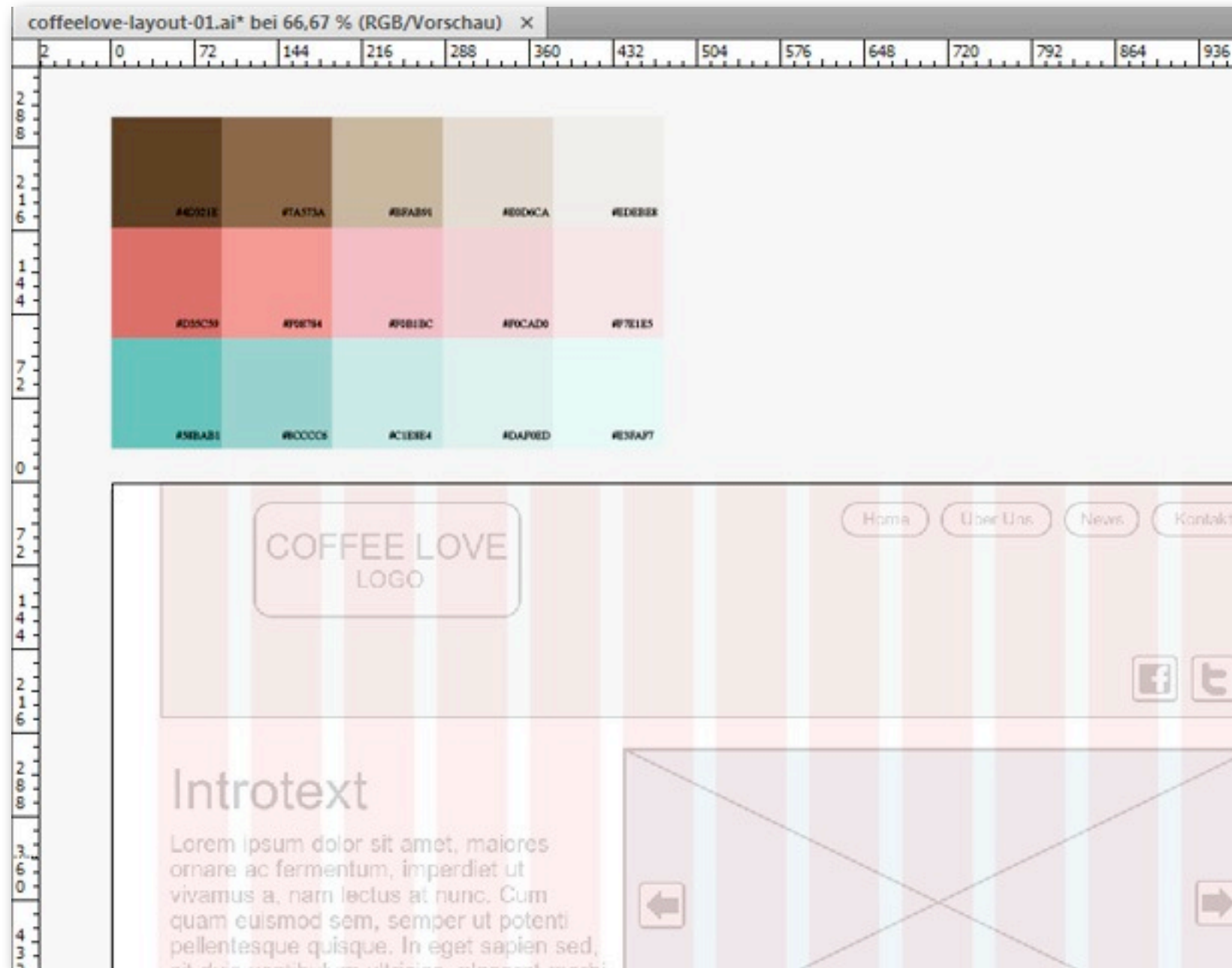


Creative Coding

Themenangebot
Wintersemester 2012/2013

Webdesign



<http://www.elmastudio.de/tutorials/webseite-entsteht-teil-3-webdesign-illustrator-photoshop/>

