

BEN FRY

PROCESSING

BEN FRY – PROJECTS

FATHOM – PROJECTS

A LITTLE BIT ABOUT

BEN FRY

BEN FRY



DESIGNER + TECHNOLOGIST
DATA VISUALIZATION EXPERT -> FATHOM
TOOL MAKER -> PROCESSING, VIZ TOOLS
EDUCATOR -> TALKS

WHAT IS

PROCESSING



Processing is an open-source graphical library and integrated development environment built for the electronic arts, new media art, and visual design communities with the purpose of teaching non-programmers the fundamentals of computer programming in a visual context.

BEN FRY



I'VE ALWAYS BEEN INTERESTED IN
TAKING THINGS APART TO
UNDERSTAND HOW THINGS WORK.
I HAD A SEPARATE INTEREST IN
GRAPHIC DESIGN.

CASEY REAS



I STARTED PLAYING WITH
COMPUTERS AS A CHILD.
I SPENT YEARS EXPLORING
AND TESTING BASIC AND LOGO,
BUT I PREFERRED DRAWING.

@ AESTHETICS AND COMPUTATIONAL GROUP, MIT MEDIA LAB

LITERACY

- FOR PEOPLE IN VISUAL ARTS TO LEARN HOW TO **BUILD THEIR OWN TOOLS**
- TO FULLY **EXPLORE THE COMPUTER AS AN ARTISTIC MATERIAL**, UNDERSTAND THE ART OF COMPUTER PROGRAMMING.
- **“READ” AND “WRITE”** SOFTWARE

SOFTWARE

- **SKETCHING: IT’S ABOUT “PROCESS”**
The idea of the name **“Processing”** was to focus on **process** over final results and to indicate the active state of software.
- **NOT JUST FOR ENGINEERS**
How to **bring together** the world of visual exploration with the world of computer science.
- **INTEGRATED DEVELOPMENT ENVIRONMENT**

OPEN SOURCE

- **APPLY THE SPIRIT OF OPEN SOURCE TO THE DOMAIN OF ARTS**
- **SHARING AND IMPROVING CODE: LEARN FROM EACH OTHER.**
- **NOT FROM SCRATCH**

NETWORK / EDUCATION

- **COMMUNITY**
Processing Community Day
<https://day.processing.org/>
Processing Fellowship
<https://processingfoundation.org/fellowships>
Processing Github
<https://github.com/processing>
Processing Online forum
<https://discourse.processing.org>
OpenProcessing - Community to share and learn
<https://www.openprocessing.org/>

Both are open-source frameworks software projects that involve different aspects



Java

Kiosk Application - “fullscreen()”

Easy to export - (STL, Video, Img)

More native support for **Hardware**

A desktop editor

Let's take a look > Processing Desktop
<https://processing.org/>

p5.js

Javascript

Easy to share on web

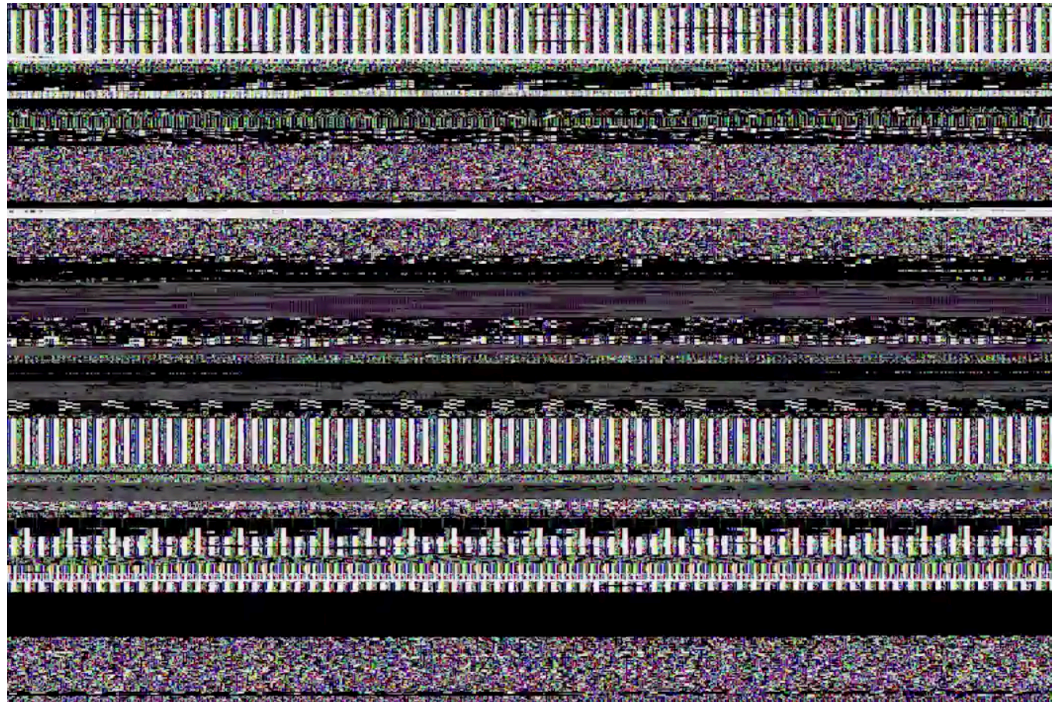
Mobile: Touch / Accelerometer sensor

Any text editor

Processing intuition times JavaScript power
<https://p5js.org/>

LET'S TAKE A LOOK AT SOME WORKS MADE WITH PROCESSING

- VIEW > [HTTPS://PHILLIPSTEARNS.WORDPRESS.COM/FRAGMENTED-MEMORY/](https://phillipstearns.wordpress.com/fragmented-memory/)

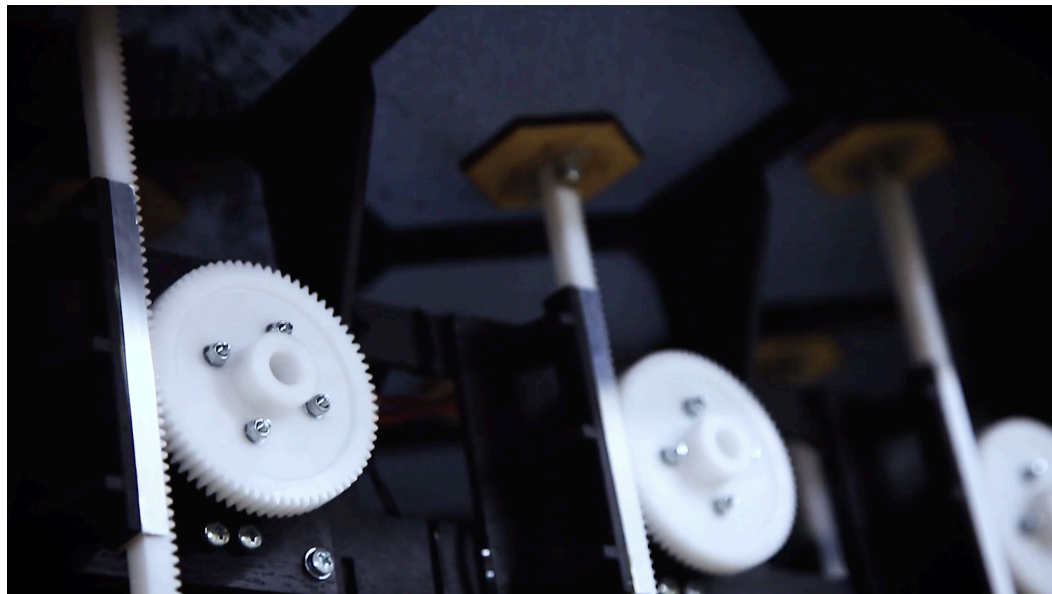


Fragmented Memory
by Phillip Stearns

Fragmented Memory are portraits of raw binary data extracted from computer memory and rendered as an image using Processing. These images are then imported into software used by textile designers and finally fed to computerised looms to weave the designs.

