

**Hi wow welcome to Noisy  
Sketches Workshop April 2021**

# Who am I?

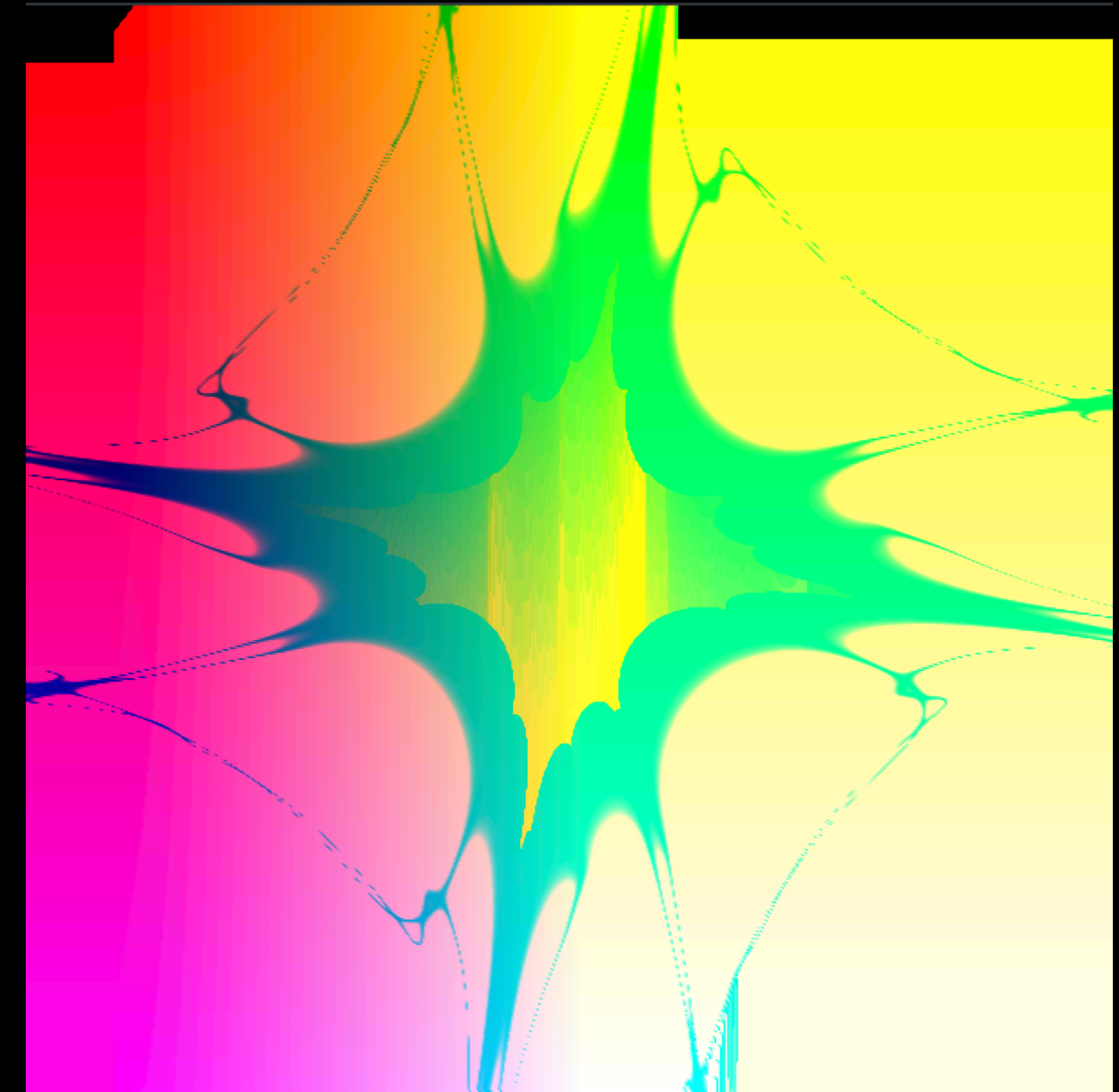