Content Management Systeme



Template-Entwicklung in
einem CMS Ihrer Wahl

jQuery

<http://jquery.com/>



```
<!DOCTYPE html>
<html lang="en">
  <head>
    <title>iOS/Android Canvas</title>
    <link rel="stylesheet" href="http://code.jquery.com/mobile/1.0a4.1/
    <script type="text/javascript" src="http://code.jquery.com/jquery-1
    <script type="text/javascript" src="http://code.jquery.com/mobile/1
  <script>
    $(function() {
      var canvasContext;
      resizeCanvas();
      $(window).resize(function() { resizeCanvas() });

      function resizeCanvas()
      {
        var w = window.innerWidth / 1.2;
        var h = window.innerHeight / 1.2;
        var canvasString = '<canvas id="mainCanvas" width="

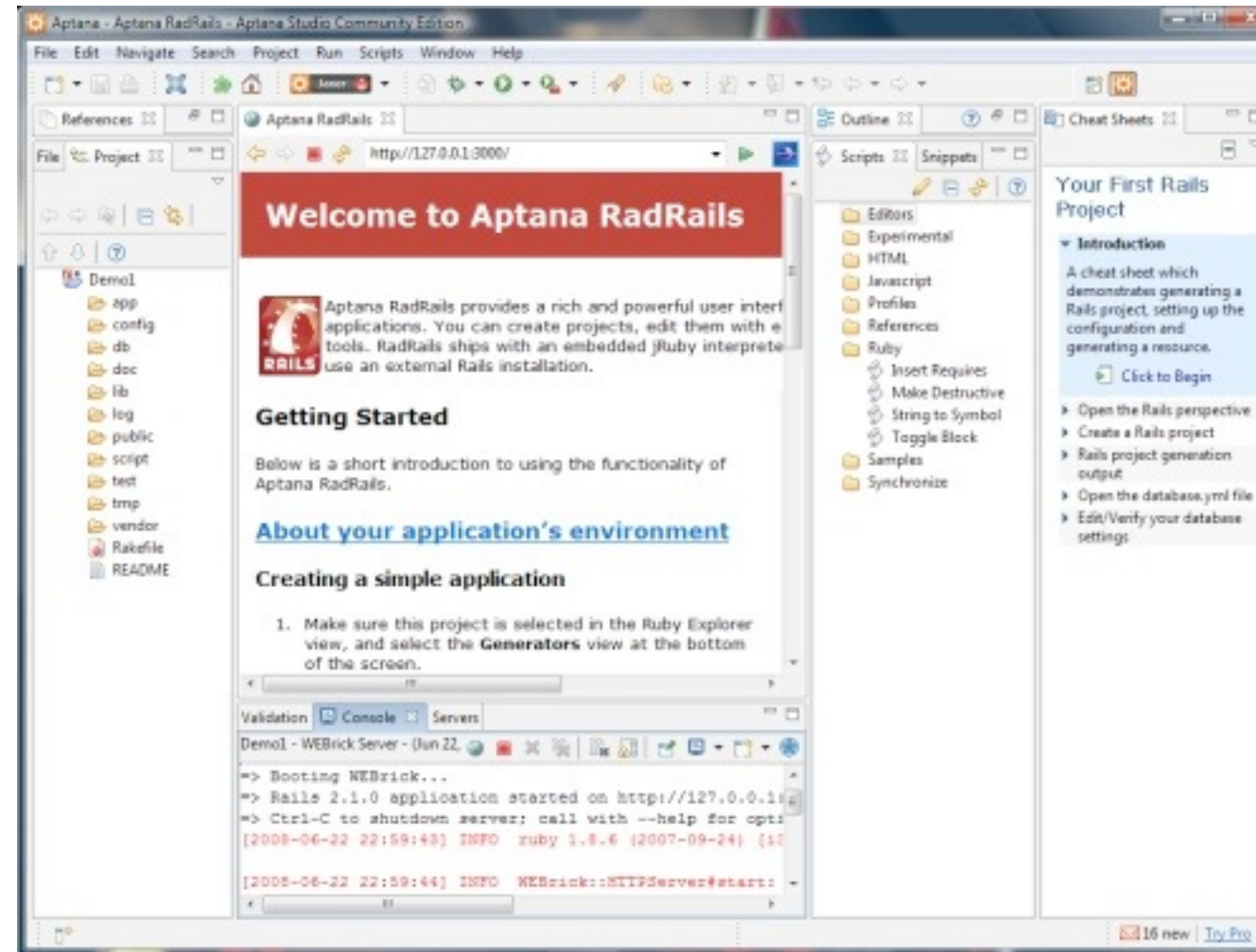
        $('#contentholder').empty();
        $(canvasString).appendTo('#contentholder');
        canvasContext = $('#mainCanvas').get(0).getContext(

        $('#mainCanvas').bind('tap', function(event){
          touchX = event.pageX;
          touchY = event.pageY;
          canvasContext.fillStyle="#0f0";
          canvasContext.fillRect(touchX - 75, touchY - 50

          canvasContext.font = "20pt Arial";
          canvasContext.fillText("X: " + touchX + " Y: "
        });
      }
    });
```

