

# Digital Privacy

Interaction Design // Visuelle Kommunikation



Prof. Steffi Hußlein

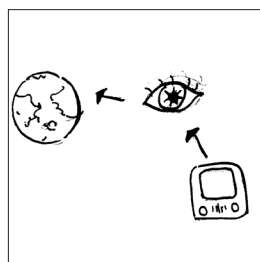
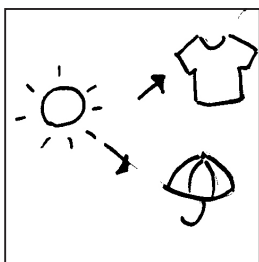
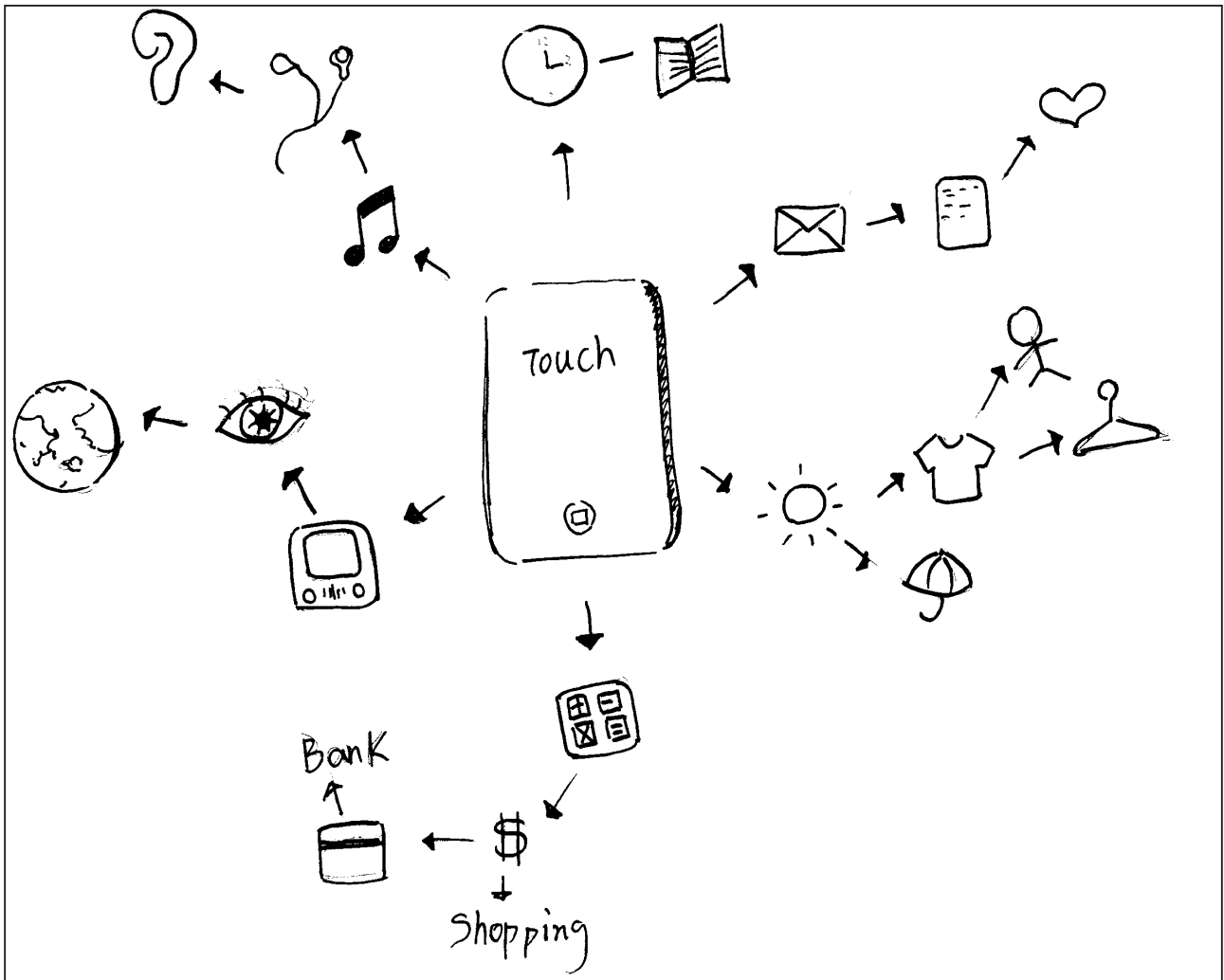
Tutor Michael Bertuleit