Links: [Phillip Stearns](https://phillipstearns.wordpress.com/fragmented-memory/)

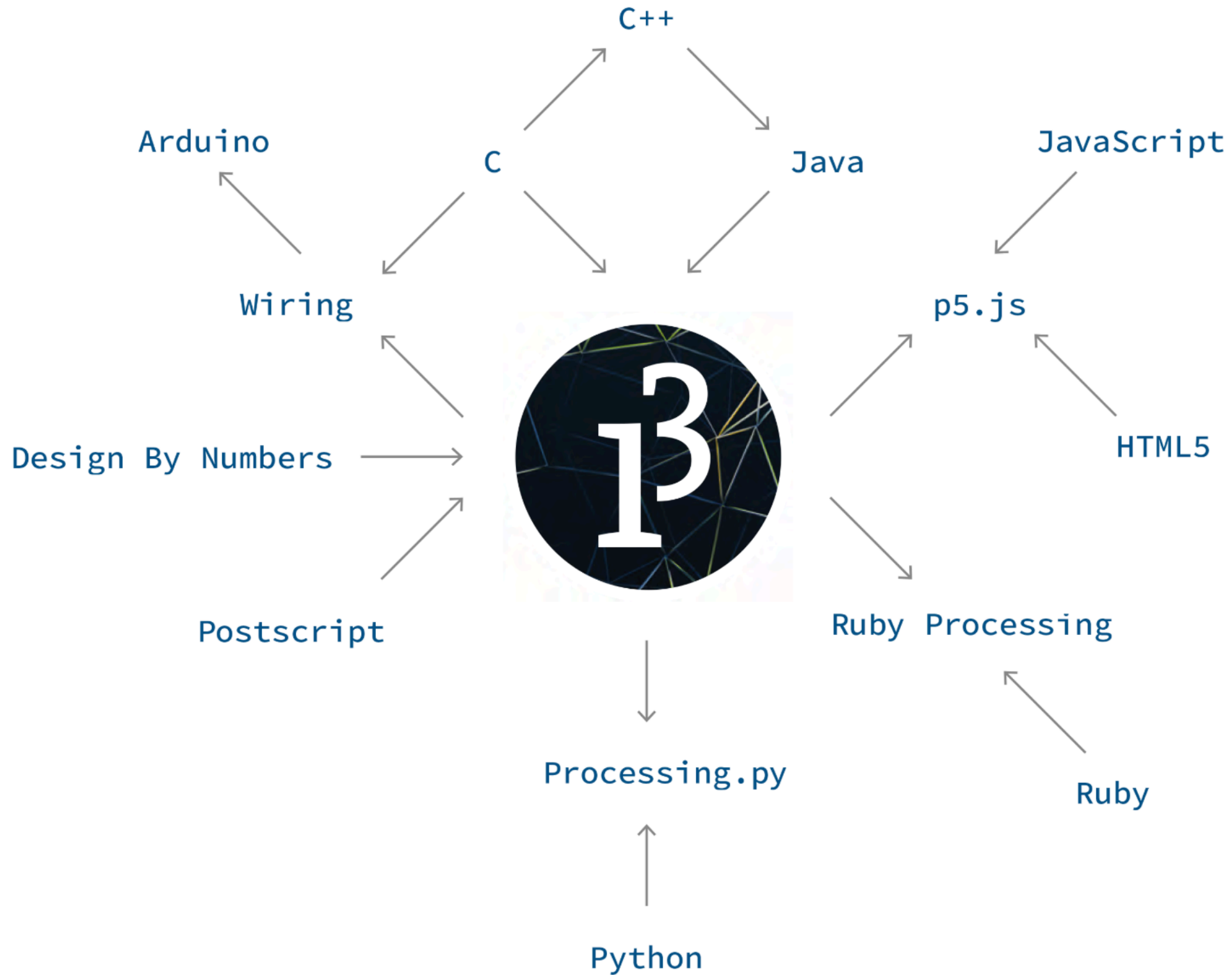
- VIEW > [HTTPS://NEOANALOG.IO/PARTICLE-FLOW](https://neoanalog.io/particle-flow)



Particle Flow
by NEOANALOG

Particle Flow is a physical installation comprised of granules driven by gravity and topography forming an analogue particle system. A moving slanted plane and a grid of motorized stamps control the elements to form infinite variations of behaviours and patterns.

Links: [NEOANALOG](https://neoanalog.io/particle-flow), [CreativeApplications.Net](https://creativeapplications.net)



Processing has been influenced by other coding systems and it has influenced others.