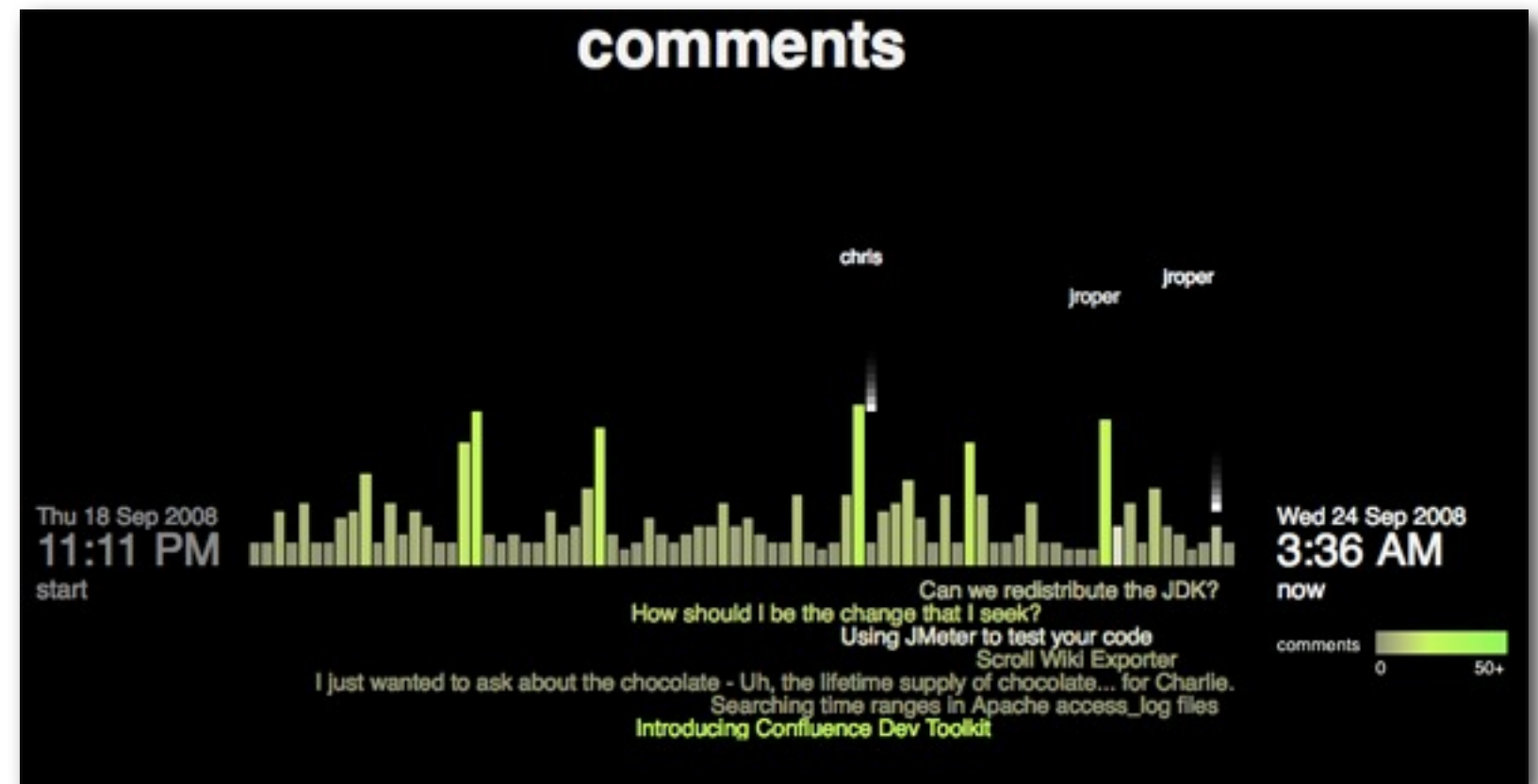
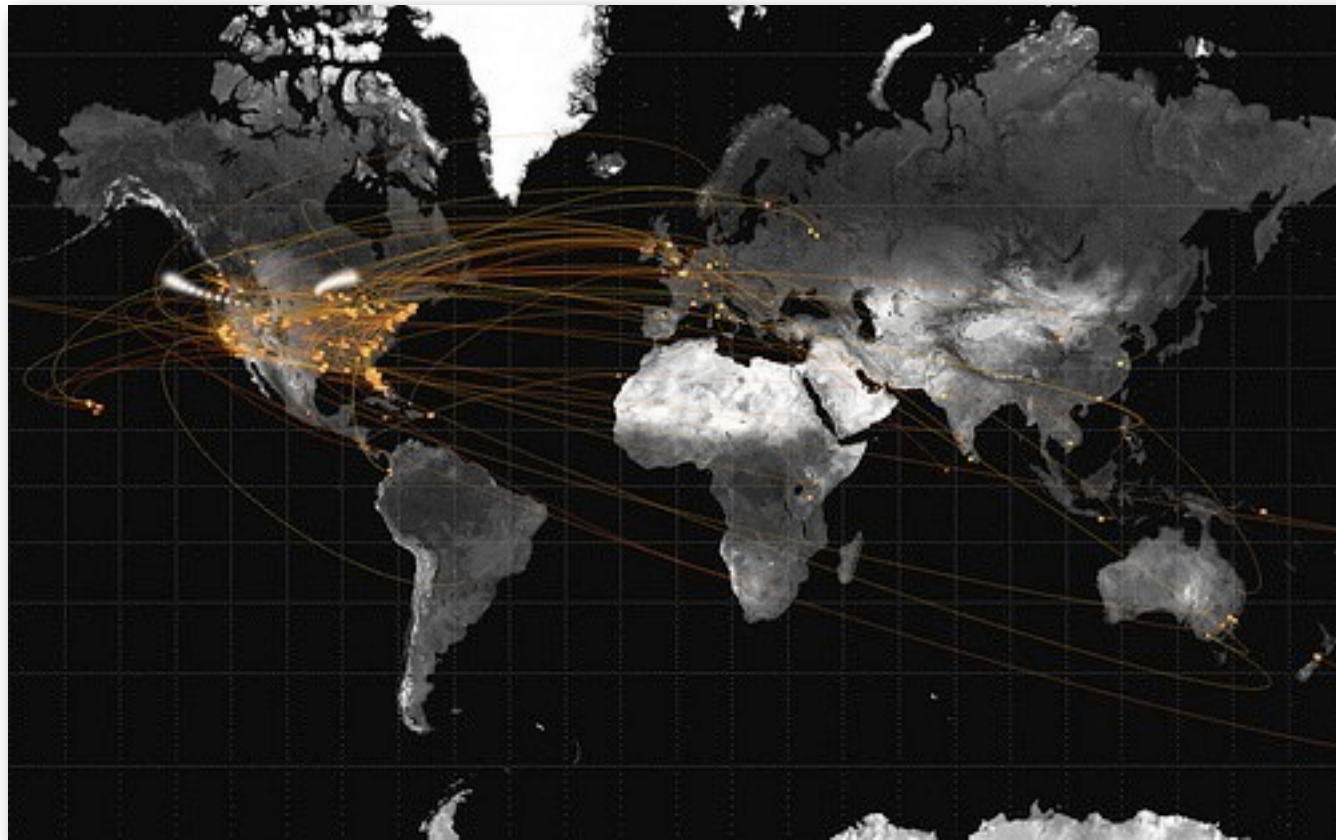

