Coding for Graphic Design

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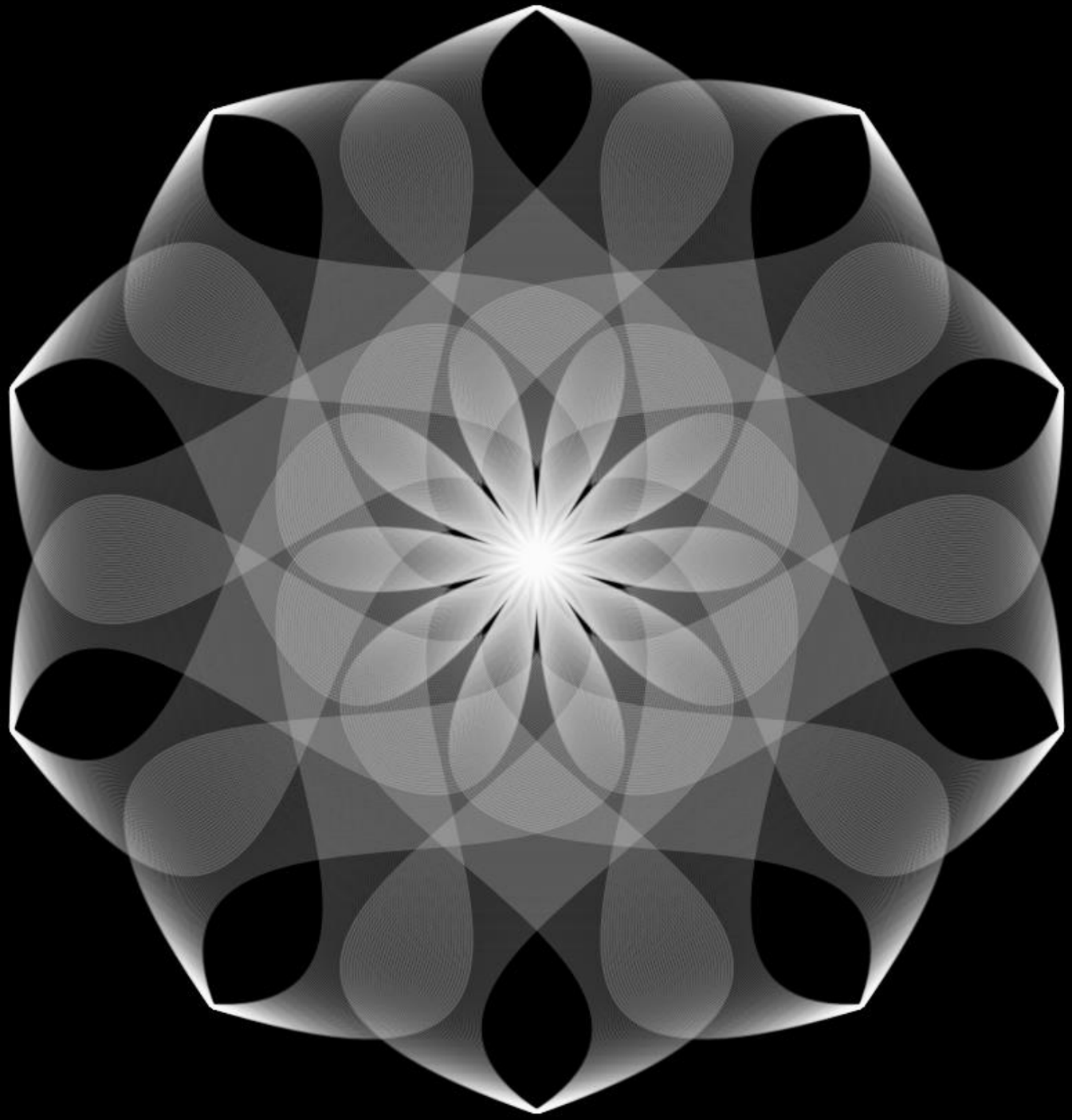
Inspiration & Themes:

- REAL-WORLD: scenes & material
- MEDIA: Literature, TV
- ACCESSIBILITY

Design & Coding Processes:

- ABSTRACTION: (not in the design sense)
  - Create high-level functions, then recycle them.
- MATH & CS: Linear algebra, sigmoid
- Parameterization, 3D projection, data visualization.
- PLANNING: Start with a clear vision.

BEIZER CURVES



Process:

- Abstraction
- Math: Linear Algebra

Inspiration:

- Course Materials
- Mandalas

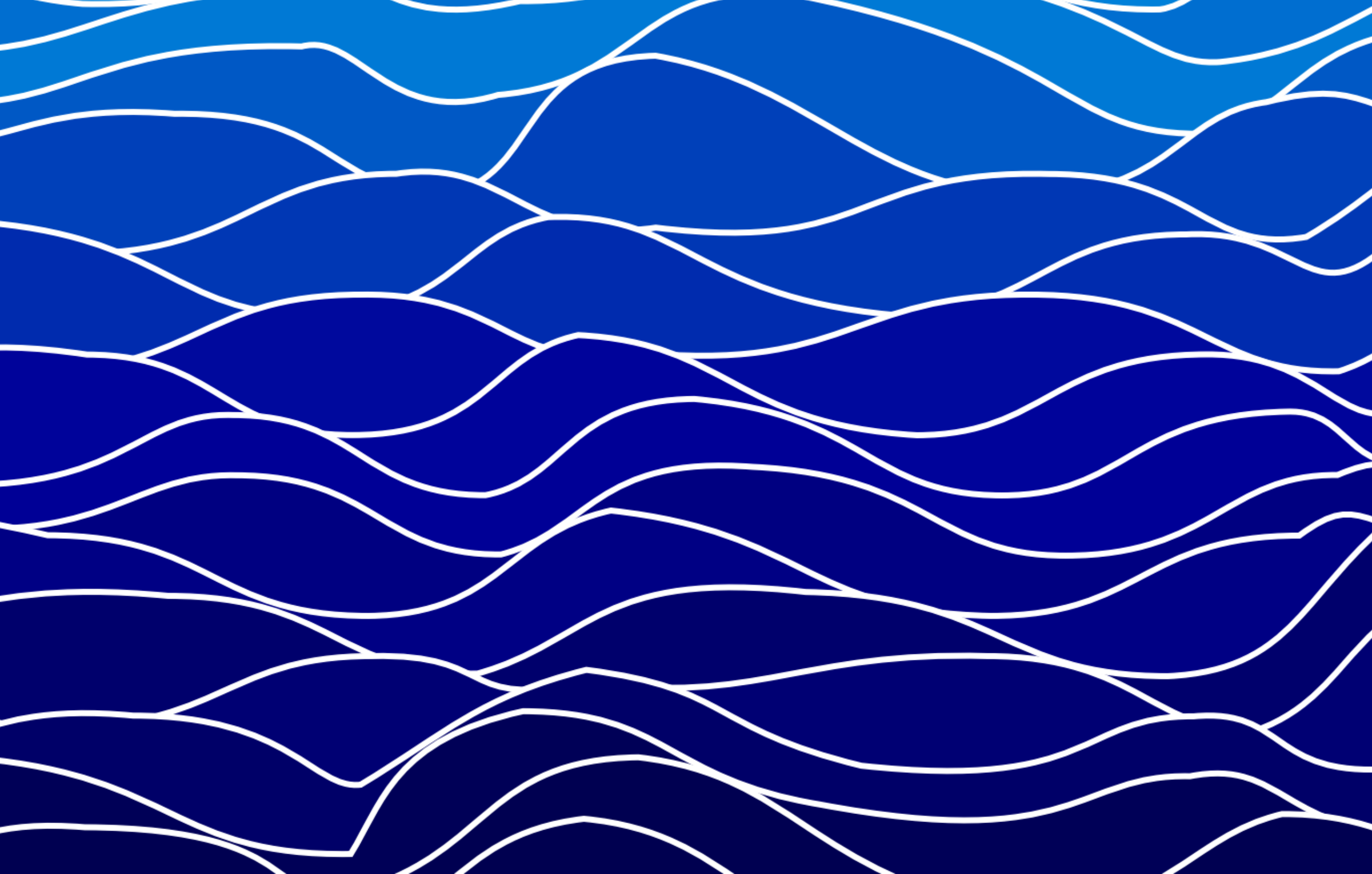
Challenges:

- Color & Coherence: avoiding randomness.
- General growing pains with processing.

Triumphs & Progress:

- Creating appealing work got me very motivated.
- Gave me code that I reused *many* times.

BEIZER VERTEX



Process:

- Abstraction: Waves, built on code from Bezier Curve

Inspiration:

- Organic Shapes
- Real-World scenes: Beach, Waves

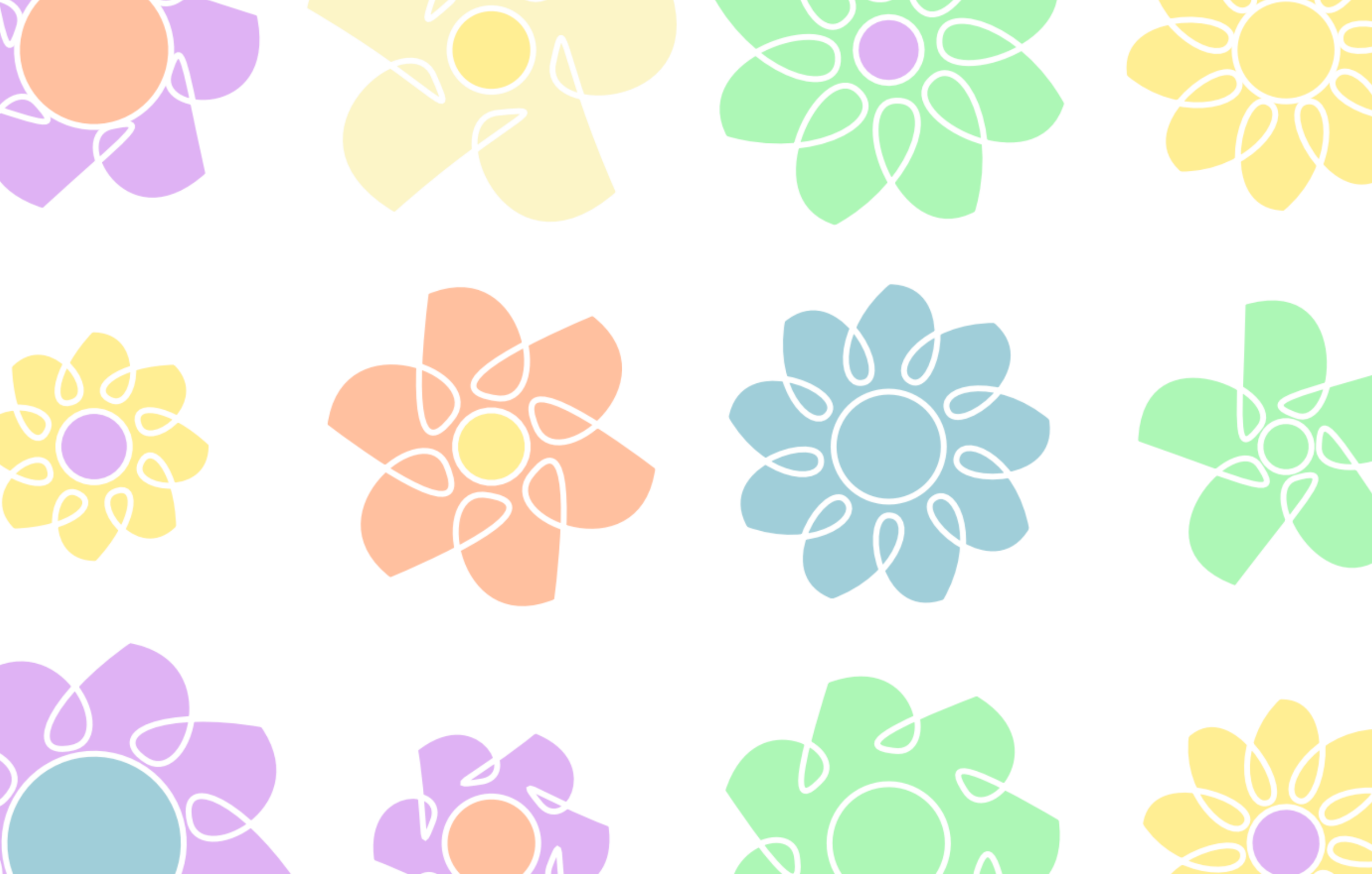
Challenges:

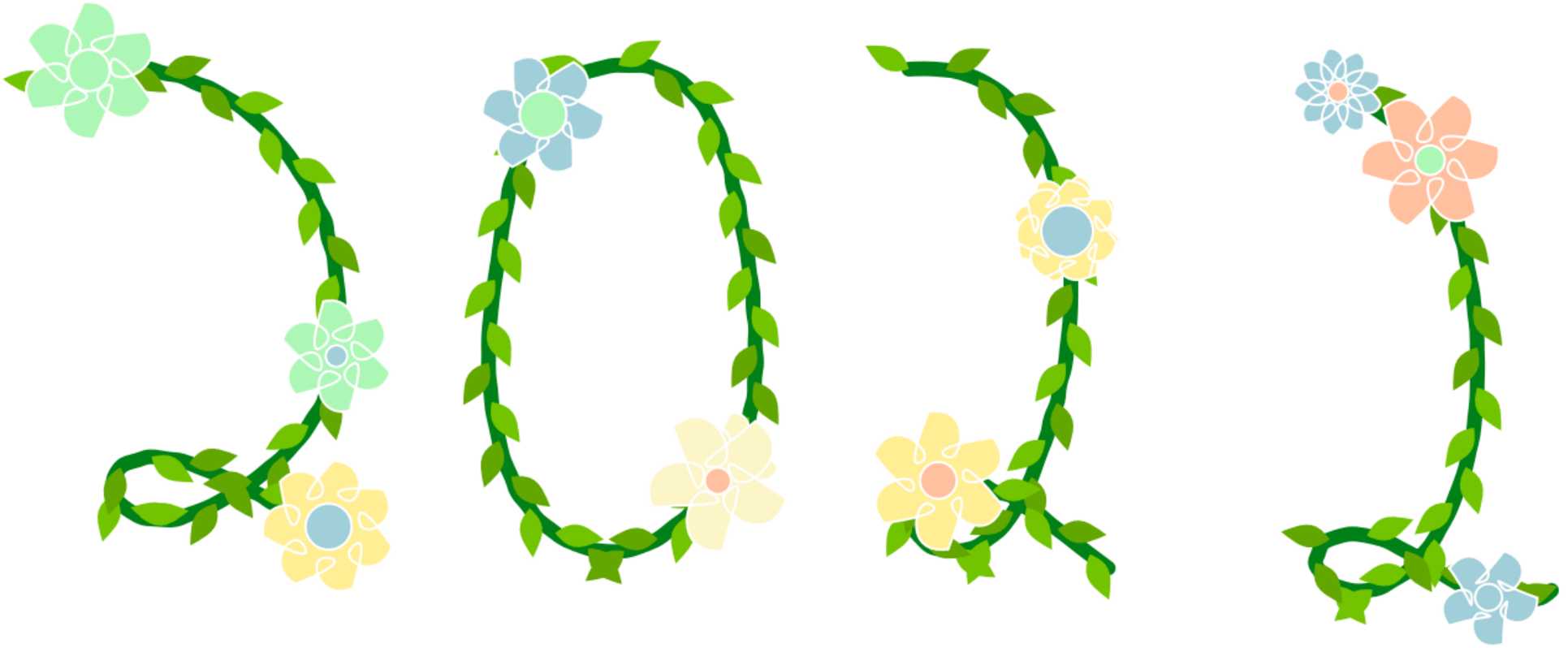
- Iterative processes take lots of time.

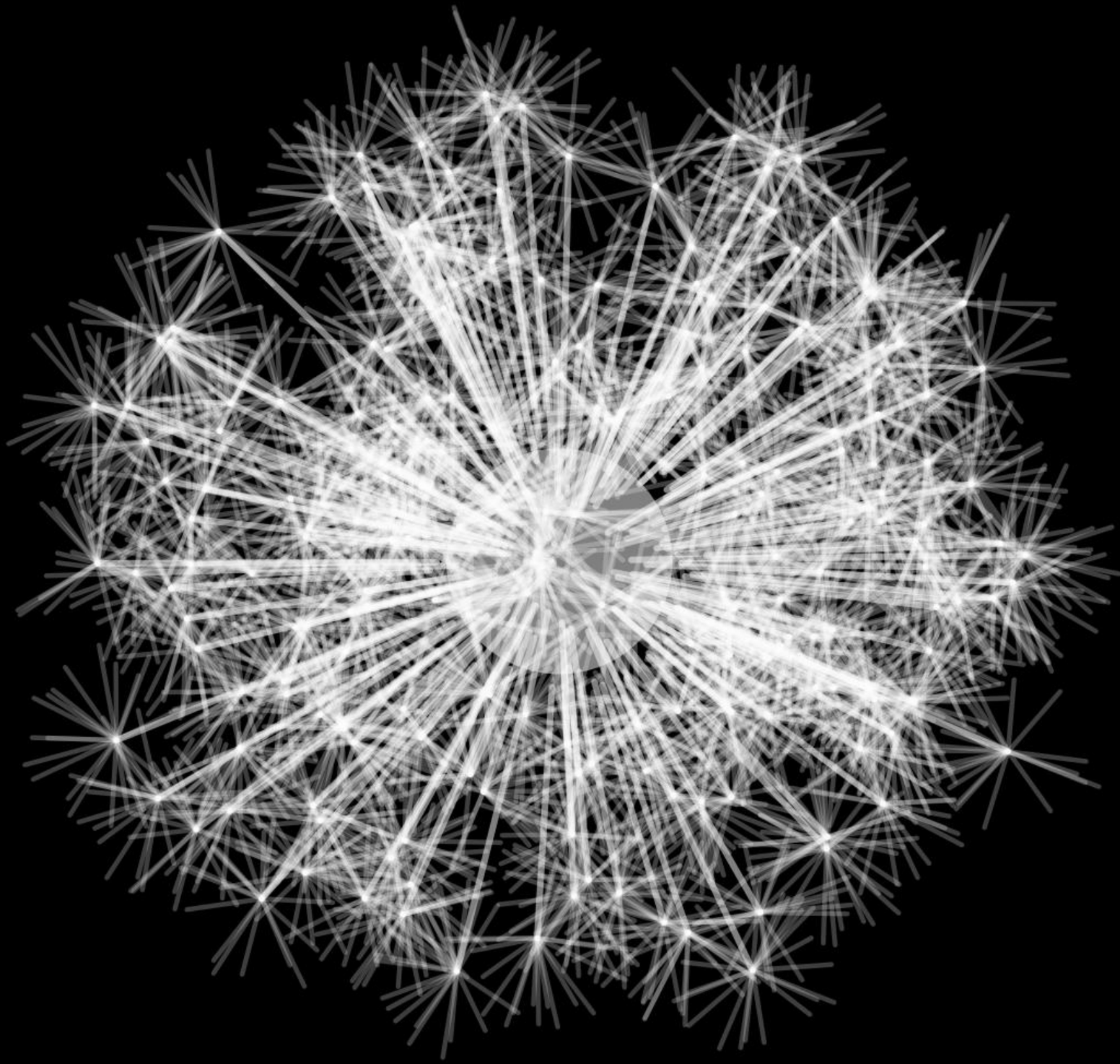
Triumphs & Progress:

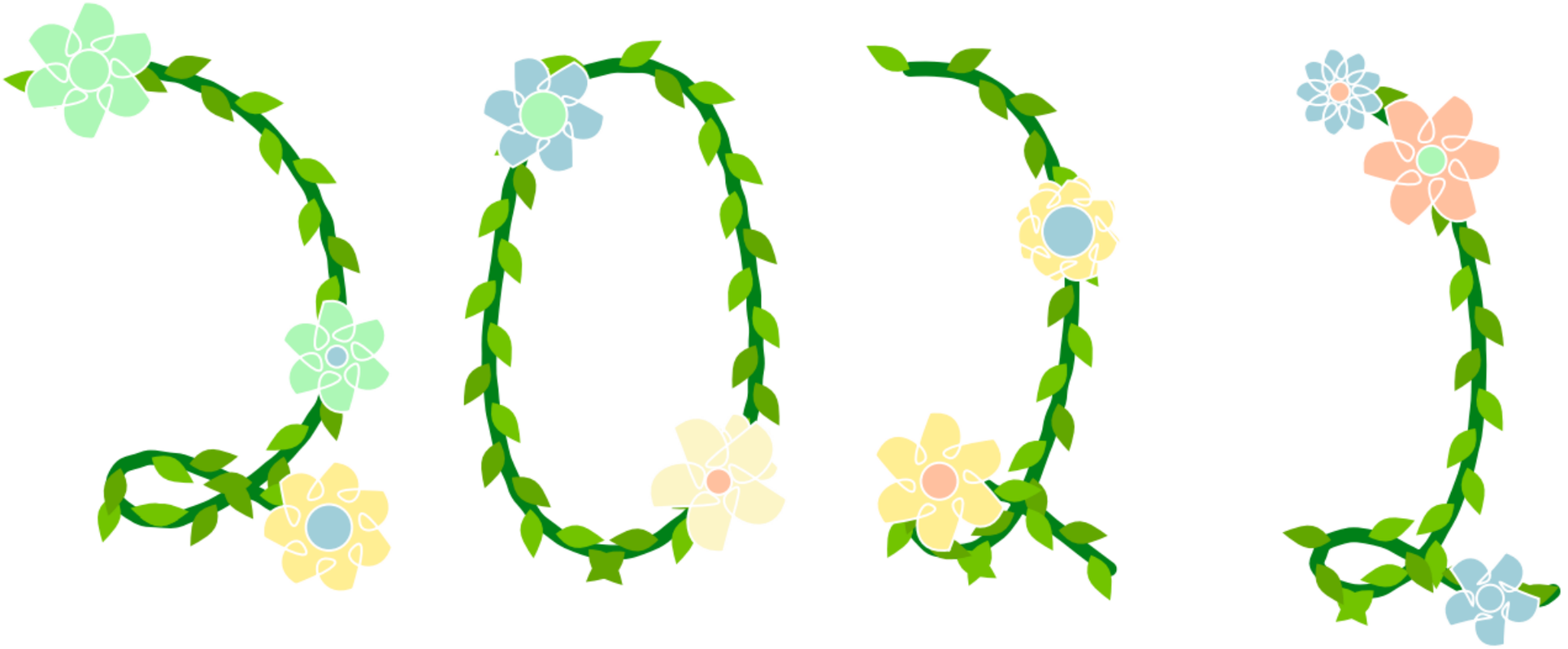
- Started thinking more about color.
- Began to create intentional compositions.

COMPUTATIONAL ILLISTRATION









Process:

- Abstraction: Did lots of work for custom, draw-able parametric curves.
- Math: For placement of dandelion seeds.

Inspiration:

- Media: SpongeBob flowers
- Real-World scenes: Dandelion

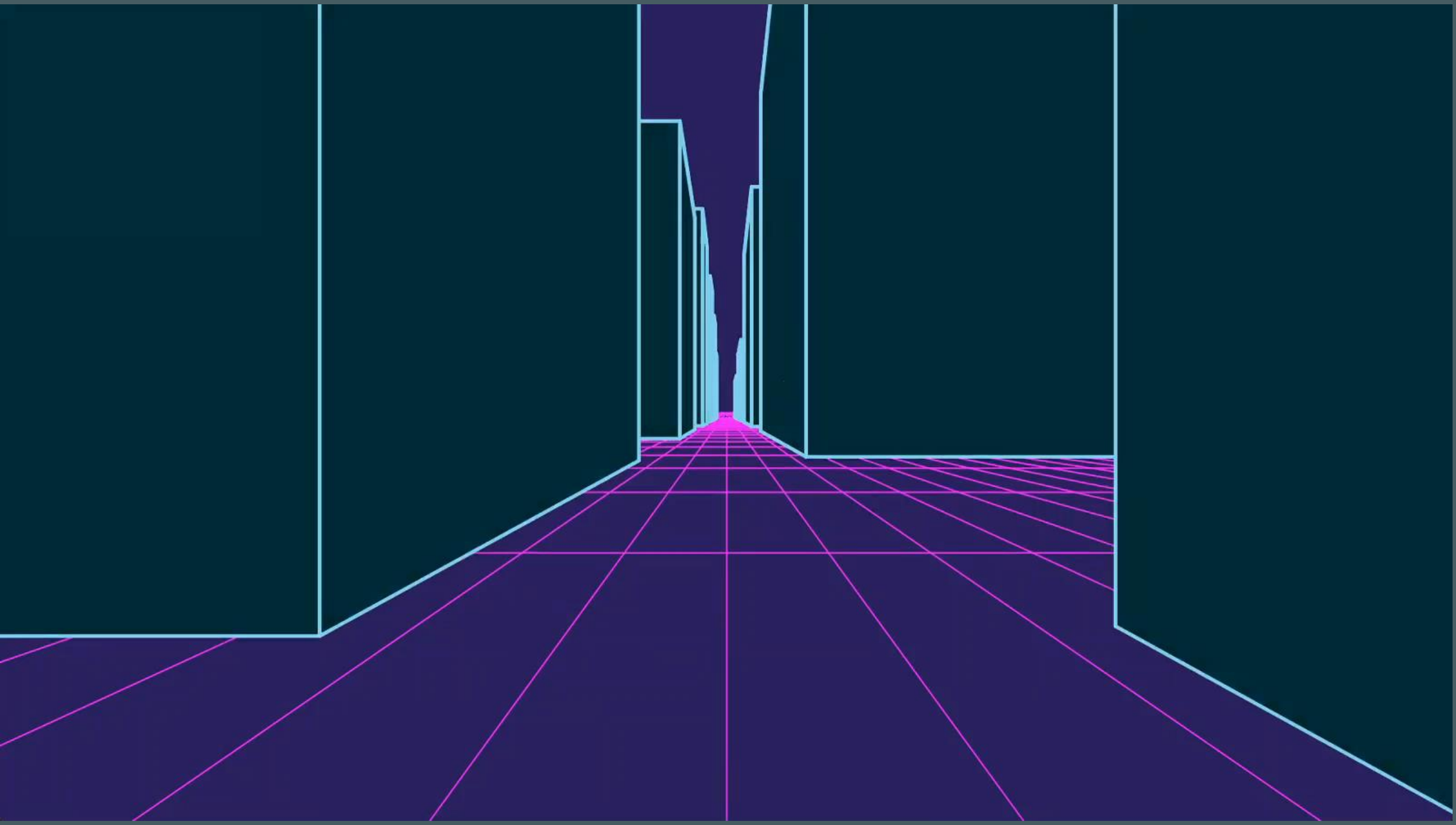
Challenges:

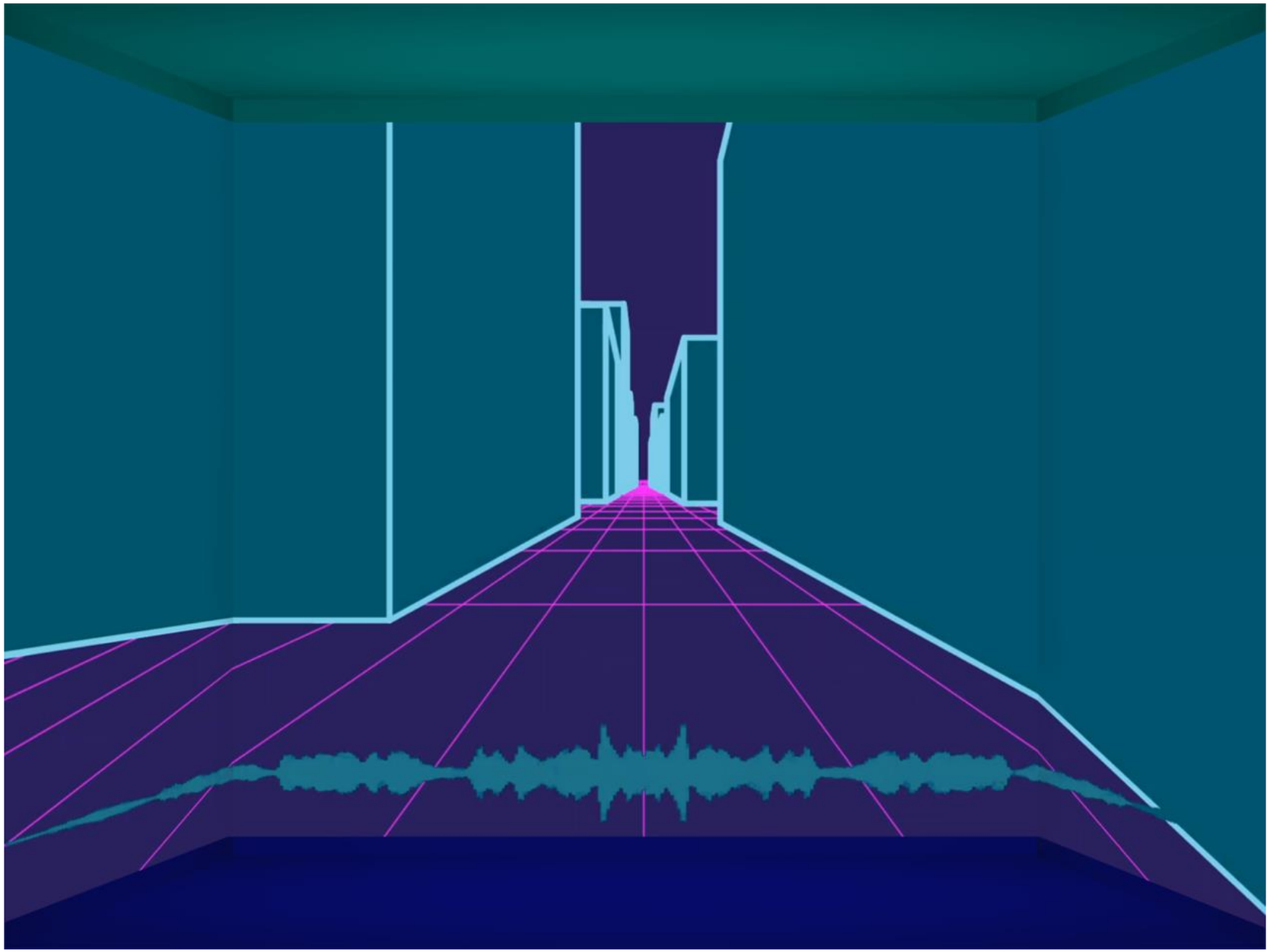
- I didn’t wind up using the parametric curves for anything else, a little frustrating in hindsight.