<https://medium.com/processing-foundation/a-modern-prometheus-59aed94abe85>

Also

Processing.py - Python for Processing: <https://py.processing.org/>

Processing for Android: <https://py.processing.org/>

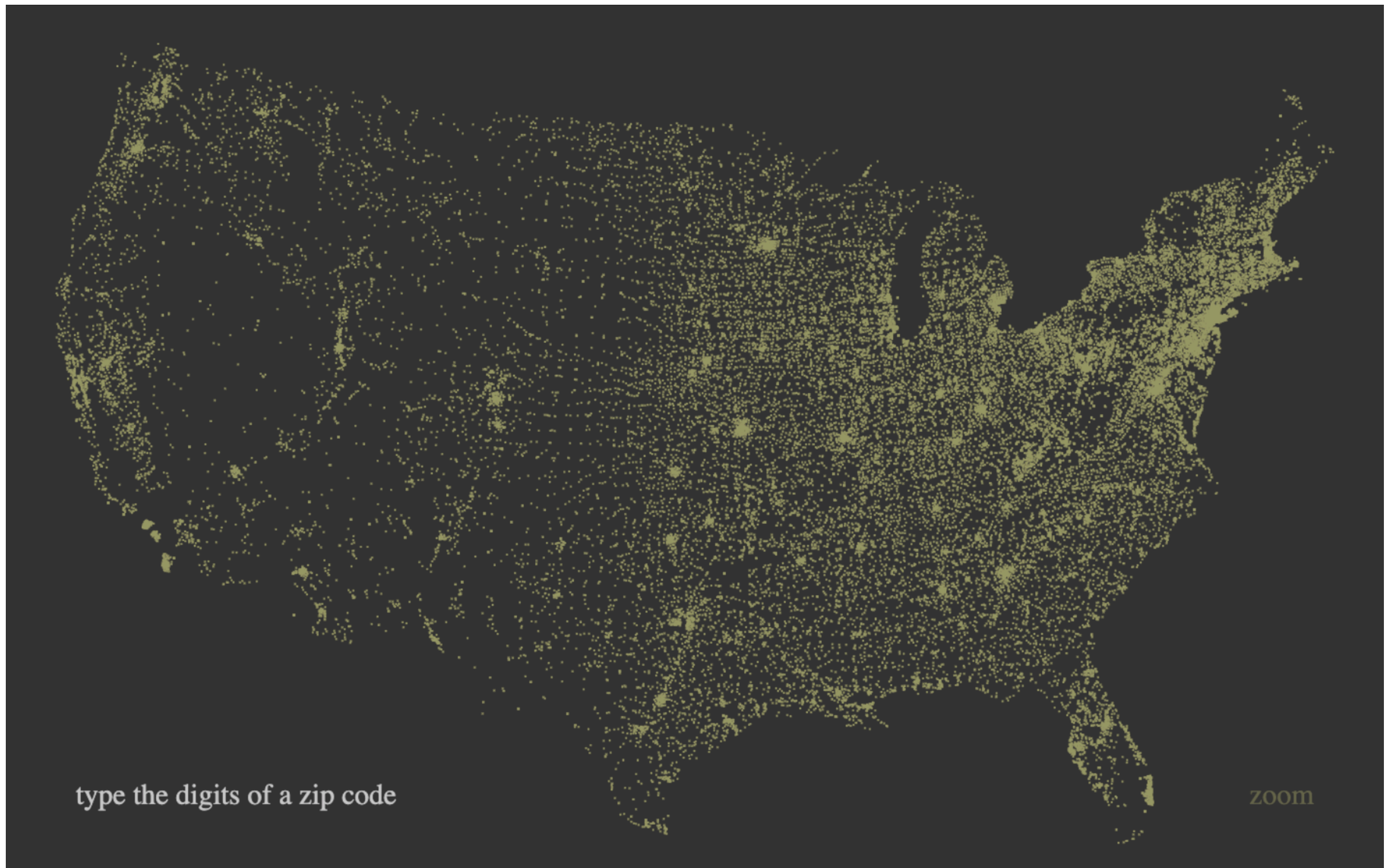
Processing for Raspberry Pi: <https://pi.processing.org/>

Processing.js - Converting an existing processing code to javascript: <http://processingjs.org/>

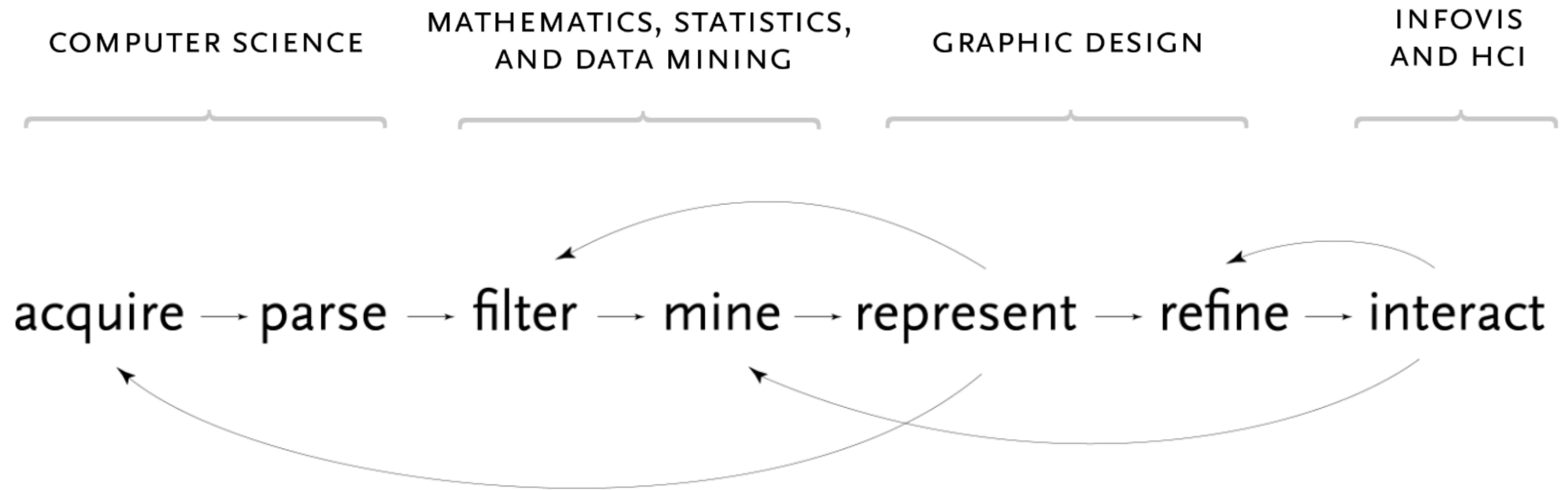
PROJECTS BY

BEN FRY

ZIPDECODE, 1999 -> 2004 -> 2014



ENTIRE PROCESS



acquire

parse

filter

mine

represent

refine

interact

00210	+43.005895	-071.013202	U	PORTSMOUTH	33	015
00211	+43.005895	-071.013202	U	PORTSMOUTH	33	015
00212	+43.005895	-071.013202	U	PORTSMOUTH	33	015
00213	+43.005895	-071.013202	U	PORTSMOUTH	33	015
00214	+43.005895	-071.013202	U	PORTSMOUTH	33	015
00215	+43.005895	-071.013202	U	PORTSMOUTH	33	015
00501	+40.922326	-072.637078	U	HOLTSVILLE	36	103
00544	+40.922326	-072.637078	U	HOLTSVILLE	36	103
00601	+18.165273	-066.722583		ADJUNTAS	72	001
00602	+18.393103	-067.180953		AGUADA	72	003
00603	+18.455913	-067.145780		AGUADILLA	72	005
00604	+18.493520	-067.135883		AGUADILLA	72	005
00605	+18.465162	-067.141486	P	AGUADILLA	72	005
00606	+18.172947	-066.944111		MARICAO	72	093
00610	+18.288685	-067.139696		ANASCO	72	011
00611	+18.279531	-066.802170	P	ANGELES	72	141
00612	+18.450674	-066.698262		ARECIBO	72	013
00613	+18.458093	-066.732732	P	ARECIBO	72	013
00614	+18.429675	-066.674506	P	ARECIBO	72	013
00616	+18.444792	-066.640678		BAJADERO	72	013

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00601	+18.165273	-066.722583		ADJUNTAS	72	001
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00616	+18.444792	-066.640678		BAJADERO	72	013

00210	+43.005895	-071.013202	U	PORTSMOUTH	33	015
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string