Webapplikationen mit Ruby on Rails

<http://www.rubyonrails.de/>



Processing

<http://processing.org/>

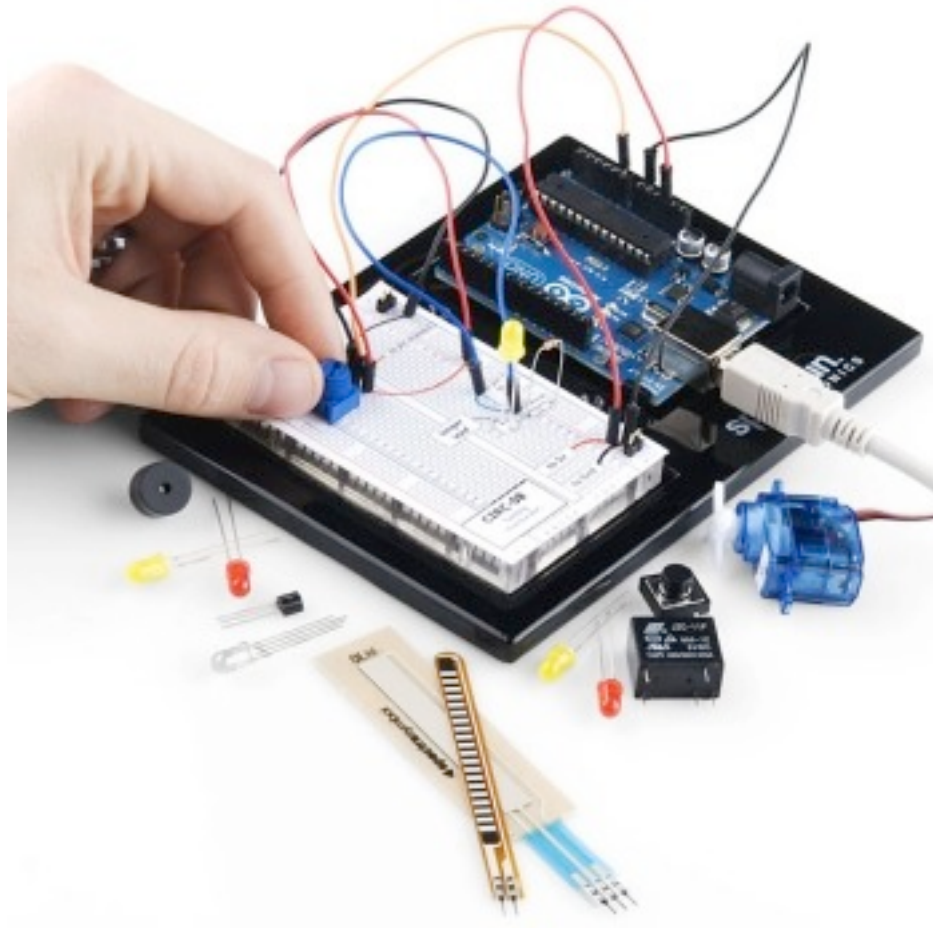


<http://blog.blprnt.com/blog/blprnt/