

# ART/CODE/CREATE HOUR OF CODE 2017

## Van Dough.

Inspired by Van Gogh's  
*A wheatfield, with  
cypresses* early  
September 1889  
Saint-Rémy

### SCULPTING WITH PAINT (AND MODELLING DOUGH & CODE!)



This workshop will use a range of media and ways for people to interact, from modelling dough and paints to code and keyboards.

Van Gogh's painting style is instantly recognisable around the world for his use of bold, expressive colour and mark making. It has been said that in his later works Van Gogh *sculpted* his paint across the canvas.

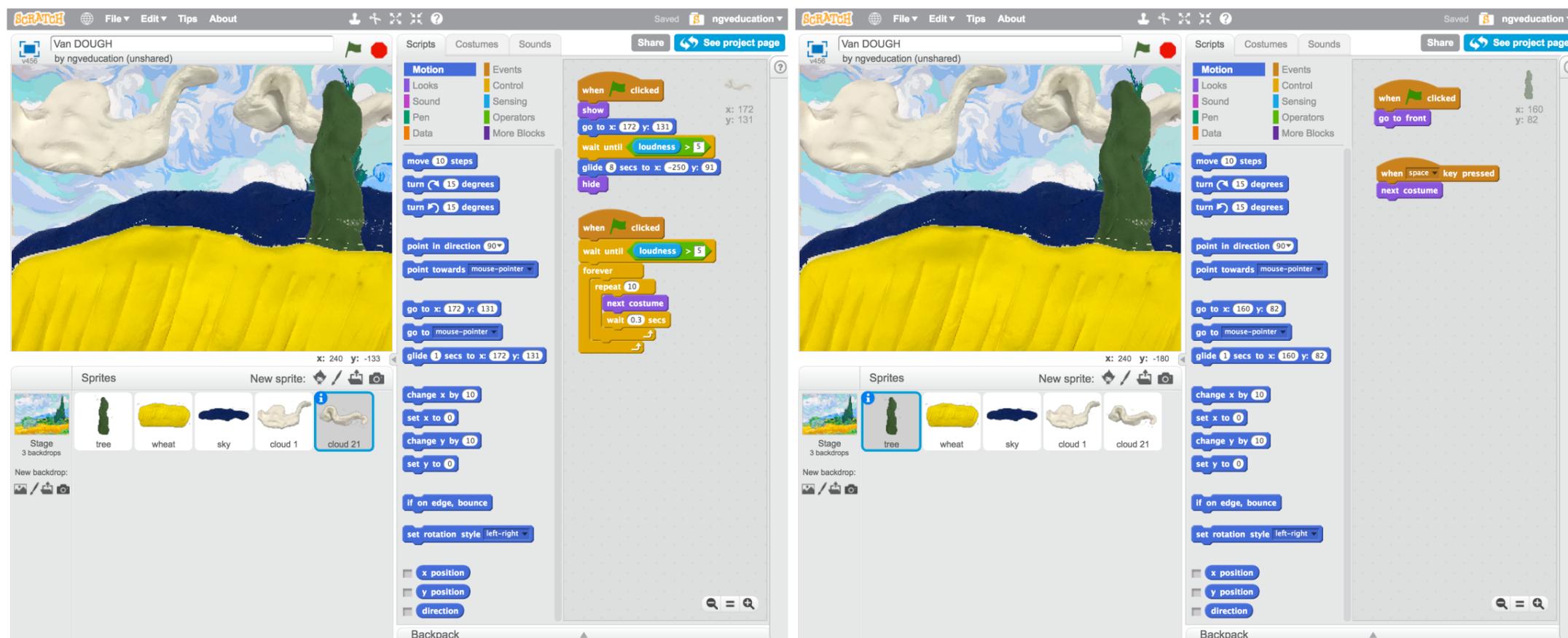
In this *Digital Creatives* workshop we will also be doing some sculpting. Starting with some modelling dough, you will create some of the elements seen in Van Gogh's artworks such as trees, clouds and wheat fields. You will then capture these real world creations and turn them into animated sprites in the coding program *Scratch*.

From here, with a little bit of code and creativity, you will be able to interact with your artwork in a completely new way using MaKey MaKey - blow a gust of air to make the clouds animate and move across the screen, squish some dough to make the trees wiggle and warp, draw and paint lines on paper to change the way the sky looks and more.

The work of art that has inspired this coding session is *A wheatfield, with cypresses* early September 1889 Saint-Rémy by Vincent van Gogh, which you can view a high resolution copy of here: <https://www.ngv.vic.gov.au/exhibition/van-gogh-and-the-seasons/#> under the theme of Summer.

Note, to add some interactive elements to this program we are using a MaKey MaKey kit but you can create and run this session without it (we have a video on the education resource page for this program that shows it in action)

### HOW DO YOU DO IT?



#### BLOW THE CLOUDS AWAY

No, we're not really using wind power here. But a sensing block. The *loud* sensing block allows you to set part of your program to run when a certain loudness is reached. By blowing into the screen (or microphone) it is registering that loud sound (as your breath is blowing directly on the microphone it will register as a very loud sound) and getting the clouds to animate by switching costumes and then float gracefully off the screen.