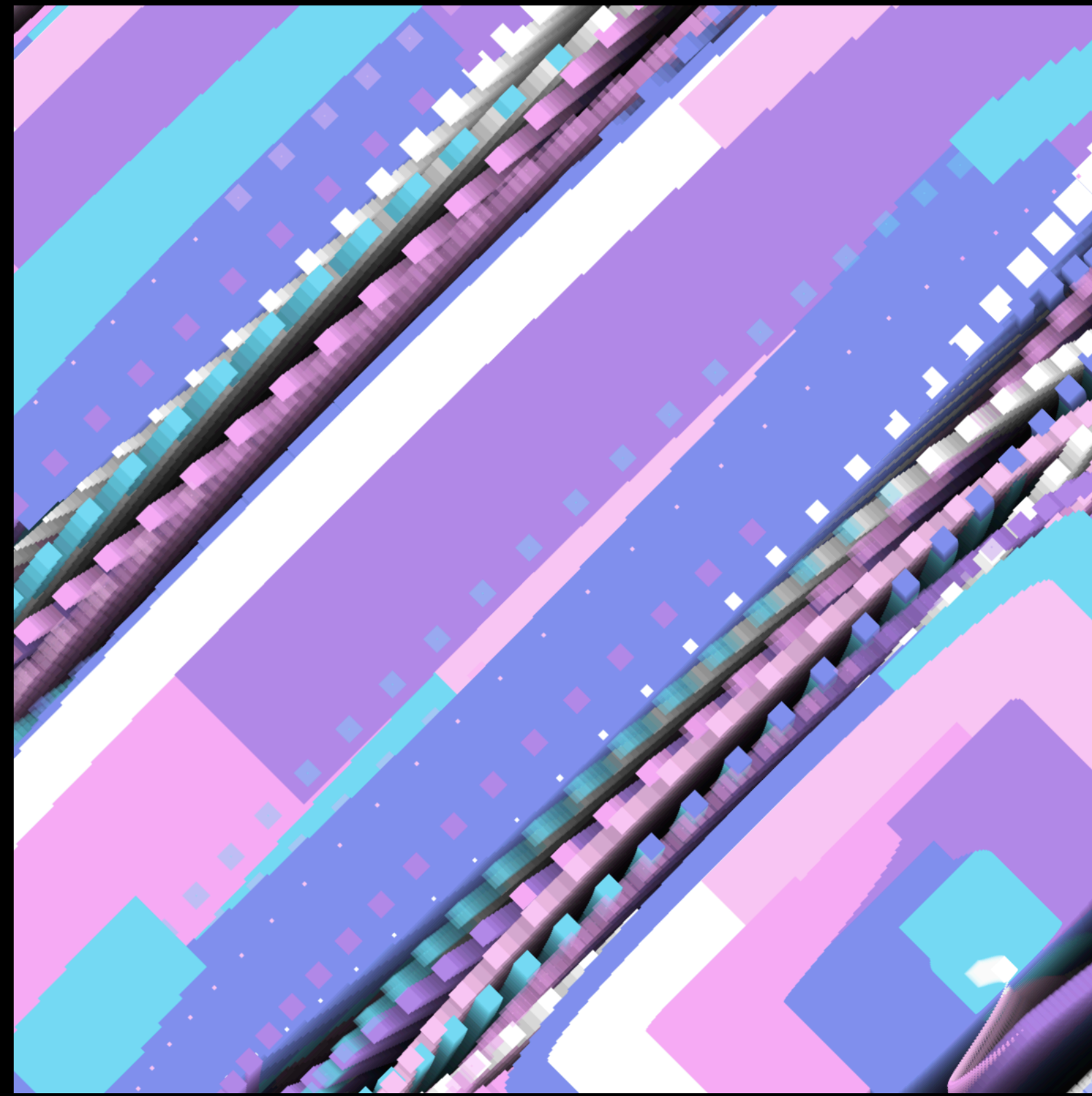
MIT Undegrad Alum  
Grad student @ MIT Media Lab  
Incoming @ Redfin

