

# How Time Flies

Academic year 2010/11

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Continually visualize the current time.

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## Brief

You have been provided with starter code (written in Processing) that demonstrates how to query the current time of day from a computer's clock and use it to draw simple geometric forms. Elaborate on this code to create a functioning screen-based clock of your own design. Remember that the time changes every second and that you will need to plan and produce a visual system that accomodates this dynamic.

While the primary focus of this brief is on creating a graphic that shifts and iterates as the data that drives it changes, it may also be helpful to think about 'the time' in a cultural or historic context. For example, the division of our days into discrete units and sub-units is an international standard and it relates to our system of latitude and longitude. You could visit the Royal Observatory at Greenwich and/or The Clockmaker's Museum at Guild Hall to find out more about the time and clocks.

## Getting started

Download and install the software from <http://processing.org>. There are more detailed instructions and information about at <http://processing.org/learning/gettingstarted/>. Once you are up and running, type in the starter code and begin experimenting to see how it works:

```
void draw() {  
  background(255,255,255);  
  int s = second();  
  int m = minute();  
  int h = hour();  
  line(s, 0, s, 33);  
  line(m, 33, m, 66);  
  line(h, 66, h, 100);  
}
```

## Expectations

14 October - Bring in at least 3 significant variations on the starter code (on a laptop or memory stick) as well as sketches for anything that you are trying to do but might not yet know how to implement.

21 October - Bring your completed piece in on a CD or memory stick. You might wish to include screen grabs or recordings of how it looks at different times of day.

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## Schedule

Briefing	4 October   11 AM   Photo Studio
Interim crit	14 October   10.30 - 1 and 2 - 4.30   Studio 3
Final crit	21 October   11 - 1 and 2 - 4.30   Studio 3

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**Brief set by** Rebecca Ross

## Computer Programming Resources for Graphic Designers, Using Processing

There are a several useful tutorials online:  
<http://processing.org/learning> (esp. 'Coordinate Systems and Shapes' and depending on your interests 'Color', 'Two-Dimensional Arrays', 'Trigonometry Primer I')

*Processing: A Programming Handbook for Visual Designers and Artists* by Casey Reas and Ben Fry is available at the library.

It will be instructive to compare the starter code to the clock example, accessed from 'File/Examples/Basics/Input/Clock'.

Topic based references:  
<http://processing.org/learning/basics/>  
<http://processing.org/reference/A-Z Reference>:  
<http://processing.org/reference/alpha.html>