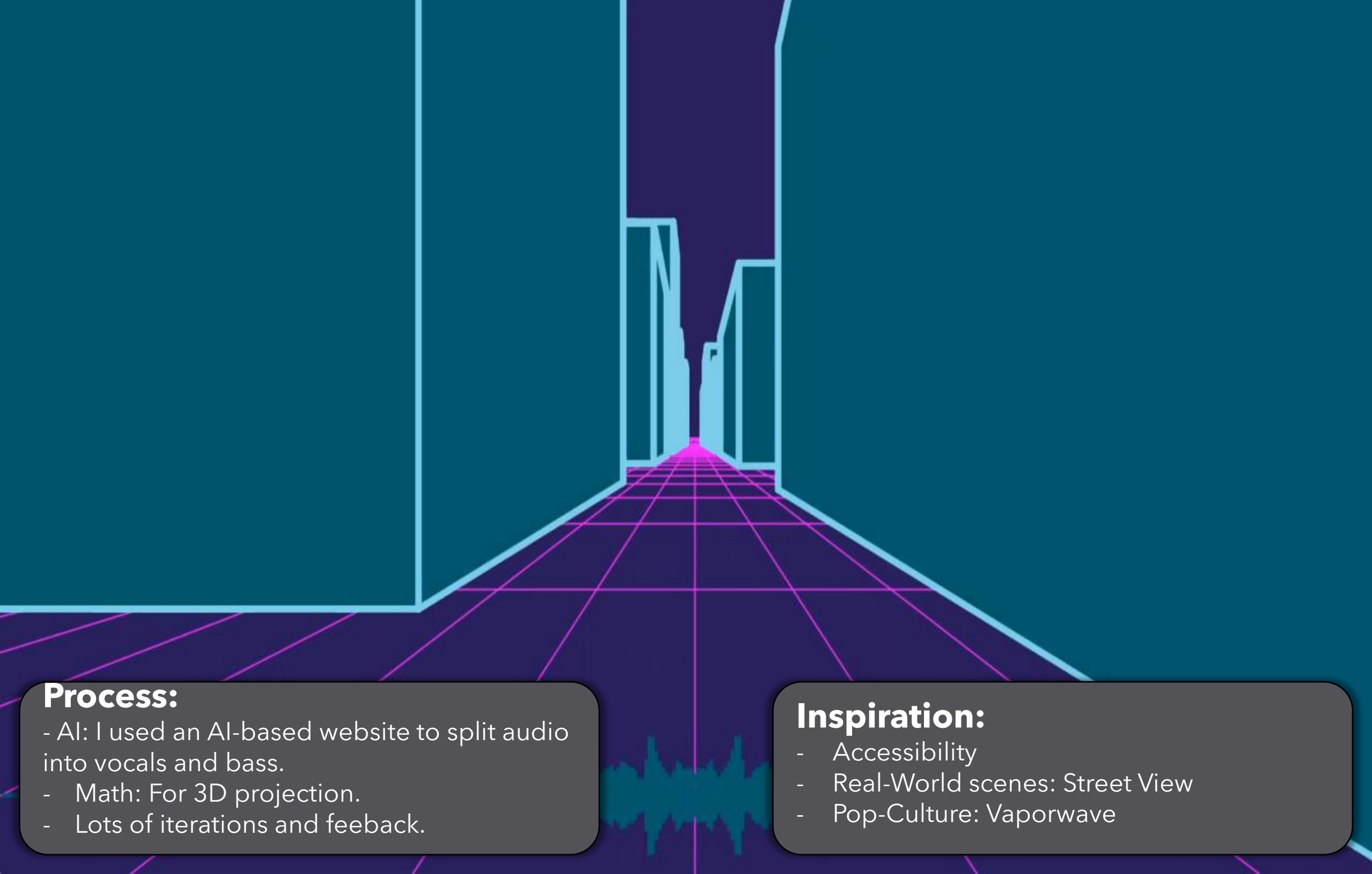
Triumphs & Progress:

- Started taking inspiration from media for works, something I’d continue to do.

