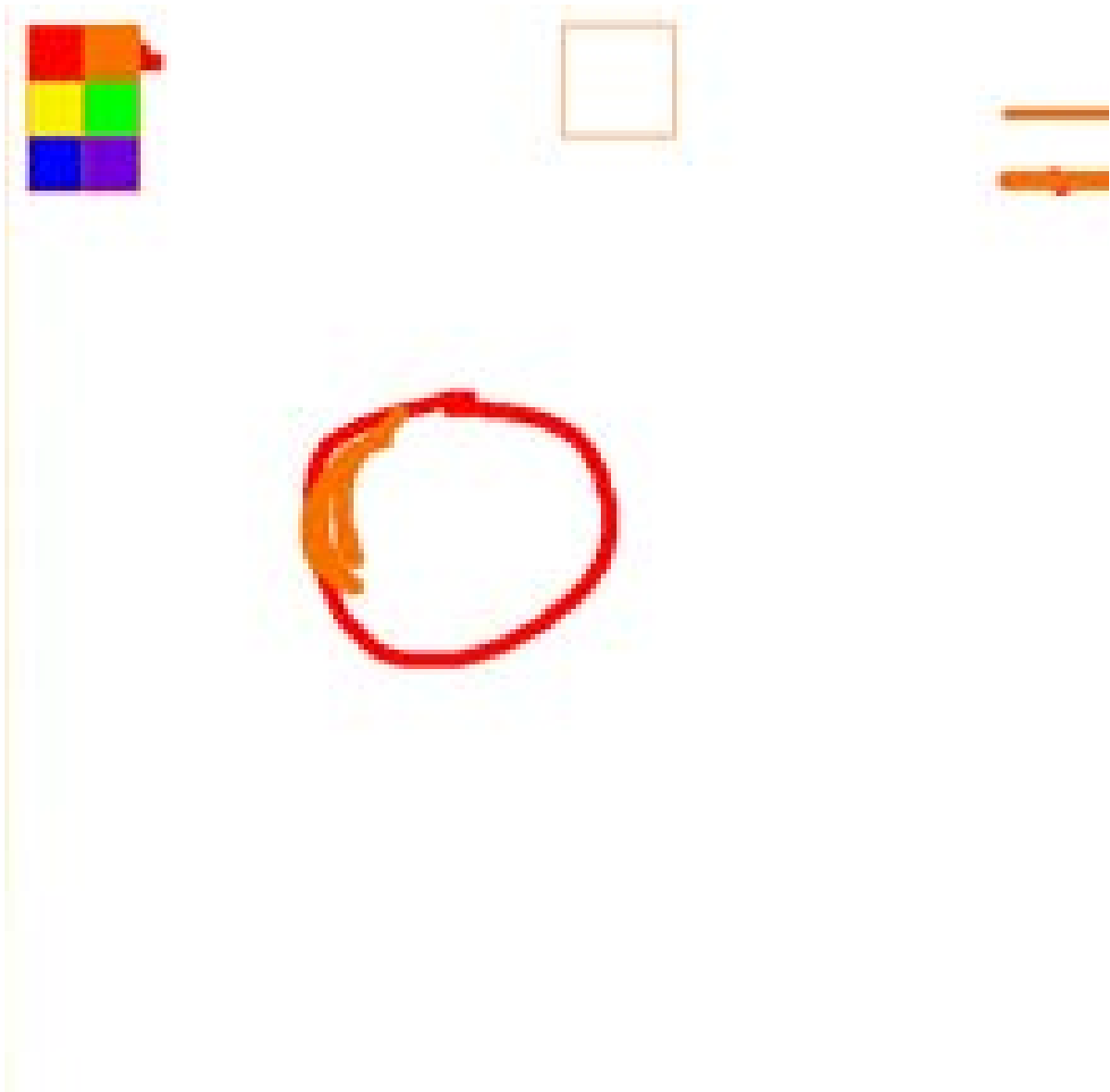
```
beginShape(); for (int i=0; i<=circleResolution;
i++) { float x = cos(angle*i) * radius; float y =
sin(angle*i) * radius; line(0, 0, x, y); vertex(x, y);
} endShape(); }
```

outcomes

Anyway, here's some of my outcomes compiled into a <u>playlist</u>

My first outcome for this project, although it never really took off and stayed as a prototype. Features include: a blank canvas, six colours, 2 line thicknesses, and the ability to start over (that square at the top). Selecting different colours is a bit of a usability nightmare, but the user will get there in the end with it, and as for saving their piece, they can take a screenshot. Alright for a prototype brought to you by an amateur coder, despite my original ideas going down the drain.

