A challenging but fun introduction to programming via the Java programming language. Through a series of two- and three-dimensional computer graphics programming exercises, you will learn the basics of programming in general and the Java language in particular, with a focus on playful, designerly responses to the opportunities placed before you.

In this class you will learn to create Java applets for the web. Assignments will explore the fundamentals of programming with Java (loops, branching, variables, graphic input, etc.) in the context of 2D graphic display and animation. You will study elements of color as well, and examine the 3D to 2D projection in both parallel and perspective forms.

In addition to a series of regular exercises, students will work on a personal term project, to be presented and documented at the end of the quarter.

Grading will be based on evaluations of each project completed throughout the quarter, and on attendance and participation in class exchanges and presentations. Project evaluations will consider both the technical (code) and expressive (visual) character of the work.

Prerequisites: Curiosity, tenacity, willingness; computer literacy comparable to Arch 380.

Website: http://quicksilver.caup.washington.edu/courses/arch486