Wang Jianjun

Studenten Zheng Qing & Zhu Wen

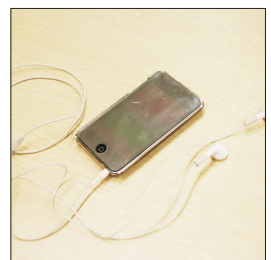
# Me in My Bag

## Skizze von Brainstorming



# Me in My Bag

Photos der Tasche mit Inhalt

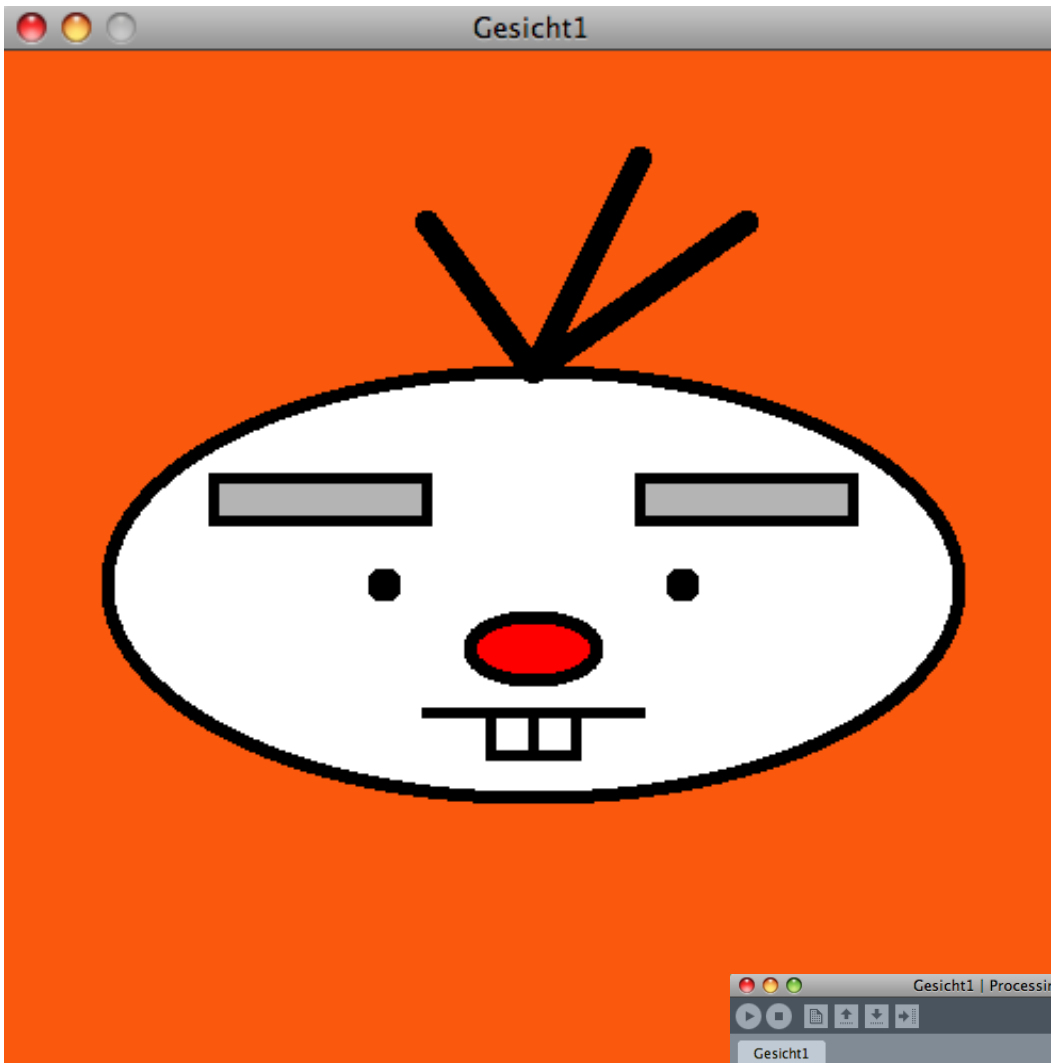


# Physische-Digitale Interaktion



# Processing

## Gesicht



```
Gesicht1 | Processing 1.0.7  
void setup(){  
  background(250,88,13);  
  size(500,500);  
  strokeWeight(5);  
  ellipse(width/2,height/2,400,200);  
  fill(180);  
  rect(100,200,100,20);  
  rect(300,200,100,20);  
  
  fill(0);  
  ellipse(180,250,10,10);  
  ellipse(320,250,10,10);  
  
  fill(255,0,0);  