just-landed-processing-twitter-metacarta-hidden-data>

<http://processingjs.org/exhibition/>

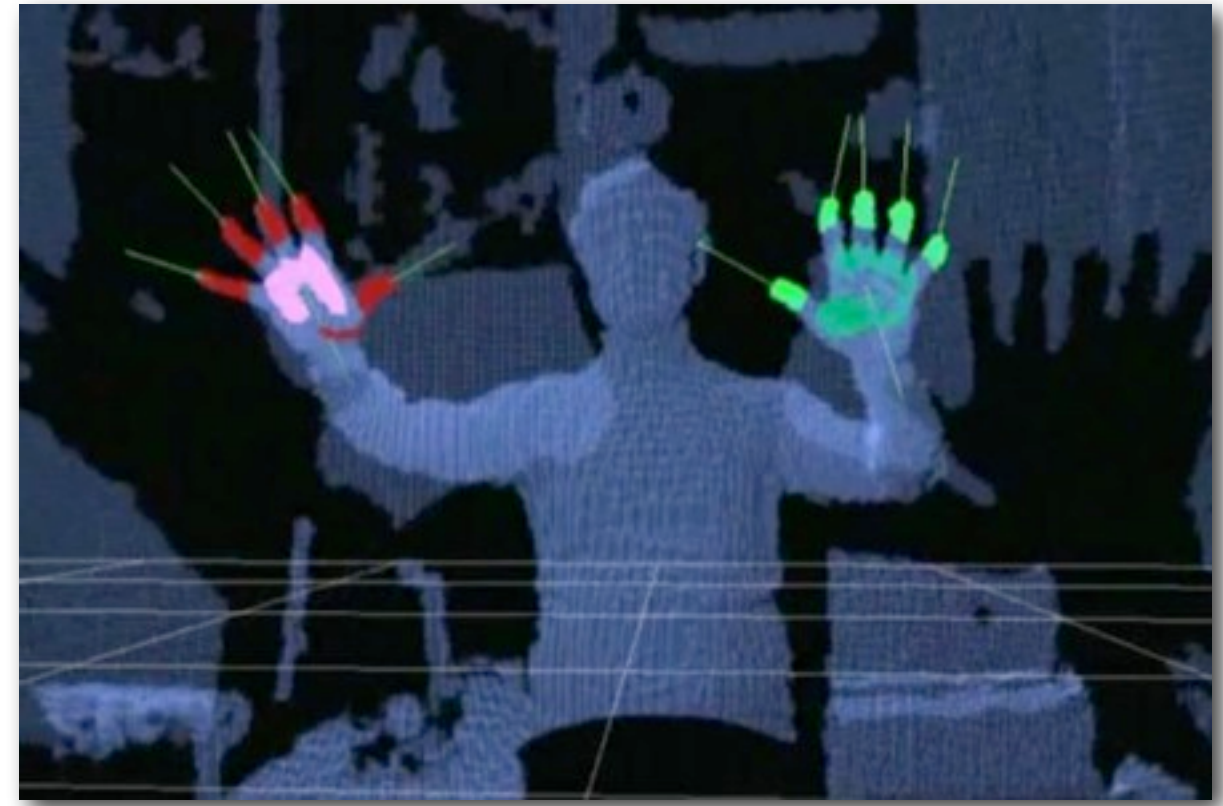
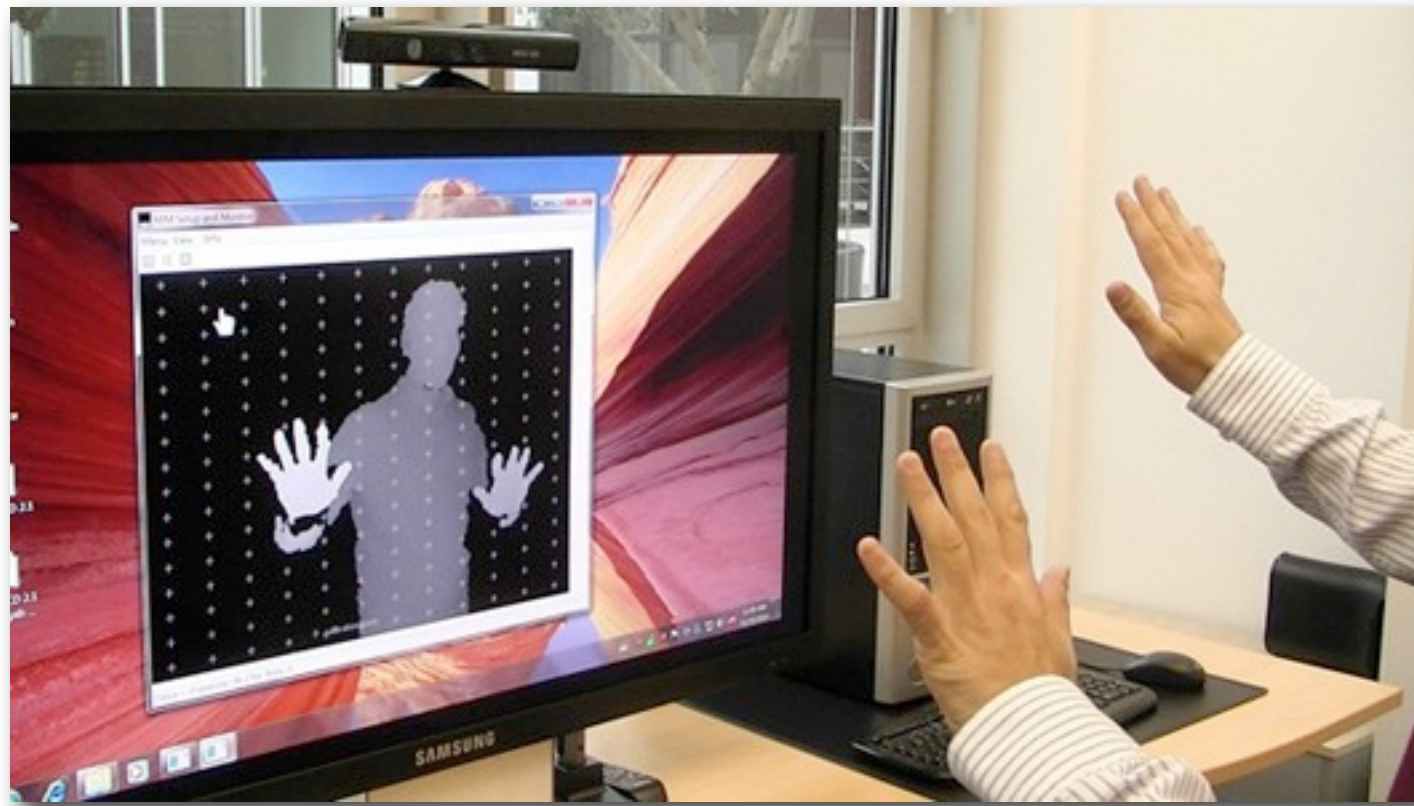
Arduino