```
lines ▼
1  void setup() {
2    size(500, 500);
3    background(255);
4  }
5
6  void draw() {
7    if(mousePressed) {
8      pushMatrix();
9      strokeWeight(1.0);
10     noFill();
11     stroke(100);
12     translate(mouseX, mouseY);
13     rotate(radians(69));
14     line(0, 0, 69, 0);
15     popMatrix();
16     saveFrame("frames/####.png");
17   }
18 }
```
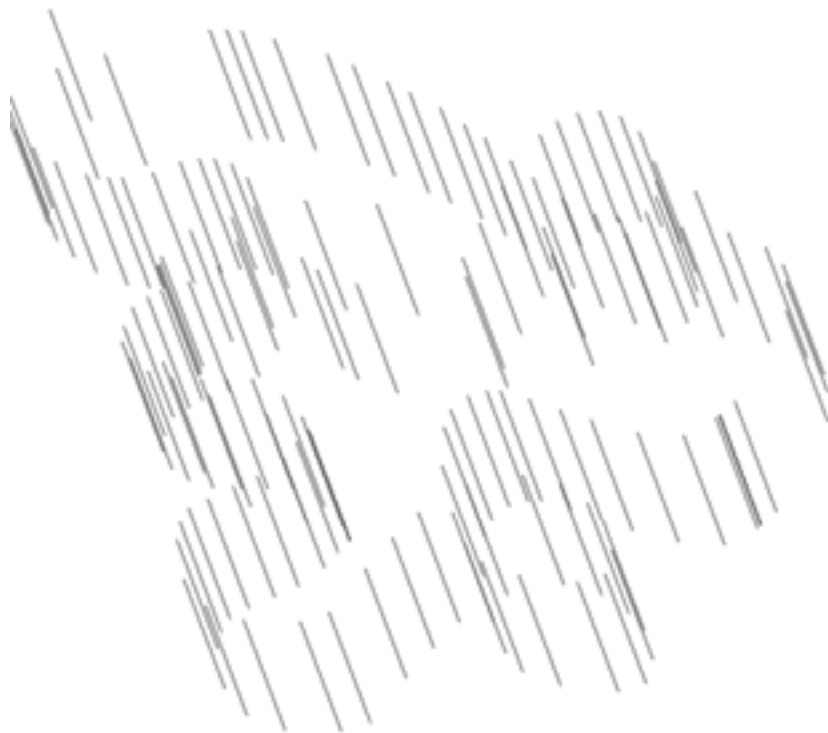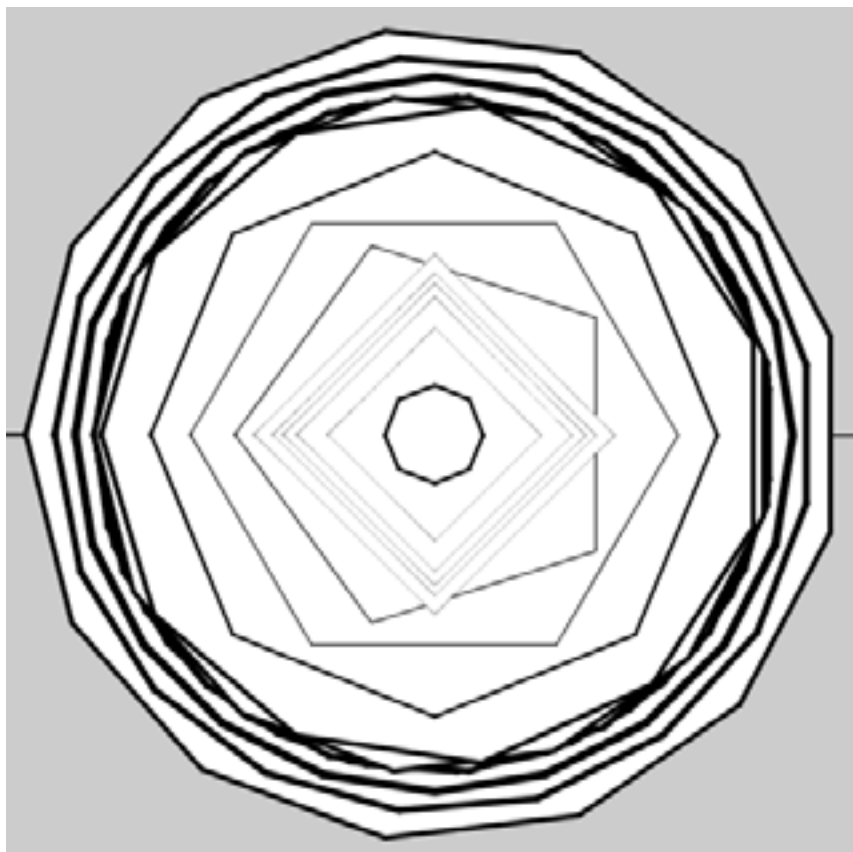
After realising that building a whole entire drawing program from scratch wasn't a good idea, I decided to create some experimental interactive pieces instead (although the videos don't show me actually interacting with the piece itself) since, to me, that was the easier option for that moment in time, and so that I'd have at least a few different outcomes instead of just one.