  ellipse(250,200,60,30);  
  
  line(200,310,300,310);  
  fill(255);  
  rect(230,310,20,20);  
  rect(250,310,20,20);  
  strokeWeight(10);  
  line(200,80,250,150);  
  line(300,50,250,150);  
  line(350,80,250,150);  
}
```

Done Saving.

# Processing

## Collage



```
Processing 1.0.7
bag
PImage bild;

void setup(){
  size(500,500);
}

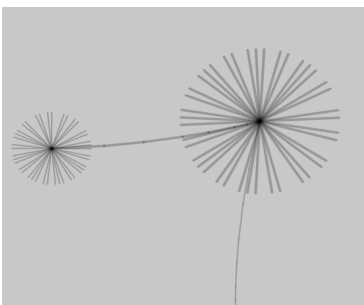
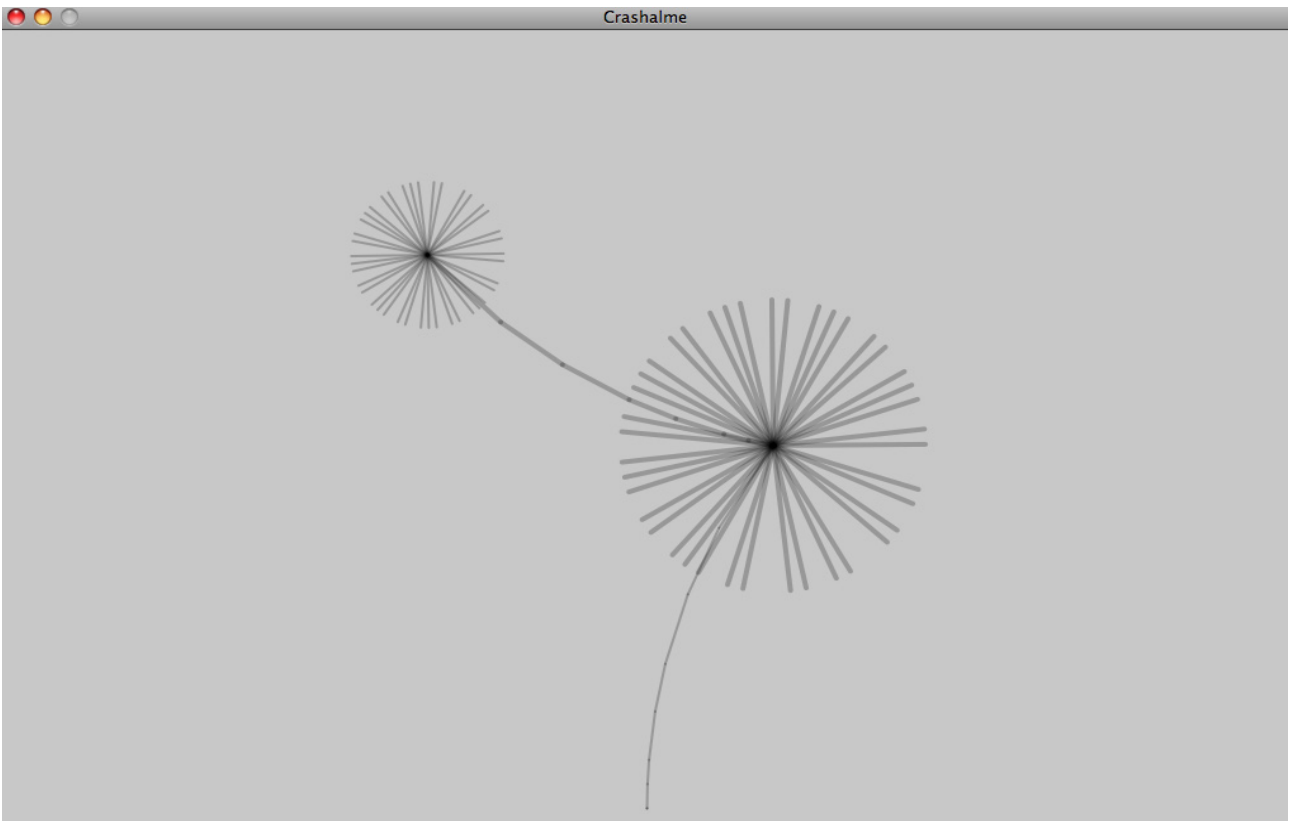
void draw(){
  background(0);

  bild=loadImage("02.jpg");
  image(bild,0,0);
  bild=loadImage("01.jpg");
  image(bild,328,278);
  bild=loadImage("z1.png");
  image(bild,7,0);
}
}
```