<http://arduino.cc/>



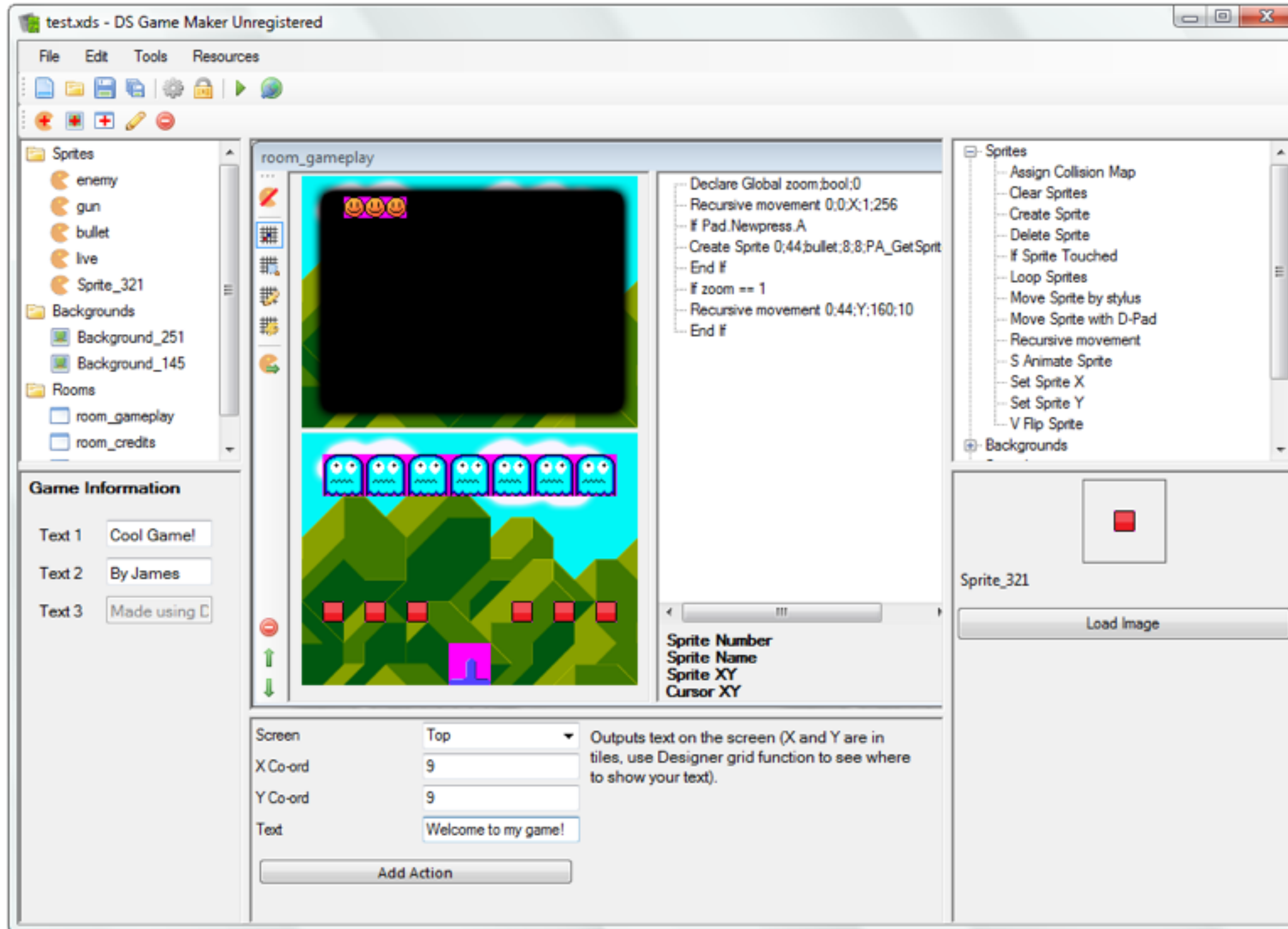
Kinect

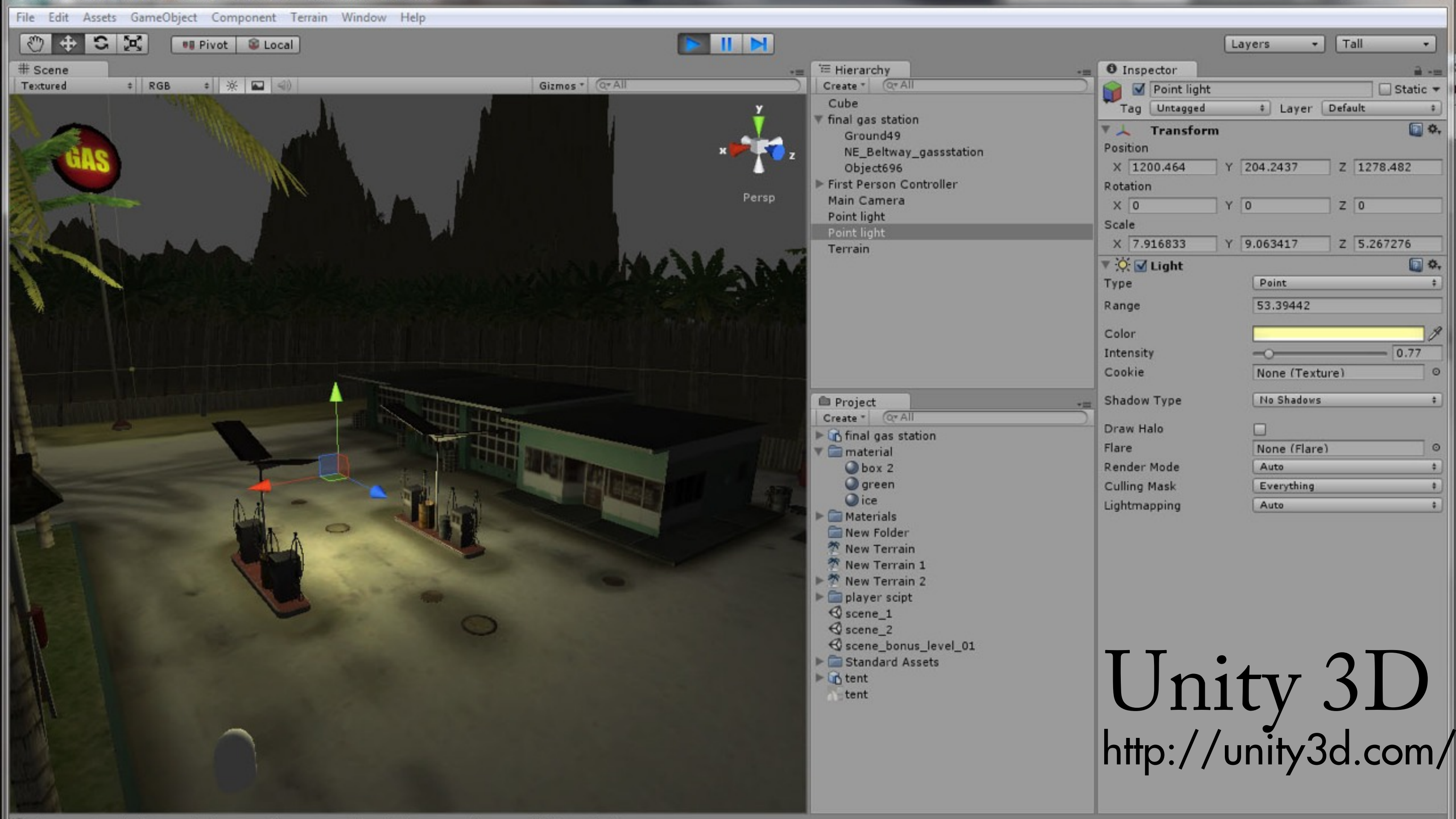
<http://www.microsoft.com/en-us/kinectforwindows/discover/gallery.aspx>