Broadly interested in visual communication and identity and what the visual world does to us and our perceptions of society and us.





# I post daily code sketches in p5.js @ninasketches



Not a practicing artist or even a “creative coder” but I like teaching and sketching so here I am!

I first learned to code in Processing while working for Ira Winder in City Science at the MIT Media Lab!



I also wrote an essay  
about daily sketches  
in 2020.

All of this is online —  
@ninasketches on Twitter



Research

## **A Year (2020) of (almost) Daily (code) Sketches**

Nina Lutz, "A Year (2020) of (almost) Daily  
(code) Sketches"

Article, Jan. 2021  
in Future Sketches

# p5.js

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Hello!

p5.js is a JavaScript library for creative coding, with a focus on making coding accessible and inclusive for artists, designers, educators, beginners, and anyone else! p5.js is free and open-source because we believe software, and the tools to learn it, should be accessible to everyone.

Using the metaphor of a sketch, p5.js has a full set of drawing functionality. However, you're not limited to your drawing canvas. You can think of your whole browser page as your sketch, including HTML5 objects for text, input, video, webcam, and sound.

[Check out the new p5.js 2020 showcase!](#)

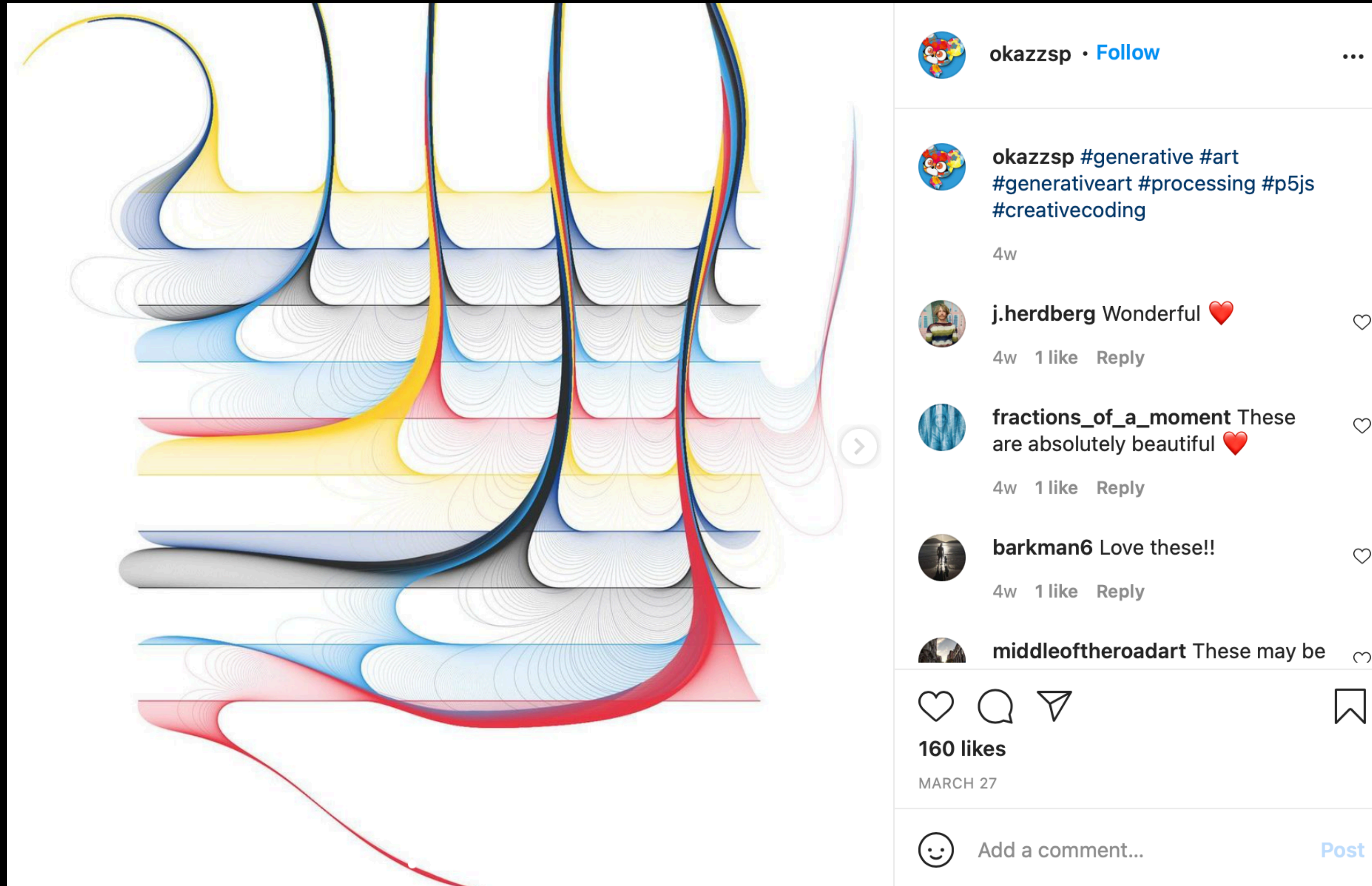
[Start creating with the p5 Editor!](#)