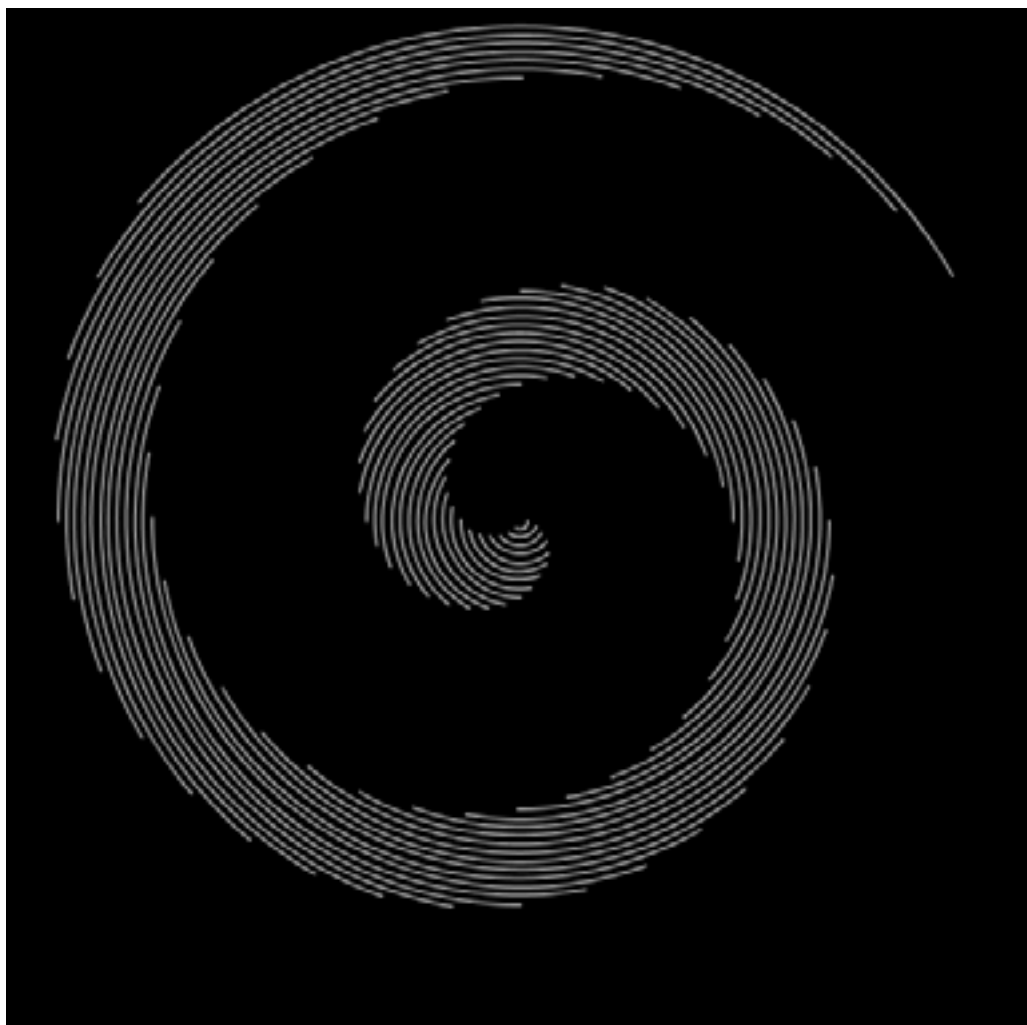
```
void setup() {
  size(200, 200);
  noStroke();
}

void draw() {
  background(126);
  ellipse(mouseX, 16, 33, 33);
  ellipse(mouseX/2, 50, 33, 33);
  ellipse(mouseX+2, 84, 33, 33);
  ellipse(mouseX, 111, 33, 33);
  ellipse(mouseX+20, 136, 33, 33);
  ellipse(mouseX-20, 174, 33, 33);
  saveFrame("frames/####.png");
}
```

```java
void setup() {
  size(500, 500);
}

void draw() {
  translate(width/2,height/2);

  int circleResolution = (int) map(mouseY, 0,height, 2,80);
  float radius = mouseX-width/2 + 0.5;
  float angle = TWO_PI/circleResolution;

  strokeWeight(mouseY/20);

  beginShape();
  for (int i=0; i<=circleResolution; i++){
    float x = cos(angle*i) * radius;
    float y = sin(angle*i) * radius;
    line(0, 0, x, y);
    vertex(x, y);
  }

  endShape();
  saveFrame("frames/####.png");
}
```

```
spiral ▼
1  int gap = 10;
2  int thickness = 1;
3
4  void setup() {
5    size(600, 600);
6    noFill();
7    strokeWeight(thickness);
8    stroke(255);
9  }
10
11 void draw() {
12   background(0);
13   float arcLength = mouseX / 95.0;
14   for(int i = gap; i < width-gap; i += gap) {
15     float angle = radians(i);
16     arc(width/2, height/2, i, i, angle, angle + arcLength);
17   }
18   saveFrame("frames/####.png");
19 }
20
```

```
tickle ▼
1  float x = 33;
2  float y = 60;
3