#### MAKE THE TREES GROW

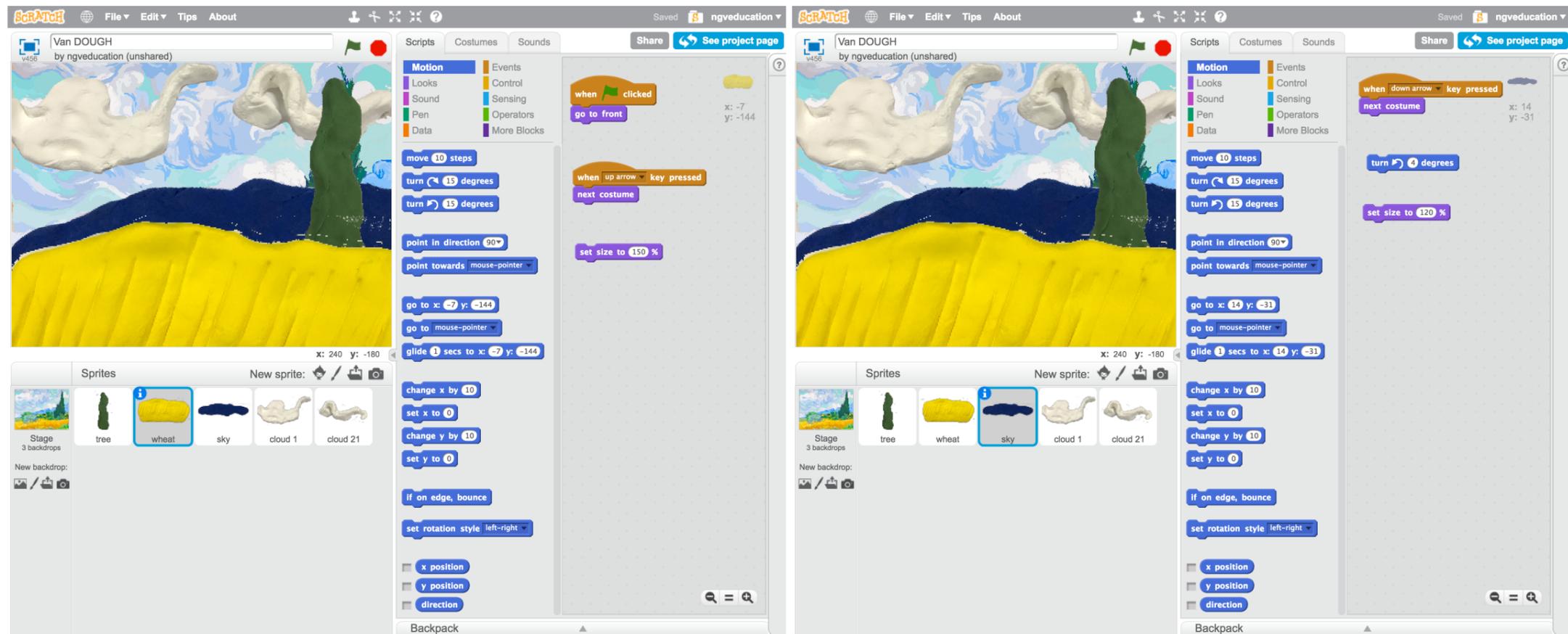
The modelling dough we are using is conductive, that is, it will register the touch of the user and a current will pass through them. The *MaKey MaKey* then links this to a button press that is in our program (in this case, the space key) which will change the costume of the tree. We are asking our users to squish the dough to make it change, but it would also do the same thing with a light touch (but we don't tell them that!)

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#### RUN YOUR HANDS THROUGH THE LEAVES

Similar to the modelling dough, plant life like flowers and leaves are also conductive. By touching the plant here you are completing a circuit that triggers another costume change via the MaKey MaKey.

#### DRAW YOUR OWN HORIZON

Even art tools can be conductive, in this case we are asking the user to draw with a graphite pencil (better known as a grey lead pencil), graphite is a naturally occurring form of crystalline carbon, which means not only does it make some pretty lines in grey, but is a conductive mineral. When the user draws a line in graphite that is connected to the MaKey MaKey it will also create a circuit.

#### NGV DIGITAL CREATIVES PROGRAM

The NGV Digital Creatives program enable students to use digital technologies to explore, interpret, create and share works of art. Works from the NGV Collection provide an inspiring and unique starting point for engaging learning programs that: support the integration of STEM (science, technology, engineering and maths) and the visual arts provide an authentic context for developing problem solving, critical and creative thinking skills.

You can find out more about these, and all our education programs at: [ngv.melbourne/education](http://ngv.melbourne/education)