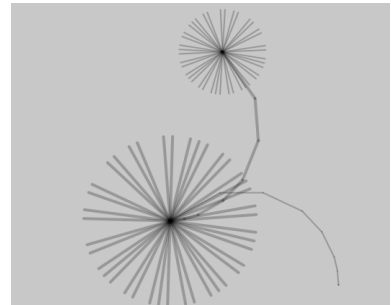


# Processing

## Grashalme

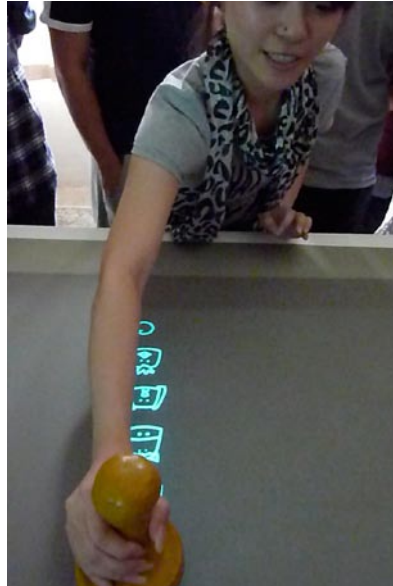


```
Crashalme | Processing 1.0.7  
Crashalme  
float istWinkel;  
float sp1Winkel;  
float laenge=20;  
float segmente=9;  
float anzahl=40;  
  
void setup(){  
  size(400,400);  
  background(255);  
  stroke(0,60);  
  noFill();  
}  
  
void draw(){  
  smooth();  
}
```



# Interaktiver Stempel

Video am Tisch





# Screenvariationen 1,2,3,4,etc. (in Processing)



```
zo07 | Processing 1.0.7
zo07 $
boolean yButtonPressed=false;
boolean zhButtonPressed=false;
boolean mdButtonPressed=false;
boolean guButtonPressed=false;
boolean jiButtonPressed=false;
PIImage A,B,C,D,E,F,A1,B1,C1,D1,E1;

void setup(){
  size(1024,768);
  background(0);

  A1=loadImage("y2.png");
  B1=loadImage("z12.png");
  C1=loadImage("m12.png");
  D1=loadImage("g12.png");
  E1=loadImage("j12.png");

  A=loadImage("y1.png");
  B=loadImage("z11.png");
  C=loadImage("m1.png");
  D=loadImage("g1.png");
  E=loadImage("j11.png");
  F=loadImage("qing chu.png");
  //111
  A=loadImage("y1.png");
  image(A,905,50);
}
```

```
zo07 | Processing 1.0.7
zo07 $
image(A,905,50);
B=loadImage("zh1.png");
image(B,900,190);
C=loadImage("m1.png");
image(C,900,310);
D=loadImage("g1.png");
image(D,890,440);
E=loadImage("j11.png");
image(E,900,540);
F=loadImage("qing chu.png");
image(F,915,675);
}

void draw(){
  smooth();
  //NoCursor();
  imageMode(CENTER);
}

void mousePressed(){
  //Abfrage fuer Schweinefuss
  //noStroke();
  if(mouseX>910 && mouseY<994 && mouseX<994 && mouseY<425){
    yButtonPressed=true;
  }
}
```

```
zo07 | Processing 1.0.7
zo07 $
yButtonPressed=true;
zhButtonPressed=false;
mdButtonPressed=false;
guButtonPressed=false;
jiButtonPressed=false;
if(yButtonPressed=true && mouseX<875){
  image(A1,mouseX,mouseY);
}

////////////////////////////////////
if(mouseX>900 && mouseY<994 && mouseX<190 && mouseY<255){
  zhButtonPressed=true;
  yButtonPressed=false;
  mdButtonPressed=false;
  guButtonPressed=false;
  jiButtonPressed=false;
  if(zhButtonPressed=true && mouseX<860){
    image(B1,mouseX,mouseY);
  }
}

////////////////////////////////////
if(mouseX>900 && mouseY<994 && mouseX<310 && mouseY<375){
}
```

```
zo07 | Processing 1.0.7
zo07 $
}

////////////////////////////////////
if(mouseX>910 && mouseY<994 && mouseX<670 && mouseY<420){
  background(0);
  translate(0,0);
  if(mouseX<860){
    translate(20,50);
    yButtonPressed=false;
    zhButtonPressed=false;
    mdButtonPressed=false;
    guButtonPressed=false;
    jiButtonPressed=false;

    image(A,925,50);
    image(B,925,180);
    image(C,920,305);
    image(D,920,425);
    image(E,920,535);
    image(F,925,640);
  }
}
```