SOUND VISUALIZATION





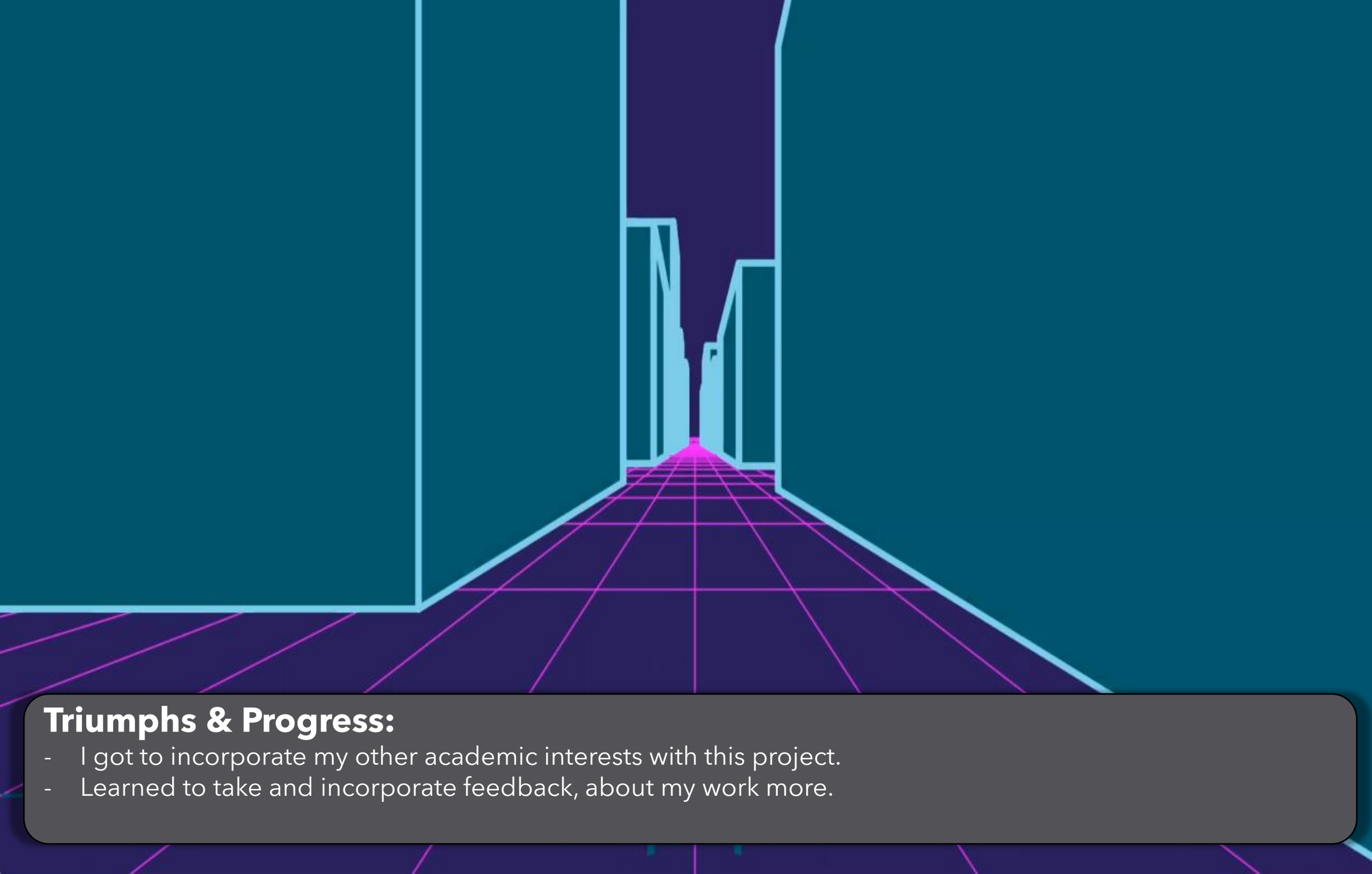


Process:

- AI: I used an AI-based website to split audio into vocals and bass.
- Math: For 3D projection.
- Lots of iterations and feeback.

Inspiration:

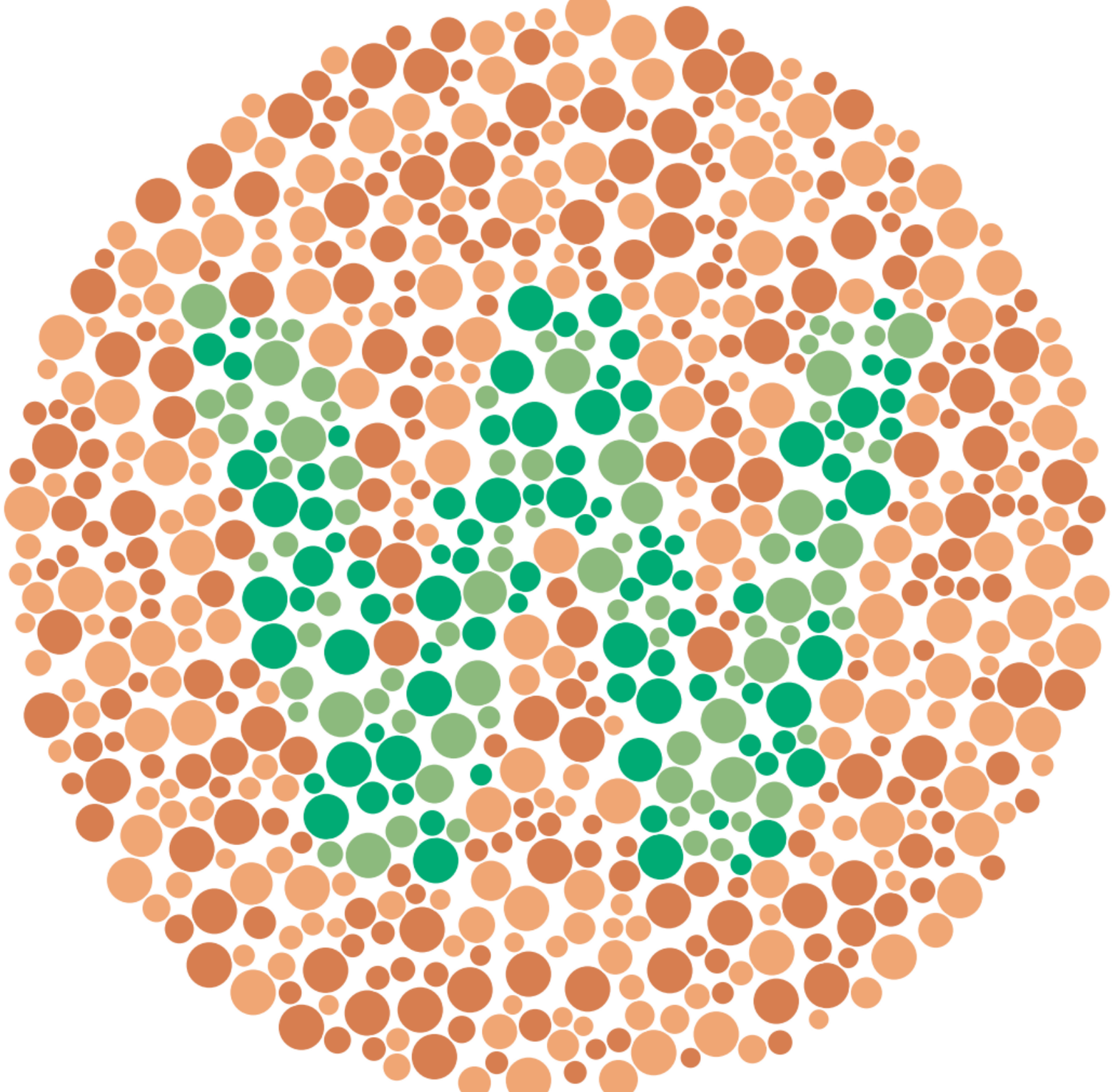
- Accessibility
- Real-World scenes: Street View
- Pop-Culture: Vaporwave