\t

float

\t

float

\t

char

\t

string

\t

index

\t

index

ZIP CODE

LATITUDE

LONGITUDE

CITY

STATE

→

01☒	ALABAMA	AL
02☒	ALASKA	AK
04☒	ARIZONA	AZ
05☒	ARKANSAS☒	AR
06☒	CALIFORNIA☒	CA
08☒	COLORADO☒	CO
09☒	CONNECTICUT☒	CT
10☒	DELAWARE☒	DE
12☒	FLORIDA	FL
13☒	GEORGIA	GA
15☒	HAWAII	HI
16☒	IDAHO	ID
17☒	ILLINOIS☒	IL
18☒	INDIANA	IN
19☒	IOWA☒	IA
20☒	KANSAS	KS

acquire

parse

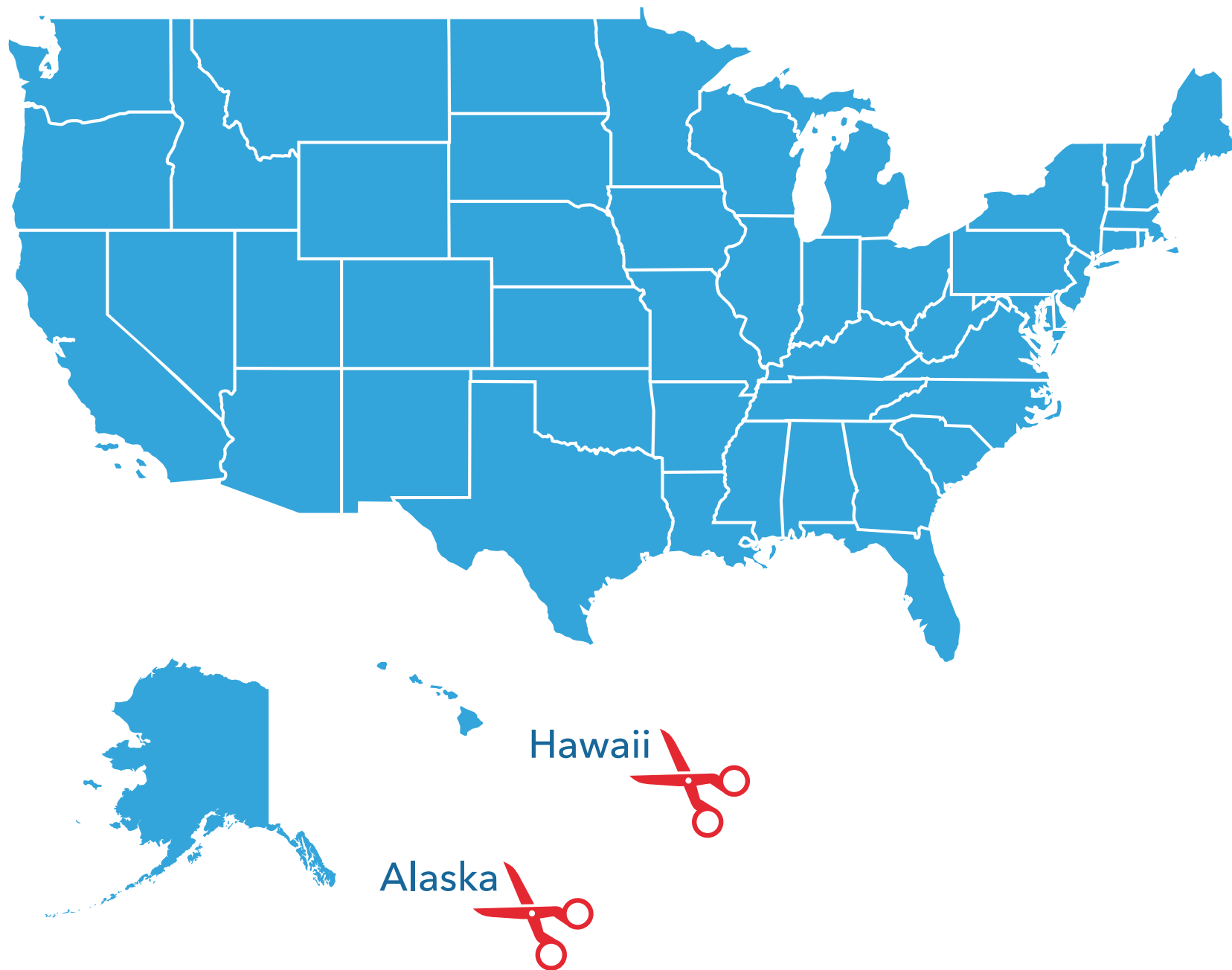
filter

mine

represent

refine

interact



00210	43.005895	-71.013202	PORTSMOUTH	NH
00211	43.005895	-71.013202	PORTSMOUTH	NH
00212	43.005895	-71.013202	PORTSMOUTH	NH
00213	43.005895	-71.013202	PORTSMOUTH	NH
00214	43.005895	-71.013202	PORTSMOUTH	NH
00215	43.005895	-71.013202	PORTSMOUTH	NH
00501	40.922326	-72.637078	HOLTSVILLE	NY
00544	40.922326	-72.637078	HOLTSVILLE	NY
.
.
.
↓		↓		
min		min		
24.655691		-124.62608		
max		max		
48.987385		-67.040764		

