

CSC151.02 2013F, Class 11: A Design Perspective

The chief aim of color should be to serve expression as well as possible. Henri Matisse

Overview

- Preliminaries
 - Admin.
 - Some discussion of pair programming.
 - Clicker Questions - GIMP Tools.
- A bit about design.
- A bit about color theory.
- Exploring some images and design spaces.
 - Clicker questions, revisited
 - Some interesting images
 - Maybe fun with color spaces

Admin

- Dr. Davis and I discussed the exam and decided that we'd prefer to distribute it after HW3 comes in. So you'll get it tomorrow.
- My email application has been acting up. If you want a meeting with me and haven't scheduled one, please see me after class and we'll pick a time.
- Reading for Wednesday: Raster Graphics and RGB Colors
- SACNAS Ice Cream Social Thursday, September 19th at 8:00PM in the Biology Commons
- EC Opportunities:
 - Convocation this Wednesday
 - CS Extras Thursday @ 4:30: Kim Spasaro on Linguistics Programming
 - CS Table Friday (Pair programming)
 - Other?
- I also encourage you to attend any of the other Title IX talks/events.

Pair Programming

- Idea: Instead of one person, you have two
- Two roles: Driver and navigator. (A bit more complex with three people often two navigators.)
 - Driver - write code
 - Navigator - guide
 - Need to rotate roles.
- Why do we do it? What are the benefits?
 - "Two minds are better than one"
 - Helps avoid wrong directions

- Ideas build upon each other!
- If your navigator has access to the reference material, the driver is more efficient - doesn't need to switch windows, etc.
- Having to explain what you do helps you
 - understand it better
 - make fewer careless mistakes
- Some of you folks are already too reluctant to ask for help
 - Encourages you to ask and be unsure
- "Fresh Eyes" - It's hard to see problems in what you've done
- Over the long term, you'll have to work with other people on projects, so get used to it
- Evidence from both industry and classroom suggest success
- How should you behave as part of a pair?
 - Know your role - Navigators should guide, not just steal the keyboard
 - Communicate
 - Be patient
 - Switch roles
 - Don't be afraid to ask for help
 - Don't be too assertive
 - Don't be too passive - you won't learn if you just watch
 - Positive criticism
 - Explain

Clicker Questions

- Gender issues and pairing
- Gimp Tools

A bit about design

- Goal "Oooh pretty"
- But perhaps we should also understand millennia of experience on design
- Many principles
 - Symmetry
 - Balance
 - Depth
 - Color
- Goals in image making
 - Guide the viewer's eye through the image
 - Keep the viewer's interest (Klubler says that simple representational art will not keep the viewer's interest)

A bit about color theory

- Three ways to think about colors
 - Making it with light - Red, Green, and Blue More light - Brighter
 - Making it with paint (subtractive) - Red, Yellow, and Blue More paint - Darker
 - Alternate approach to paint
 - Hue - Basic color
 - Saturation - How much of the pigment you mix into the paint
 - Value - Brightness
- How do you as a designer use colors?
 - Complementary - Tends to make colors "pop" or vibrate
 - Analogous - Three neighboring colors on the color wheel
 - Monochromatic - Variants of one color
- Other uses
 - Feeling: Warm/cold
 - Depth

Exploring some images and design spaces

Samuel A. Rebelsky, rebelsky@grinnell.edu

Copyright (c) 2007-2013 Janet Davis, Samuel A. Rebelsky, and Jerod Weinman. (Selected materials are copyright by John David Stone or Henry Walker and are used with permission.)



This work is licensed under a Creative Commons Attribution 3.0 Unported License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc/3.0/> or send a letter to Creative Commons, 543 Howard Street, 5th Floor, San Francisco, California, 94105, USA.