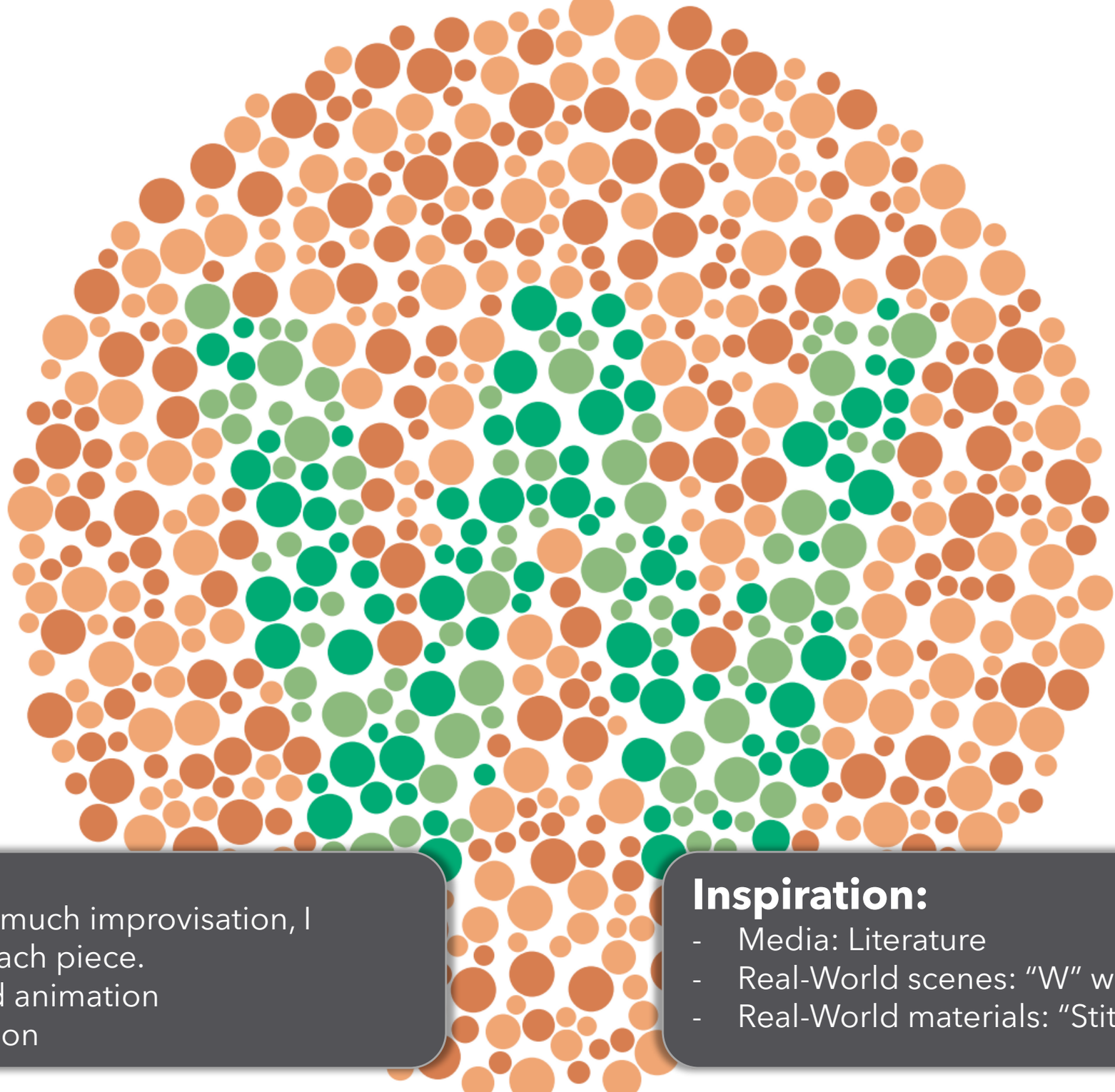


Triumphs & Progress:

- I got to incorporate my other academic interests with this project.
- Learned to take and incorporate feedback, about my work more.

GENERATIVE TYPE(FORMS)





Process:

- Planning: Not much improvisation, I planned out each piece.
- Math: Sigmoid animation parameterization

Inspiration:

- Media: Literature
- Real-World scenes: “W” window.
- Real-World materials: “Stitching”

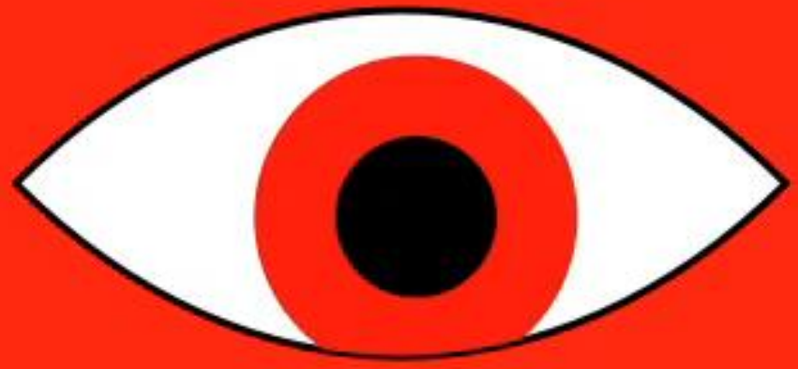
Challenges:

- Hard to get started. At first, I felt the single-letter requirement was restrictive.

Triumphs & Progress:

- This was my first introduction to typography.
- I went broad, making lots of diverse pieces.

GENERATIVE TYPEOGRAPHY



WAR IS PEACE

FREEDOM IS SLAVERY

IGNORANCE IS STRENGTH

The END is the ORIGIN

AND

The ORIGIN is the END

DATA-DRIVEN GRAPHIC DESIGN

Process:

- Data Science: Graph is average global temperature change since 1908, based on real data.

Inspiration:

- Current Events: climate change & climate change denial.