

**mas110** fundamentals of computational media design  
PS6/7

**Instructions**

problem 1: [turn in two 8.5" by 11" pages]

create an 8.5" by 11" poster for PEACE and an 8.5" by 11" poster for WAR  
\* use only the type "PEACE" and "WAR" respectively  
\* any shapes used should be combinations of triangles, squares, and circles  
\* stay within a monochromatic palette (i.e. black, white, gray)

problem 2: [turn in two 8.5" by 11" pages]

create two 3-image sequence using only your camera.  
one to promote PEACE and one to promote WAR.  
\* use color and imagery to your advantage

problem 3: [turn in one 8.5" by 11" page with the screen snapshots. keep your work saved on the DBN server]

in the DBN language, create two 101-pixel by 101-pixel apps.  
one to promote PEACE and one to promote WAR.  
\* use gray rectangles and triangles of varying quantities

problem 4: [turn in one 8.5" by 11" page with the screen snapshots. put your work on the web]

in the JAVA language, create two 250-pixel by 250-pixel applets.  
one to promote PEACE and one to promote WAR.  
\* render this in a monochromatic palette (i.e. black, white, gray)  
\* use the processing system

**Hand-in**

8.5" by 11" coverpage

a website that documents problems 1-4

**Due Date**

4/11/2003 by the beginning of class. (two-weeker)