# Analog und Digital Metaphern (in Processing)

wuzhi\_4



```
wuzhi_4 | Processing 1.0.7
wuzhi_4
boolean bilderZeigen=false;

PImage bild1, bild2, bild3, bild4;

void setup(){
  size(1024,768);
  background(255);
}

void draw(){
  //background(255);
  fill(20);
  line(475,225,475,280);

  bild1=loadImage("shu ti.jpg");
  image(bild1,300,50);

  if(bilderZeigen=true){
    bild4=loadImage("yind.jpg");
    image(bild4,430,430);
    bild3=loadImage("zhixun.jpg");
    image(bild3,90,height/2);
    bild2=loadImage("youchuo.jpg");
    image(bild2,670,height/2);
  }
  else{
    fill(255, 50);
    noStroke();
    rect(0, 0, width, height);
  }
}

Done exporting.
```

```
wuzhi_4 | Processing 1.0.7
wuzhi_4

void setup(){
  size(1024,768);
  background(255);
  fill(20);
  line(475,225,475,280);
}

void draw(){
  bild1=loadImage("shu ti.jpg");
  image(bild1,300,50);

  if(bilderZeigen=true){
    bild4=loadImage("yind.jpg");
    image(bild4,430,430);
    bild3=loadImage("zhixun.jpg");
    image(bild3,90,height/2);
    bild2=loadImage("youchuo.jpg");
    image(bild2,670,height/2);
  }
  else{
    fill(255, 50);
    noStroke();
    rect(0, 0, width, height);
  }
}

Done exporting.
```

```
wuzhi_4 | Processing 1.0.7
wuzhi_4

image(bild4,430,430);
bild3=loadImage("zhixun.jpg");
image(bild3,90,height/2);
bild2=loadImage("youchuo.jpg");
image(bild2,670,height/2);
}
else{
  fill(255, 50);
  noStroke();
  rect(0, 0, width, height);
}
}

void mousePressed(){
  bilderZeigen=!bilderZeigen; //schalte immer auf den anderen Zustand !
  println("bilderZeigen= "+ bilderZeigen);
}

Done exporting.
```

# Plakat//Bilder:

Photo am Tisch,Screen,Skizzen,Variationen

## Interaktiver Stempel



```
zo07 | Processing 1.0.7
zo07 $
image(C,900,310);
De=loadImage("gsud.png");
I=loadImage("j11.png");
E=loadImage("qing chu.png");
F=loadImage("qing chu.png");
I=loadImage("qing chu.png");
I=loadImage("qing chu.png");
}

void draw(){
//fillCursor();
smooth();
imageMode(CENTER);
}

void mousePressed(){
//Abfrage fuer Schwefelfuss
//noStroke();
if(mouseX>910 && mouseY<984 && mouseY>50 && mouseY<125){
yButtonPressed=true;
zhuButtonPressed=false;
mButtonPressed=false;
}
```

# CDK

Chinesisch-Deutsche Kunstademie der China Academy of Art



Visuelle Kommunikation // Interaction Design 视觉传达 // 交互设计

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