acquire

parse

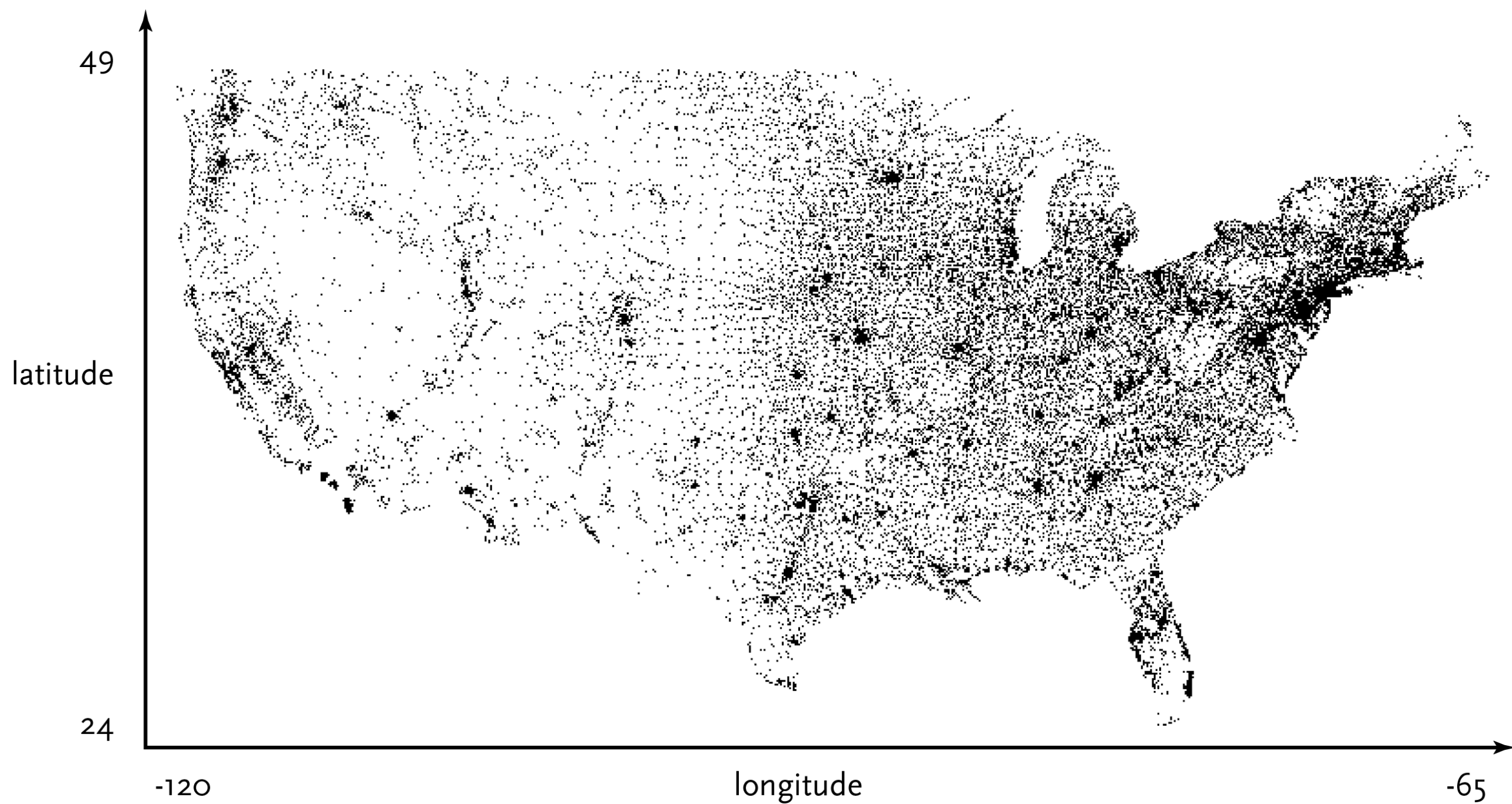
filter

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interact



acquire

parse

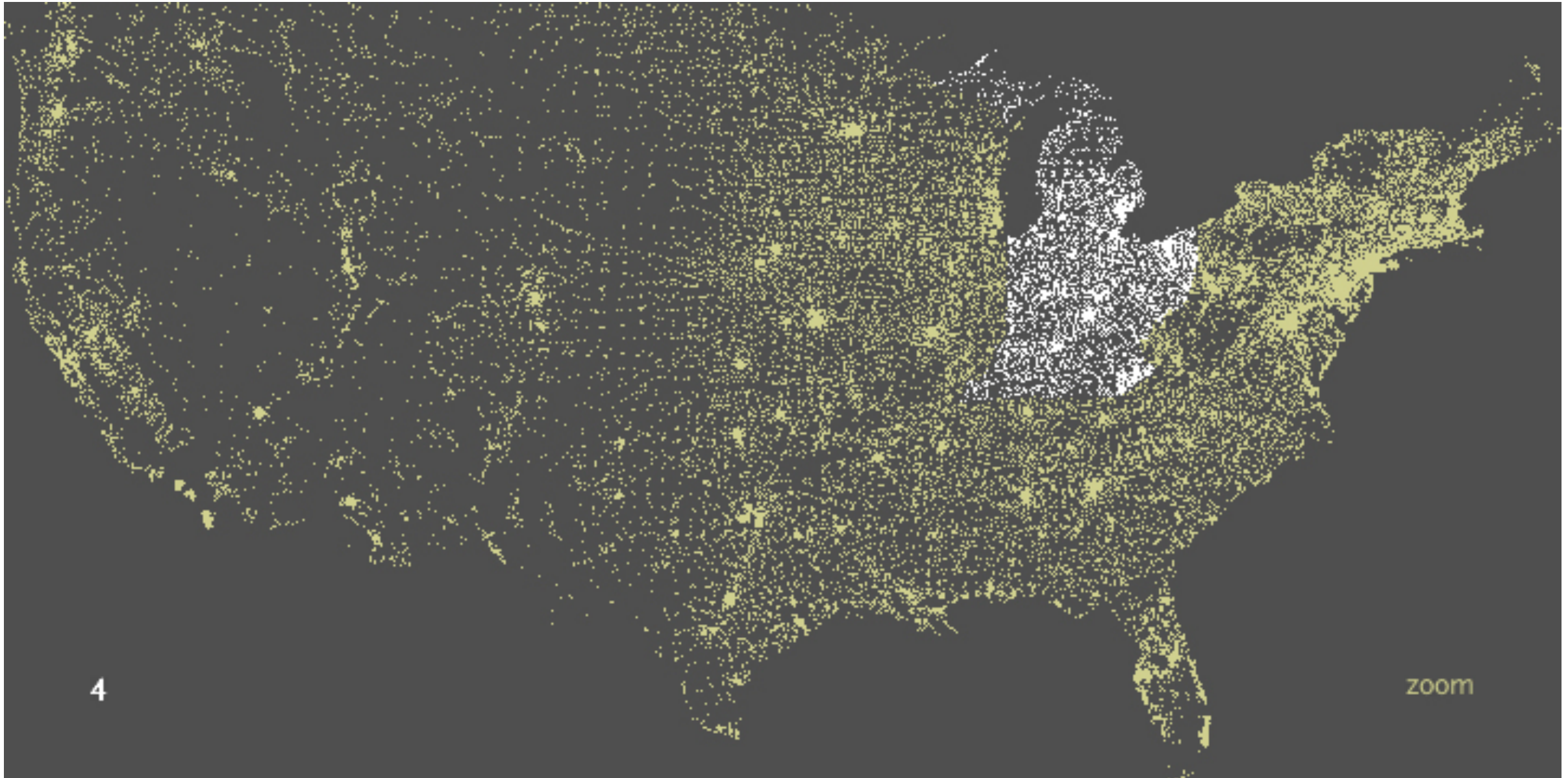
filter

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acquire

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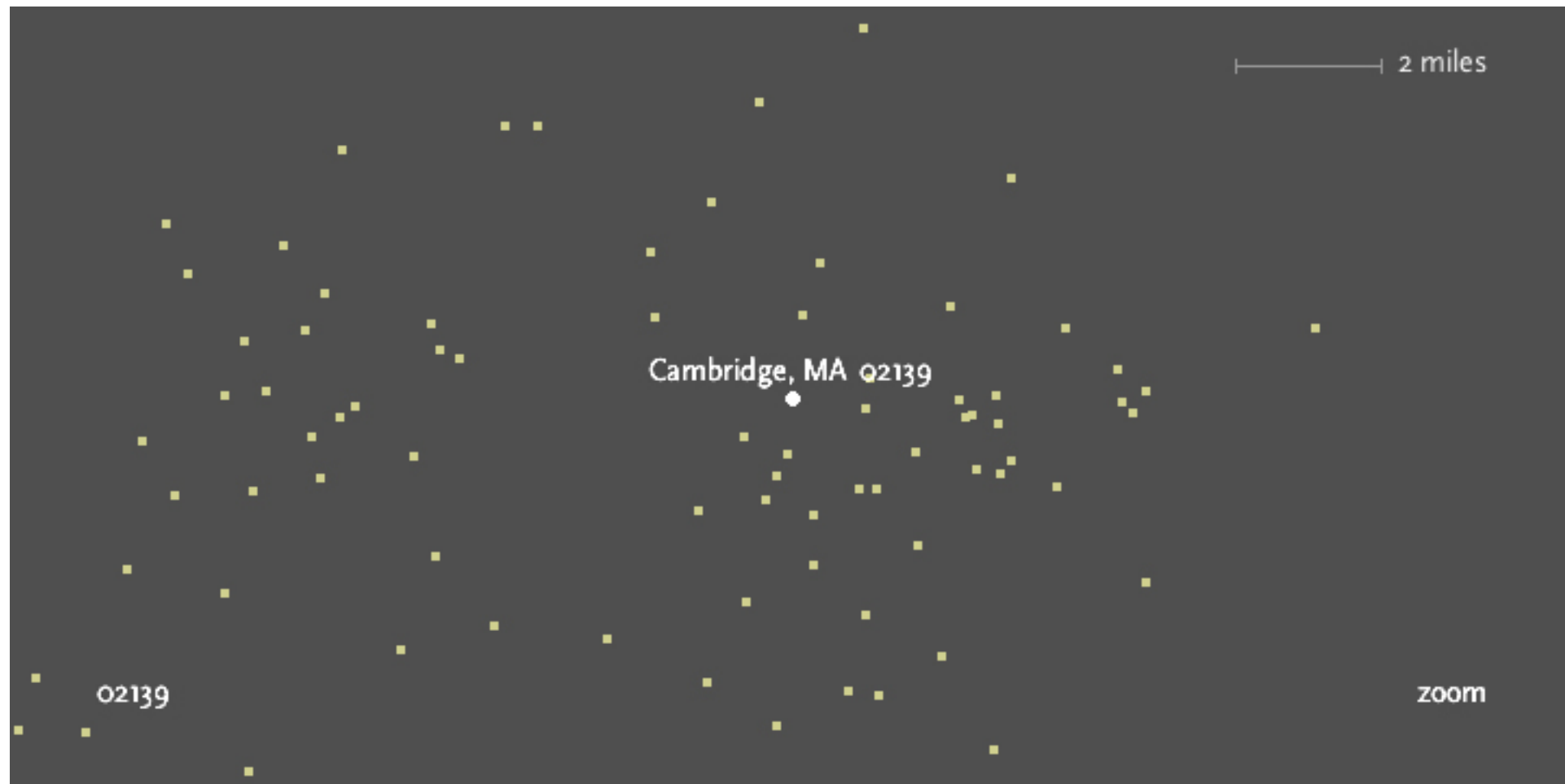
filter

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CIVILIAN CASUALTIES IN IRAQ, 2003



MY



FELLOW



CITIZENS

George W Bush's speech - Full Text: <https://www.theguardian.com/world/2003/mar/18/usa.iraq>

view > <https://benfry.com/casualties/casualties-02.pdf>



Excite Bike, Nintendo Cartridge Game
[view > https://youtu.be/ChTI5VtELtE?t=17](https://youtu.be/ChTI5VtELtE?t=17)



Entire code from a Nintendo cartridge game "Excite Bike", and how it operates

<https://benfry.com/dismap/>


```
LC000:
.DB $46,$C3,$95,$C3
.DB $9A,$C9,$2C,$CB
.DB $65,$C4,$9A,$C9
.DB $2C,$CB,$65,$C4
.DB $BD,$C3,$7C,$CB
.DB $9A,$C9,$2C,$C9
.DB $3D,$C4,$1C,$C4
```

```
LC01C:
.DB $00,$01,$02,$03
.DB $04,$02,$03,$04
.DB $06,$05,$02,$03
.DB $07,$08
```

LC02A:
 .DB \$3C, \$40, \$46, \$52
 .DB \$5C, \$64, \$70, \$7A
 .DB \$76

```
LC033:
.DB $C0,$C0,$C0,$C0
.DB $C0,$C0,$C0,$C0
.DB $C0,$BD,$C2,$14
.DB $C5,$5E,$C5,$F3
.DB $C3,$14,$C5,$51
.DB $C5,$69,$C8,$20
.DB $C8,$A3,$C5,$66
.DB $C5,$75,$C8,$5E
.DB $C5,$6A,$C5,$55
.DB $C4,$A7,$C5,$85
.DB $C4,$5E,$C5,$71
.DB $C5,$A0,$C5,$14
.DB $C5,$51,$C5,$69
.DB $C8,$20,$C8,$A3
.DB $C5,$62,$C5,$C2
.DB $C5,$5E,$C5,$75
.DB $C5,$14,$C5,$62
.DB $C5,$18,$C5,$69
.DB $C8,$86,$C5,$18
.DB $C5
```

LC080:

- .DB \$80, \$90, \$A0, \$48
- .DB \$60, \$78, \$90, \$A8
