WORKSHOP BRIEF

ART 4990

F_24

START: 10.24.24

END: 10.24.24

COURSE WEBSITE

WORKSHOP BRIEF BRIEF

WHAT

We will be fabricating shapes generated from p5.js to the round using the Cameo Cutter and Adobe Illustrator. Data will be entered into a custom function to generate shapes based off of information provided by participants. Participants will then save 2 of their favorite shapes and the generated shapes will then be imported to Adobe Illustrator where participants will transform, reflect, and unite their shapes together. Shapes will then be exported to .dxf files and uploaded to Silhouette Studio where 3 cuts of each will be made on different colored paper. Lastly, after cuts are finished, combine your shapes by cutting halfway through it and join together.

WHY

This workshop is important to my research because it strengthens my understanding of p5.js for my project with the aid of ChatGPT and it allows me to combine and experiment with multiple tools to generate something unique.

HOW

Tools:

p5.js

Silhouette Studio

Cameo Cutter

Scissors or Xacto blade

Adobe Illustrator

Paper

WORKSHOP BRIEF
ART 4990

F_24

START: 10.24.24

END: 10.24.24

COURSE WEBSITE

```
//Daniel Hardy & ChatGPT P5.JS Custom shape generation and fabrication
//10-24-24
//
function setup() {
  createCanvas(800, 800);
  frameRate(3);
  //activate noLoop to be more selective of shapes
  noLoop();
}
function draw() {
  background(0);
  translate(width / 2, height / 2);


  // Change first set of numbers to any two values (youngestFamilyMember,YourAge)
  // Change second set to any two values (yourMomsAge,yourDadsAge )

  dataPolygon(random(0, 0), random(0, 0));
}
```

WORKSHOP BRIEF
ART 4990

F_24

START: 10.24.24

END: 10.24.24

COURSE WEBSITE

```
function dataPolygon(sides, radius) {
  beginShape();

  fill(0,255,0);

  let flatAngle1 = 0;
  let flatAngle2 = PI;

  let x1 = cos(flatAngle1) * radius;
  let y1 = sin(flatAngle1) * radius;
  vertex(x1, y1);

  let x2 = cos(flatAngle2) * radius;
  let y2 = sin(flatAngle2) * radius;
  vertex(x2, y2);

  for (let i = 2; i < sides; i++) {
    let angle = PI / (sides - 2) * (i - 2);

    // Change numberset to (CheapestMealYouveBought, MostExpensiveMeal)
    let randomRadius = radius + random(0, 0);

    let x = cos(angle) * randomRadius;
    let y = sin(angle) * randomRadius;

    vertex(x, y);
  }
  endShape(CLOSE);
}
// Capture a screenshot when spacebar is pressed
function keyPressed() {
  if (key === ' ') {
    save('mySketch.png');  // Saves the sketch as 'mySketch.png'
  }
}
```