4  void setup() {
5    size(500, 500);
6    textSize(24);
7    noStroke();
8  }
9
10 void draw() {
11   fill(204, 120);
12   rect(0, 0, width, height);
13   fill(0);
14   if ((mouseX >= x) && (mouseX <= x+55) && (mouseY >= y-24) && (mouseY <= y)) {
15     x += random(-2, 2);
16     y += random(-2, 2);
17   }
18   text("tickle", x, y);
19   saveFrame("frames/####.png");
20 }
21
22
```

tickle

```
PFont font;

void setup() {
  size(500, 500);
  font = createFont("Monospaced.plain-48.vlw", 48);
  textFont(font);
  noStroke();
}

void draw() {
  fill(100, 24);
  rect(0, 0, width, height);
  fill(0);
  text("flicker", random(-1000, 1000), random(-200, 1200));
  saveFrame("frames/####.png");
}
```


Whilst the outcomes were interesting and decent, I realised that I absolutely hated the process of creating them since it involved no leeway; it had to be absolutely right in order for it to work, and I couldn't play around with it, not to mention the ridiculous amount of red tape that comes with coding in general.

At this point, I decided to create some posters based off the code that I used in order to create the outcomes, focusing on combining the code with the outcomes in order to give a visual representation of what the code does, as well as repurposing it so that it'd make the project itself seem a bit more tangible and not so abstract.

