

# The abuse of computer programming for Art

# Overview

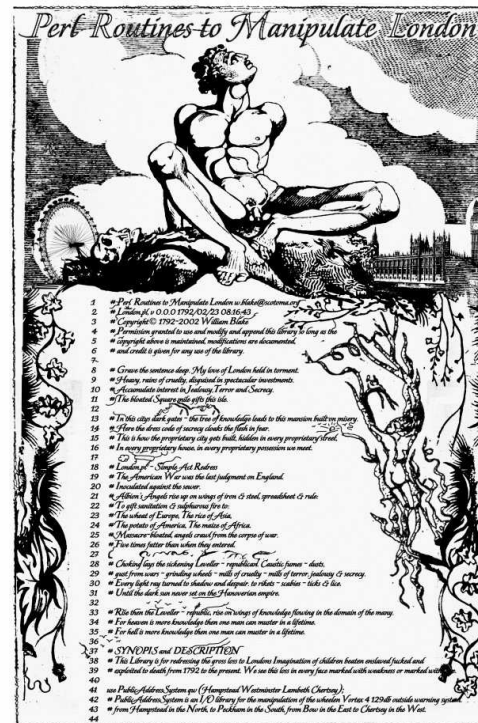
- Looking at computer code differently
- Esoteric programming languages
- Programming as gameplay
- Gamepad livecoding

Looking at code differently...

Programming can be more than a means to an end

# London.pl


- A Perl poem which transcribes William Blake's 19th century poem 'London' into program code.
- By Graham Harwood



```

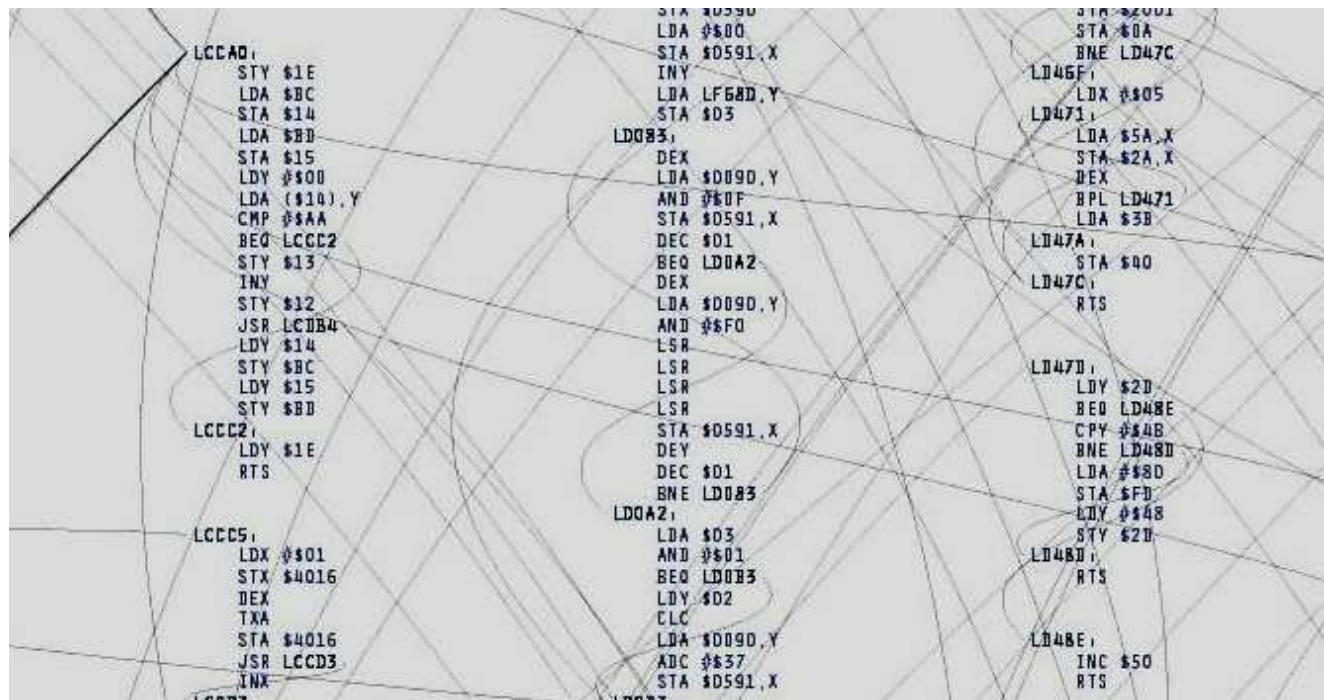
50
51 # DATATYPES USED:
52
53 local @SocialClass = qw( RentBoy YoungGirl -Syphalitic -Innoculator Crack Kid-WarBeatenKid
54 Forced Featal Abortion Chimney -Sweeps UnCategorisedVictim-
55 );
56 # These are a series of anonymous hashes;
57 # At least one is required at compile time:
58
59 local % DeadChildIndex;
60
61 # The Data for the Dead Child Index should be structured as follows:
62
63 # % {DeadChildIndex} => {
64 #   IndexValue => {
65 #     Name      => "Child name If known else undefined";
66 #     Age       => "Must be under 14 or the code will throw an exception due to $COMPLIXITY";
67 #     Height    => "Height of the child"
68 #     Social Class => RentBoy YoungGirl -Syphalitic - Innoculator Crack Kid WarBeatenKid
69 #                   Chimney -Sweeps Uncategorised Victim
70 #   }, As many as found
71 # }
72
73 # CryOfEveryMan
74 # First we add the Class attribute to the DeadChild instance under review
75 # Next add the Vital Lung Capacity of that childs ability to scream