Gamemaker

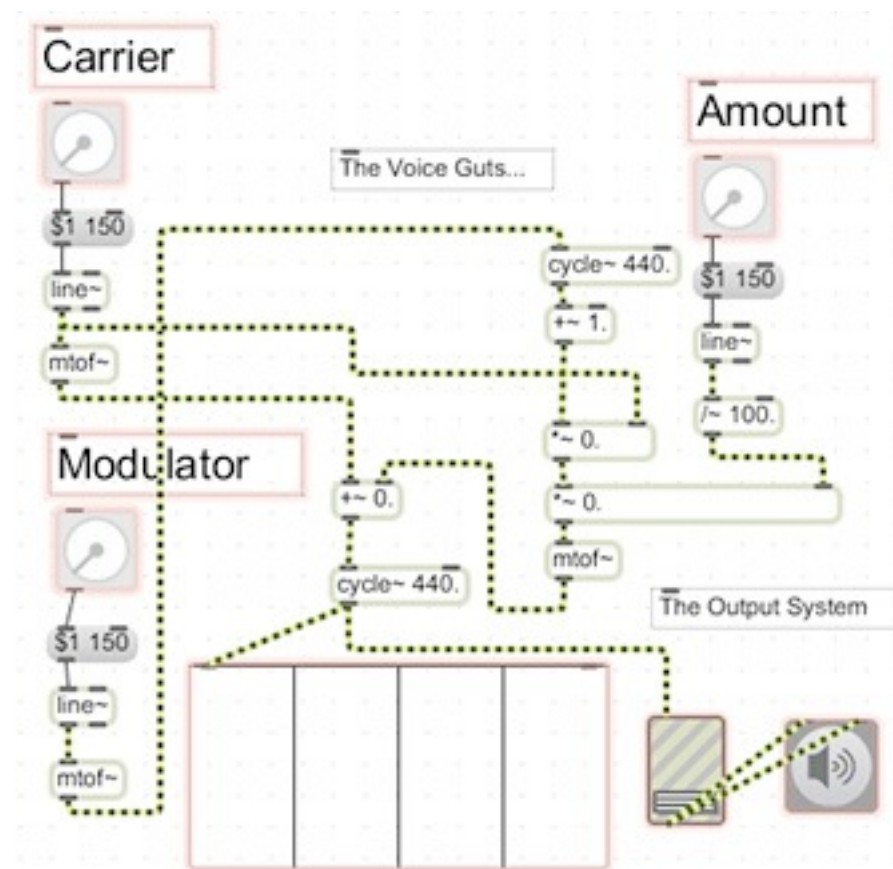
<http://www.yoyogames.com/>





Unity 3D
<http://unity3d.com/>

Creative Coding Themen



Webdesign mit HTML/CSS

Webdesign mit jQuery

Webapplikationen mit Ruby on Rails

Generative Grafik mit Processing

Physical Computing mit Arduino

Making Things See mit KinectSDK

Game Development mit Unity 3D

Max MSP

<http://cycling74.com/>

Organisatorisches

Bis Mitte Oktober (14.10., 24:00 Uhr) schreiben Sie mir die grobe Richtung Ihres Projekts. Danach entscheiden wir uns für eine Technologie, mit der das Projekt umgesetzt wird.

Zwischen dem 22. und 26.10. wird die gemeinsame Kick-Off-Veranstaltung stattfinden. Details werden in einem Doodle geklärt.