All of my sketches are in p5.js — a javascript library for creative coding.

p5.js was made by Lauren Lee McCarthy.

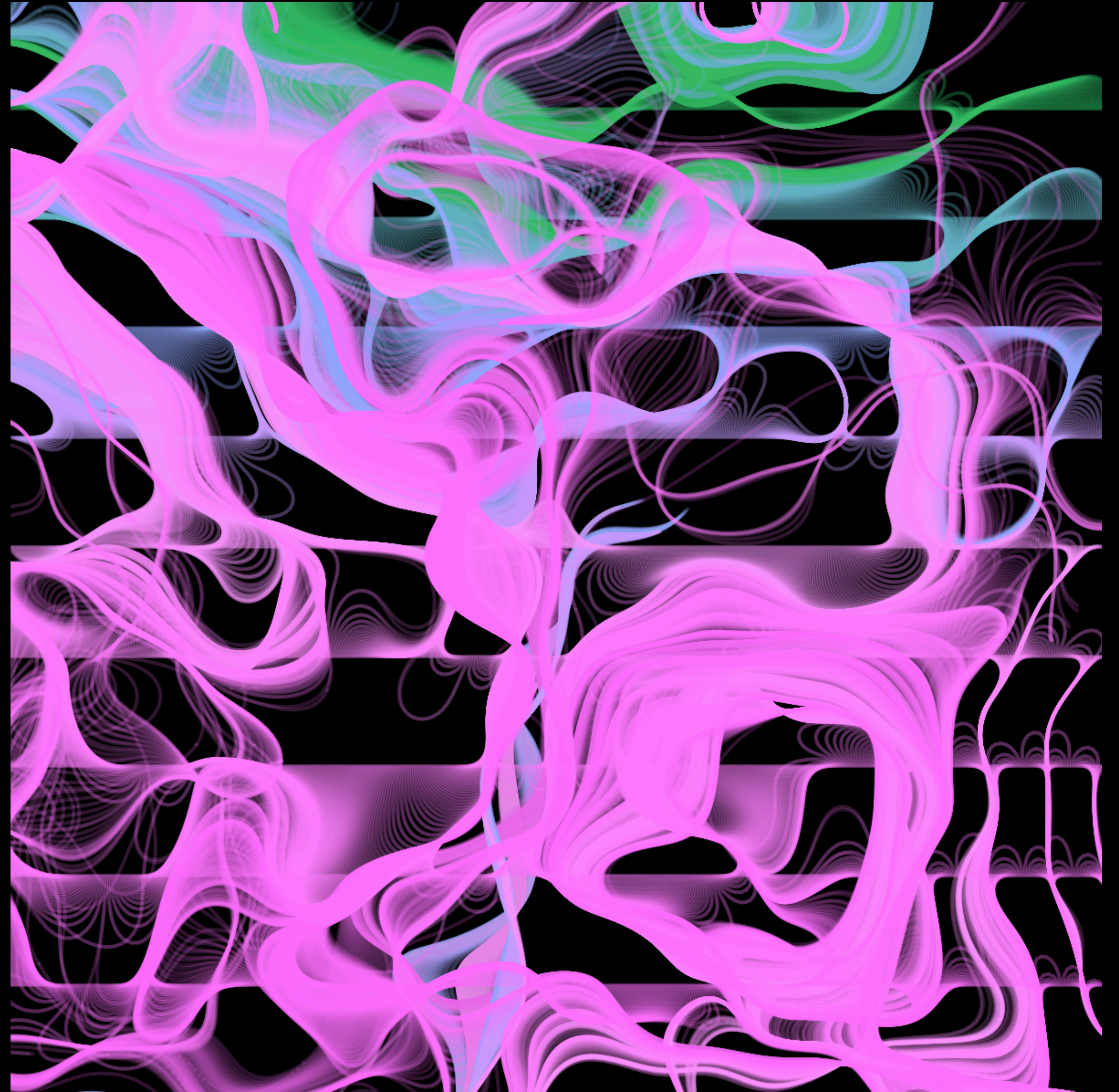


# Credit to okazz who inspired this series





**Today we will be  
using noise and  
code to create  
pretty sketches!**





# What noise though?

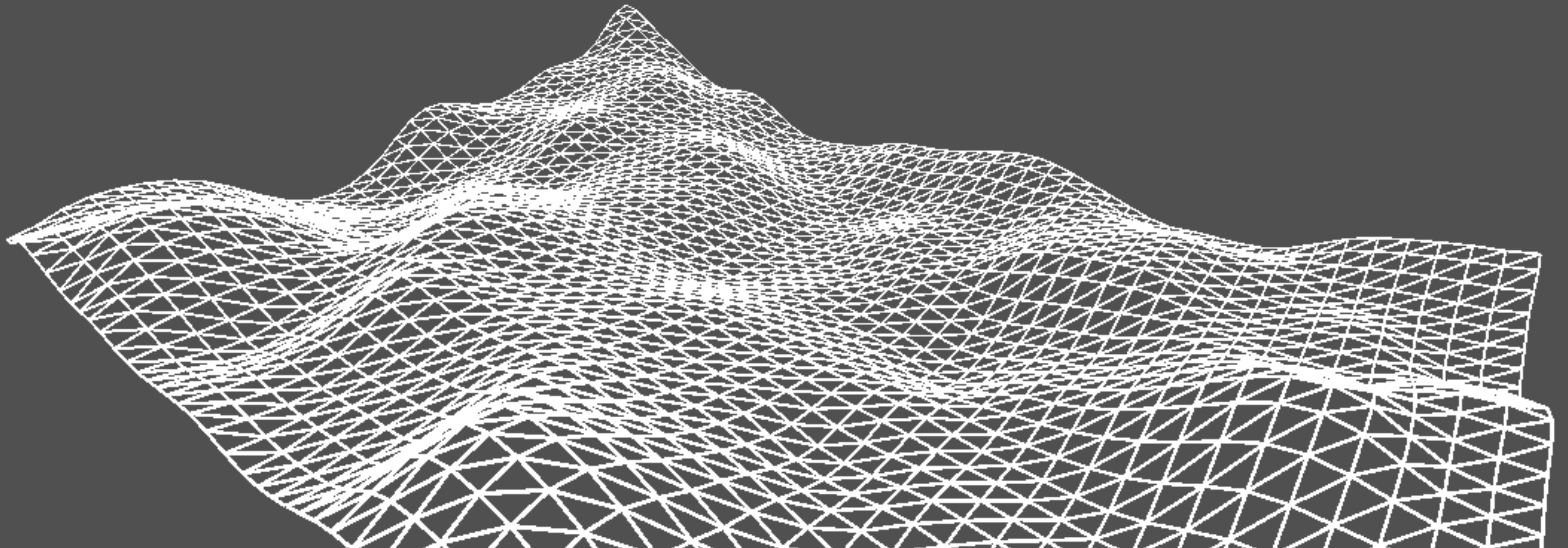
## noise() function in p5.js!

Returns the Perlin noise value at specified coordinates. Perlin noise is a random sequence generator producing a more naturally ordered, harmonic succession of numbers compared to the standard **random()** function. It was invented by Ken Perlin in the 1980s and been used since in graphical applications to produce procedural textures, natural motion, shapes, terrains etc.

Source: [p5js.org](https://p5js.org)



**TLDR: Perlin noise makes random numbers that make pretty things and patterns.**





**You can create right on the web editor in p5.js or on your computer. Today we'll be doing the web editor!**