

CMSC 117: Introduction to Computing: Interactive Systems

Assignment 5: Clock Critique

Due April 5, 2010

In this assignment you will critically review a processing sketch. A few students will be randomly chosen during class to present their critiques. Find a processing sketch on openprocessing.org that is meant to be some form of clock. Answer the following questions for the sketch:

1. What is the name of the sketch?
2. Who is the author of the sketch?
3. Can you tell why the sketch was created (e.g. a class, an exhibition)?
4. Does the author credit any other work as an inspiration or base for this sketch?
5. What aspects of the sketch could you replicate without a computer (e.g. paint, sculpture, gears)?
6. What aspects of the sketch rely on the computer as the medium?
7. What Processing primitives does the author rely upon in the sketch (e.g. color, images, shapes)?
8. How is the sketch decomposed and organized? How does the author break the sketch into functions?
9. How would you improve upon the sketch in terms of its visual effect?
10. How could the clock be improved to better indicate the passage of time?
11. What aspects of the code are hard to understand? How could you improve it?

Learning Objectives

- Critique Sketches

Deliverable

A few students will be randomly chosen during class to present their critiques. Also, submit an electronic copy of your report via moodle. It should be named: **cmsc117_clockcritique_NAME.pdf**.