

Creative Coding in Public Spaces preparation

Assist. Prof. Dr. Waleed El Ghamry Barakat

Assistant Professor at Faculty of Applied Arts - Helwan University

waleedghamry@yahoo.com

Dr. Nessreen Youssef Abu-Musalam

Lecturer at Faculty of Applied Arts - Helwan University

nessreen_ibrahim@a-arts.helwan.edu.eg

Assist. Lect. Yasmine Muhamed Ahmed Ali

Assistant Lecturer at Faculty of Applied Arts - Helwan University

yasmine.jaamea@gmail.com

Abstract

The development that took place beginnings of the twenty-first century, and the raising of the digital revolution, created a new thinking approach in the field of public spaces. The new opportunities brought by the revolutionary digital era have its own considerations in the processes of intellectual and design creativity. This provided technological and digital applications that were able also to establish an innovative and imaginative capabilities, which give the designers a completely new artistic tools, and creative conceptual approaches. The software and programming media for creative coding is considered one of the most important techniques used in artistic and entertainment works. The beginning of using programming and applications in the artistic field goes back to the fifties of the twentieth century. Creative coding is a type of artistic practice that aims to create art works through the computer, whereby the artists and designers, with the help of developers, write specific codes that produce artworks created through the computer, and these outputs include variables artistic elements; paintings, models, space processing works and all visual arts images, including new interactive arts and multimedia artworks. Therefore, the research paper urges designers to pay attention to these innovative techniques and capabilities underline this new approach. There are many programming media that can be used as platforms for creative coding, which include; the Cinder Library, Max Language Platform, Processing IDE Platform, and Arduino Platform. Each of these platforms has a set of distinctive characteristics that makes it mostly suitable for technical applications and specific programmatic & electronic type. The paper objectives are to emphasize that environmental designers should have to be familiar with modern methods, techniques and new digital trends in creating artistic works to present a contemporary and environmental designs in general and the installations in public spaces. The research aims to prepare a methodology to take advantage of creative coding methods, techniques, and media in the environmental installations in public spaces. The research followed the deductive analytical method. The research concluded, through its analytical study, that it is necessary to follow specific methodology to achieve innovative design-works in public spaces. The paper presented a road map for designers and artist by suggested a set of standards which highlight the great advantage of using creative coding in public spaces installation.

Key Words

Creative Coding, Public Spaces, Cinder Library, Max Language, Processing IDE.