- .DB \$50, \$48, \$4C, \$30
- .DB \$48, \$78, \$90, \$A8
- .DB \$C0

```

LC091:
.DB $01,$10,$00,$01
.DB $10,$00,$01,$10
.DB $00,$01,$0C,$00
.DB $01,$06,$00,$00
.DB $01,$18,$00,$01
.DB $16,$00,$01,$0A
.DB $00,$01,$14,$00
.DB $01,$06,$00,$09
.DB $0B,$0D,$0F,$0E
.DB $1A,$26,$32,$38
.DB $48,$58,$68,$18
.DB $3F,$28,$20,$28
.DB $38,$0C,$00,$3C
.DB $1C,$C0,$7F,$06
.DB $02,$0A,$0B,$01
.DB $B0

```

```
LCODE:
.DB $20,$40,$7F,$03
.DB $03,$01,$06,$04
.DB $40,$58,$48,$48
.DB $78,$70,$80,$D7
.DB $37,$3F,$3F,$40
.DB $B7,$B9,$B9,$01
.DB $01,$41,$04,$0C
.DB $14,$1C,$21,$F2
.DB $23,$43,$22,$32
.DB $22,$8C,$24,$CF
```

```
LC0F6:
.DB $01,$70,$4B,$D4
.DB $17,$4A,$3A,$9E
.DB $B4,$96,$C8,$DE
.DB $EF,$05,$24,$FA
.DB $23,$14,$D6,$E9
.DB $FC,$0F,$22,$35
.DB $50,$31,$A1
```

```
LC111:
.DB $03,$D4,$D6,$D6
.DB $D7,$D8,$D6,$D5
.DB $D5,$D7,$D5,$D5
.DB $D5,$D6,$D5,$D7
.DB $D6,$D6,$D3,$D3
.DB $D3,$D4,$D4,$D4
.DB $D4,$D6,$00,$5B
.DB $77,$A4,$6B,$CB
.DB $CB,$CB,$CC,$00
.DB $FC,$FC,$FC,$79
.DB $04,$72,$22,$04
.DB $21,$6F,$01,$00
.DB $00,$60,$9F,$00
.DB $17,$04,$DE,$DC
```

```
LC66E:
    JSR LC653
    LDX #$08
LC673:
    STA $00
    CLC
    ADC $00
    BCS LC681
    JSR LC64E
LC67D:
    DEX
    BNE LC673
    RTS
```

```
LC681:
    JSR LC653
    JSR LC68A
    JMP LC67D
```

```
LC68A:
    INC $08
    BNE LC690
    INC $09
LC690:
    RTS
```

```
LC691:
    JSR LC639
    LDA #$4E
    STA $01
LC698:
    DEC $01
    BNE LC698
    JSR LC62D
    LDA $4016
    AND #$02
    RTS
```

```
LC6A5:
LDA #$08
STA $03
LDA #$00
STA $04
```

```

LC6AD:
LDA $04
CLC
ADC $04
STA $04
JSR LC691
BNE LC6BE
JSR LC68A
INC $04
LC6BE:
DEC $03
BNE LC6AD
JSR LC639
LDA $04
RTS