```
void
setup()
{ size(200,
200); noS-
troke(); }
void draw() {
background
```

```
(126);
ellipse
(mouseX,
16, 33, 33);
ellipse
(mouseX/2,
50, 33,
```

```
33);
ellipse
(mouseX*2,
84, 33,
33); ellipse
(mouseX, 111,
33, 33);
```
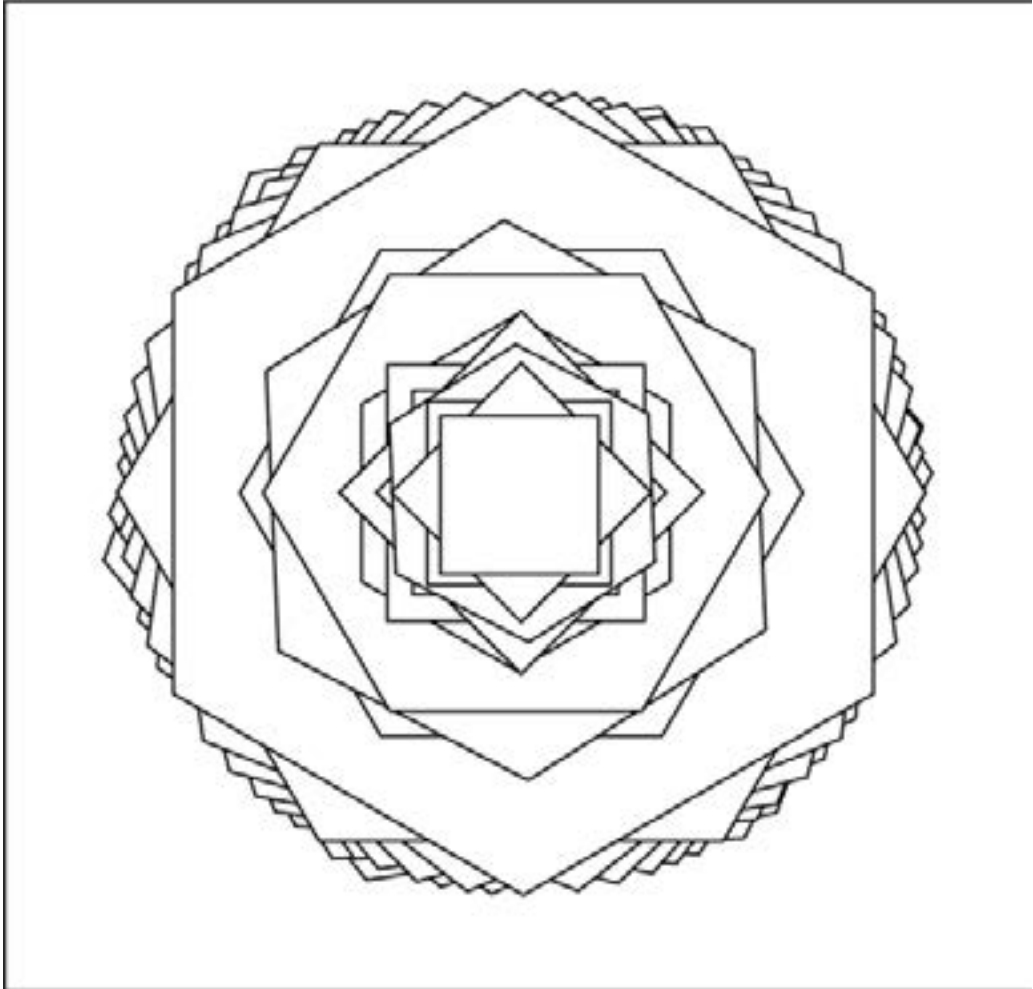
```
el-
lipse
(mouseX+20,
136, 33,
33); ellipse
(mouseX-20,
174, 33,
33)
```

```
;
save-
Frame("-
frames/####.
png); }
```

```
void setup() { size(200,200); noStroke(); } void draw() { background
(126); ellipse(mouseX, 16, 33, 33); ellipse(mouseX/2, 50, 33, 33);
ellips            X*2, 84, 33, 33); ellipse(mouseX, 111, 33, 33); ellipse
(mou             33, 33); ellipse(mouseX-20, 174, 33, 33); saveFrame
("f              g"); } void setup() { size(200,200); noStroke(); }
voi              ckground(126); ellipse(mouseX, 16, 33, 33); ellipse
(mou             3, 33); ellipse(mouseX*2, 84, 33, 33); ellipse(mouseX
, 111            ; ellipse(mouseX+20, 136, 33, 33); ellipse(mouseX-20,
174, 33, 33); saveF        frames/####.png"); } void setup() { size(200
,200); noStroke()          aw() { background(126); ellipse(mouseX,
16, 33, 33); ell           , 50, 33, 33); ellipse(mouseX*2, 84, 33,
33); ellipse(mou           33); ellipse(mouseX+20, 136, 33, 33);
ellipse(mouseX-2           3); saveFrame("frames/####.png"); } void
setup() { size(200         troke(); } void draw() { background(126);
ellipse(mouseX, 16,        ); ellipse(mouseX/2, 50, 33, 33); ellipse(
mouseX*2, 84, 33, 33); ellipse(      1, 33, 33); ellipse(mouseX+
20, 136, 33, 33); ellipse(mous         33, 33); saveFrame("frames/
####.png"); } void setup() {           ; noStroke(); } void draw()
{ background(126); ellipse(mo          33); ellipse(mouseX/2, 50,
33, 33); ellipse(mouseX*2, 84,         llipse(mouseX, 111, 33, 33);
ellipse(mouseX+20, 136, 33, 33);       (mouseX-20, 174, 33, 33);
saveFrame("frames/####.png"); } void setup(       (200,200); noStrok
e(); } void draw() { background(126); ell          , 16, 33, 33);
ellipse(mouseX/2, 50, 33, 33); ellipse(m           33, 33); ellipse
(mouseX, 111, 33, 33); ellipse(mouseX+20           ); ellipse(mouse
X-20, 174, 33, 33); saveFrame("frames/##           oid setup() {
size(200,200); noStroke(); } void draw()           d(126); ellipse(
mouseX, 16, 33,         llipse(mouseX/2, 50, 33, 33); ellipse(mouseX*2,
84, 33, 33);           eX, 111, 33, 33); ellipse(mouseX+20, 136, 33
, 33); ellips          174, 33, 33); saveFrame("frames/####.png");
} void setup           200); noStroke(); } void draw() { backgroun
d(126); ellip          6, 33, 33); ellipse(mouseX/2, 50, 33, 33);
ellipse(mouseX         , 33); ellipse(mouseX, 111, 33, 33); ellipse(
mouseX+20, 136,        ); ellipse(mouseX-20, 174, 33, 33); saveFrame(
"frames/####.png"); } void setup() { size(200,200); noStroke(); }
```

```
void setup() { size(200,200); noStroke(); } void draw() { background
(126); ellipse(mouseX, 16, 33, 33); ellipse(mouseX/2, 50, 33, 33);