```



# dismap

- By Ben Fry
- Visualisations of the flow of old NES games
- Chosen for their relative simplicity







## Esoteric programming languages



# INTERCAL

- The first esoteric programming language
- Deliberately designed to be perverse
- Insists on polite programmers

```
DO ,1 <- #13
PLEASE DO ,1 SUB #1 <- #234
DO ,1 SUB #2 <- #112
DO ,1 SUB #3 <- #112
DO ,1 SUB #4 <- #0
DO ,1 SUB #5 <- #64
DO ,1 SUB #6 <- #194
DO ,1 SUB #7 <- #48
PLEASE DO ,1 SUB #8 <- #22
DO ,1 SUB #9 <- #248
DO ,1 SUB #10 <- #168
DO ,1 SUB #11 <- #24
DO ,1 SUB #12 <- #16
DO ,1 SUB #13 <- #214
PLEASE READ OUT ,1
PLEASE GIVE UP
```

# Opus-2

- By Chris Pressey
- An abstract artlang

*pale green*

*Eb, trombone, forte*

*leaning 40 degrees left (sudden)*

*C, tubular bells, piano*

*mothballs (gentle whiff)*

# Xigxag

><<

<<>><

<><<<<>>

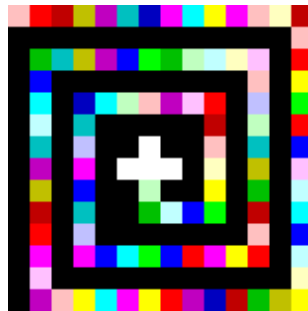
<<<<>><><><<><<<><<<>

# Piet

- By David Morgan-Mar
- Programming with colour
- Designed to look like abstract paintings



hello world



pretty hello world



prime numbers

## Programming as gameplay



# Carnage Heart

- By ArtDink
- Released in Japan in 1995
- Playstation



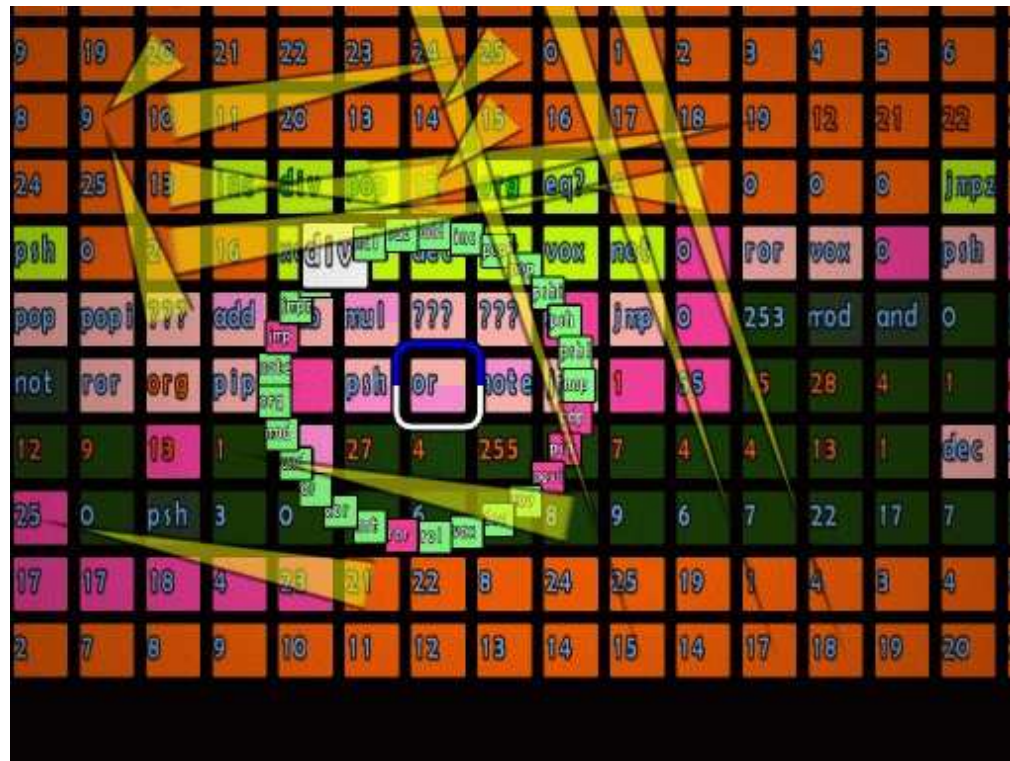
# Marionette Handler

- By MicroNet
- Released in 1999 for the Dreamcast





# Gamepad Livecoding



# Gamepad Livecoding

- Make watching live coding a bit more accessible
- Live coding doesn't have to be hard
- Making fun, simplified languages

