

# Contents

vi	<b>Foreword</b>	166	Shapes
1	<b>Introduction</b>	168	Geometry
		170	Image
		171	Visualization
	<b>Part One: Assignments</b>	173	Text and Language
17	Iterative Pattern	176	Simulation
23	Face Generator	178	Machine Learning
29	Clock	181	Sound
35	Generative Landscape	183	Games
39	Virtual Creature		
43	Custom Pixel		
49	Drawing Machine	186	<b>Part Three: Interviews</b>
55	Modular Alphabet		Teaching Programming
61	Data Self-Portrait	190	to Artists and Designers
67	Augmented Projection	196	The Bimodal Classroom
73	One-Button Game	202	Encouraging a Point of View
77	Bot	208	The First Day
81	Collective Memory	216	Favorite Assignment
87	Experimental Chat	220	When Things Go Wrong
93	Browser Extension	224	Most Memorable Response
97	Creative Cryptography		Advice for New Educators
103	Voice Machine	231	<b>Classroom Techniques</b>
109	Measuring Device		
115	Personal Prosthetic	237	<b>Provenance</b>
123	Parametric Object		
131	Virtual Public Sculpture		<b>Appendices</b>
137	Extrapolated Body	253	Authors and Contributors
143	Synesthetic Instrument	258	Notes on Computational
			Book Design
	<b>Part Two: Exercises</b>	260	Acknowledgments
150	Computing without a Computer		
152	Graphic Elements		<b>Bibliographies</b>
153	Iteration	264	Related Resources
155	Color	266	Illustration Credits
157	Conditional Testing		
158	Unpredictability		<b>Indexes</b>
160	Arrays	273	Name Index
161	Time and Interactivity	276	Subject Index
162	Typography		
164	Curves		