ellips        X*2, 84, 33, 33); ellipse(mouseX, 111, 33, 33); ellipse
(mou          33, 33); ellipse(mouseX-20, 174, 33, 33); saveFrame
("f           g"); } void setup() { size(200,200); noStroke(); }
voi           ckground(126); ellipse(mouseX, 16, 33, 33); ellipse
(mou           3, 33); ellipse(mouseX*2, 84, 33, 33); ellipse(mouseX
, 111          ellipse(mouseX+20, 136, 33, 33); ellipse(mouseX-20,
174, 33, 33); saveF      rames/####.png"); } void setup() { size(200
,200); noStroke()        aw() { background(126); ellipse(mouseX,
16, 33, 33); ell          , 50, 33, 33); ellipse(mouseX*2, 84, 33,
33); ellipse(mou          33); ellipse(mouseX+20, 136, 33, 33);
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```

Overall, I think that creating posters based on the code (and combining it with their outcomes) was a good idea because it links the process with the outcome, as well as proving that it wasn't created in a vaccuum, and gives something as mundane as code an aesthetic value by essentially combining text and image but in a slightly different way to what I have previously done.

overall...

I think that I could have done better with my project, but I know that I've done the best I could have done, considering that this was a brand new medium that I wanted to try out, only to find out that it wasn't my cup of tea after all, but I guess it's better an oops than a what if, and least I know that I've actually given it a try instead of thinking about it forever. I know that I could have produced a lot more outcomes than this, but I had to learn a whole entire programming language (in this case, I chose Processing because it's viewed as an artist's programming language) as well as figuring out how to even show my outcomes to anyone ever (it's harder than it looks), and on top of this, I decided to keep a physical sketchbook in order to document my thoughts as well as the process of the project, and making that thought process aesthetically pleasing.

I originally planned on creating things in VR (along with creative coding, a phrase that I've slowly started to hate), but I didn't have the time, skillset, or equipment to even begin to attempt that, so I scrapped that idea all together since I found the creative coding aspect challenging enough, not to mention that it was a lot harder than I expected, something that I wouldn't have known if I didn't even give it a try.

In order to make the project not go to waste, and to gracefully pivot into illustration instead, I decided to create the typographic posters so that it'd link this project to my other project, distinguishing them whilst also stopping them from being two completely different and random subject matters.

As a result, making it more visual has helped me a lot, because without that, it felt too technical for me to even understand, which therefore made the whole project seem like a pointless drag, but I got there in the end, and did what I could do with it.