```

```
LC6C8:
    JSR LC716
    JSR LC6D1
    JSR LC726
```

```
LC6D1:
    LDA #$20
    STA $0A
    LDA #$4E
    STA $0B
```

```

LC6D9:
    JSR LC64E
    DEC $0A
    BNE LC6D9
    DEC $0B
    BNE LC6D9

```

```

LC6E4:
    JSR LC653
    DEC $05
    BNE LC6E4

```

```

LC6EB:
JSR LC64E
DEC $06
BNE LC6EB
JSR LC653
LDA #$00
STA $08
STA $09
LDY #$00

```

```

LC6FD:
LDA ($OE),Y
JSR LC66E
INY
CPY $0D
BNE LC6FD
LDA $09
PHA
LDA $08
JSR LC66E
PLA
JSR LC66E
JMP LC653

```

```

.DB $0A,$B0,$02,$E6
.DB $00,$20,$EE,$CD
.DB $F0,$04,$B5,$94
.DB $D0,$25,$A4,$00
.DB $8A,$D0,$12,$B5
.DB $94,$D9,$D1,$C0
.DB $90,$0B,$D0,$16
.DB $B5,$90,$D9,$CE
.DB $C0,$F0,$13,$B0
.DB $0D,$20,$29,$CE
.DB $4C,$BD,$C0,$A0
.DB $04,$A5,$0A,$F0
.DB $02,$A8,$C8,$20
.DB $58,$CE,$B5,$98
.DB $D0,$5B,$B5,$B0
.DB $D0,$10,$B5,$58
.DB $05,$52,$D0,$13
.DB $B5,$94,$D0,$10
.DB $B5,$90,$C9,$A0
.DB $90,$09,$A5,$0A
.DB $F0,$05,$85,$00
.DB $4C,$83,$CE,$B5
.DB $B0,$D0,$3A,$BD
.DB $68,$03,$D5,$AC
.DB $F0,$33,$A0,$05
.DB $4C,$C7,$DC,$B5
.DB $C0,$C9,$E4,$F0
.DB $16,$A9,$03,$D5
.DB $A4,$D0,$06,$B5
.DB $70,$C9,$03,$B0
.DB $0A,$B5,$B8,$C9
.DB $38,$B0,$04,$C0
.DB $08,$B0,$13,$A9
.DB $01,$DD,$6C,$03
.DB $F0,$04,$0A,$9D
.DB $6C,$03,$8A,$D0
.DB $10,$A9,$04,$85
.DB $FD,$60,$A9,$01
.DB $DD,$6C,$03,$F0
.DB $04,$A4,$9D,$6C
.DB $03,$60,$E4,$4C
.DB $D0,$18,$B9,$BC
.DB $C0,$18,$75,$90
.DB $95,$90,$90,$02
.DB $F6,$94,$8A,$D0
.DB $09,$B5,$94,$D9
.DB $D1,$C0,$F0,$03
.DB $B0,$08,$60,$B5
.DB $90,$D9,$C9,$C0
.DB $90,$F8,$B5,$CE
.DB $C0,$95,$90,$B9
.DB $D1,$C0,$95,$94
.DB $60,$E4,$4C,$D0
.DB $26,$84,$00,$B5
.DB $94,$D0,$0B,$B5
.DB $B0,$4A,$A8,$B5
.DB $90,$D9,$CC,$C0
.DB $90,$15,$A4,$00
.DB $B5,$90,$38,$F9
.DB $C1,$C0,$95,$90
.DB $B0,$09,$B5,$94
.DB $F0,$03,$D6,$94
.DB $60,$95,$90,$60
.DB $B5,$26,$D0,$18
.DB $B5,$B0,$4A,$A8
.DB $B9,$D4,$C0,$95
.DB $26,$46,$00,$90
.DB $0C,$B5,$AC,$D9
.DB $C8,$C0,$F0,$04
.DB $90,$12,$D6,$AC
.DB $60,$BD,$88,$03
.DB $29,$02,$9D,$88
.DB $03,$B5,$AC,$D9
.DB $CA,$C0,$B0,$03
.DB $F6,$AC,$60,$B5
.DB $5C,$29,$C0,$F0
.DB $17,$B5,$B0,$D0
.DB $13,$F6,$AC,$A9
.DB $0D,$95,$26,$B5
.DB $AC,$C9,$0D,$90
.DB $07,$A9,$01,$95
.DB $98,$0A,$95,$26
.DB $60,$A6,$A4,$86
.DB $0F,$B5,$A8,$F0
.DB $2C,$B5,$98,$15
.DB $9C,$D0,$26,$20
.DB $EA,$CF,$B5,$B0
.DB $D0,$1A,$20,$CB
.DB $CF,$20,$18,$D0
.DB $D0,$17,$AD,$A6
.DB $03,$F0,$12,$20
.DB $00,$D0,$A5,$52
.DB $D0,$0B,$20,$0C
.DB $CF,$4C,$04,$CF
.DB $BD,$68,$03,$95
.DB $7C,$A6,$0F,$E8
.DB $E0,$04,$90,$C7
.DB $60,$95,$03,$A4
.DB $90,$44,$76,$00
.DB $85,$02,$A0,$02
.DB $20,$96,$CF,$90
.DB $0F,$20,$DB,$CF
.DB $B5,$80,$0A,$9A

```

```

LDA $10
ORA #$04
BCS LD39D
AND #$FB
LD39D:
JSR LC333
PLA
ASL
BCC LD3A7
ORA #$02
INY
LD3A7:
LSR
LSR
TAX
LD3AA:
BCS LD3AD
INY
LD3AD:
LDA ($00),Y
STA $2007
DEX
BNE LD3AA
SEC
TYA
ADC $00
STA $00
LDA #$00
ADC $01
STA $01
LD3C1:
LDX $2002
LDY $00
LDA ($00),Y
BNE LD387
LDA $2002
LDA $00
STA $2005
STA $2005
RTS

```

LD3D6:

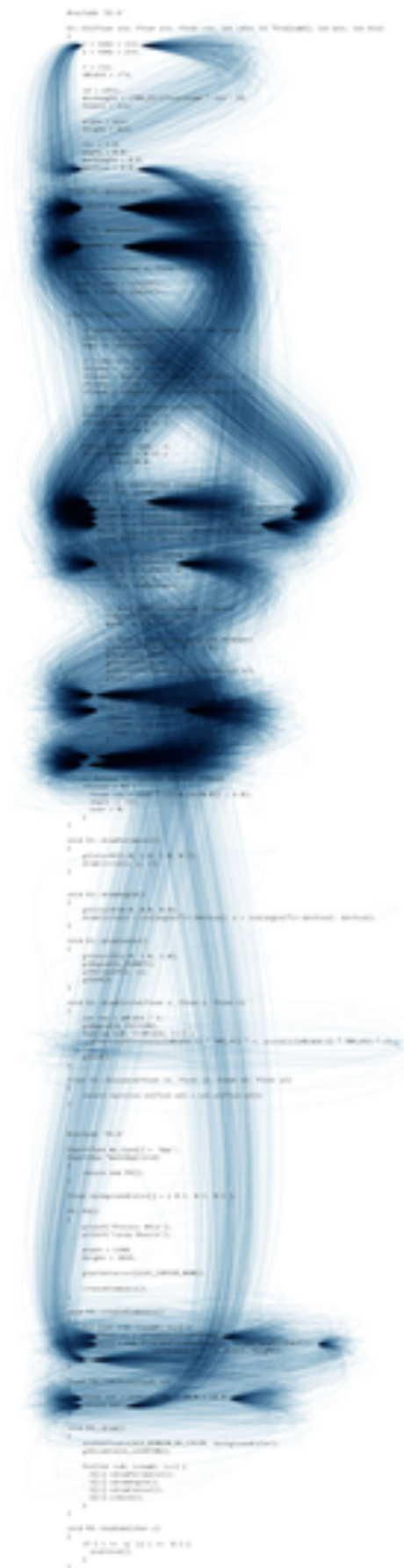
.DB	\$3F,\$00.
.DB	\$27,\$22.
.DB	\$27,\$18.
.DB	\$10,\$04.
.DB	\$16,\$0F.
.DB	\$00,\$08.
.DB	\$26,\$33.
.DB	\$0C,\$2C.
.DB	\$04,\$01.
.DB	\$0F,\$00.
.DB	\$08,\$02.
.DB	\$50,\$02.
.DB	\$39,\$3F.
.DB	\$02,\$20.
.DB	\$00,\$3F.
.DB	\$00,\$26.
.DB	\$00,\$27.
.DB	\$3F,\$10.
.DB	\$20,\$16.
.DB	\$3F,\$00.
.DB	\$19,\$22.
.DB	\$00,\$2D.
.DB	\$10,\$04.
.DB	\$16,\$0F.
.DB	\$08,\$08.
.DB	\$0F,\$20.
.DB	\$0F,\$16.
.DB	\$0C,\$29.
.DB	\$0F,\$29.
.DB	\$0F,\$29.
.DB	\$0F,\$00.
.DB	\$1C,\$02.
.DB	\$21,\$02.
.DB	\$2A,\$02.
.DB	\$30,\$02.
.DB	\$27,\$02.
.DB	\$0F,\$02.
.DB	\$3C,\$02.
.DB	\$30,\$00.
.DB	\$60,\$55.
.DB	\$50,\$AA.
.DB	\$60,\$55.
.DB	\$50,\$AA.
.DB	\$60,\$3F.
.DB	\$60,\$3E.
.DB	\$60,\$3F.
.DB	\$60,\$3E.
.DB	\$60,\$3F.
.DB	\$60,\$3F.
.DB	\$60,\$3E.
.DB	\$60,\$3F.
.DB	\$60,\$3E.
.DB	\$60,\$3F.
.DB	\$60,\$3F.
.DB	\$60,\$30.
.DB	\$60,\$1F.
.DB	\$60,\$30.
.DB	\$60,\$FE.
.DB	\$83,\$33.

DB \$B5,\$5C,\$29,\$C0
DB \$F0,\$05,\$A9,\$00
DB \$9D,\$74,\$03,\$60
DB \$B5,\$B0,\$F0,\$41
DB \$C9,\$02,\$F0,\$17
DB \$A9,\$00,\$F0,\$0A
DB \$B5,\$98,\$D0,\$F8
DB \$F6,\$94,\$D0,\$F4
DB \$B5,\$94,\$9D,\$84
DB \$03,\$20,\$38,\$DD
DB \$4C,\$1A,\$DD,\$B5
DB \$5C,\$4A,\$90,\$04
DB \$A5,\$4C,\$F0,\$1D
DB \$B5,\$5C,\$29,\$03
DB \$A8,\$B9,\$68,\$D8
DB \$9D,\$8C,\$03,\$B5
DB \$8C,\$85,\$01,\$2E
DB \$6F,\$DD,\$95,\$88
DB \$B5,\$C8,\$D0,\$05
DB \$A9,\$01,\$9D,\$64
DB \$03,\$60,\$A9,\$02
DB \$95,\$B0,\$A9,\$0F
DB \$9D,\$80,\$03,\$B5
DB \$90,\$18,\$69,\$AF
DB \$9D,\$78,\$03,\$B5
DB \$94,\$69,\$00,\$9D
DB \$7C,\$03,\$BD,\$88
DB \$03,\$C9,\$02,\$D0
DB \$06,\$5E,\$7C,\$03
DB \$7E,\$78,\$03,\$8A
DB \$D0,\$0E,\$B5,\$94
DB \$0A,\$0A,\$0A,\$0A
DB \$49,\$30,\$D0,\$02
DB \$A9,\$08,\$85,\$FF
DB \$60,\$BD,\$80,\$03
DB \$7D,\$8C,\$03,\$9D
DB \$80,\$03,\$D0,\$84
DB \$03,\$69,\$00,\$9D
DB \$84,\$03,\$A5,\$01
DB \$FD,\$7C,\$03,\$85
DB \$01,\$A5,\$01,\$7D
DB \$84,\$03,\$60,\$A5
DB \$3C,\$D0,\$E0,\$03
DB \$F0,\$F8,\$A5,\$3C
DB \$C9,\$08,\$F0,\$25
DB \$90,\$32,\$A5,\$94
DB \$05,\$98,\$05,\$9C
DB \$D0,\$18,\$A5,\$58
DB \$F0,\$06,\$A9,\$C0
DB \$85,\$90,\$D0,\$0F
DB \$85,\$90,\$A2,\$01
DB \$A5,\$B8,\$CD,\$C4
DB \$D8,\$D0,\$01,\$CA
DB \$86,\$DC,\$4C,\$DD
DB \$CC,\$A9,\$00,\$8D
DB \$E0,\$03,\$A9,\$05
DB \$8D,\$B6,\$03,\$85
DB \$9C,\$8D,\$74,\$03
DB \$4C,\$13,\$CD,\$A2
DB \$03,\$B5,\$98,\$F0
DB \$56,\$A0,\$04,\$8A
DB \$D0,\$12,\$8D,\$A9
DB \$03,\$85,\$FC,\$A5
DB \$4C,\$D0,\$04,\$A9
DB \$01,\$85,\$FD,\$A5
DB \$1B,\$29,\$03,\$A8
DB \$98,\$9D,\$E4,\$03
DB \$A5,\$4C,\$A4,\$80
DB \$36,\$B5,\$94,\$D0
DB \$29,\$B5,\$D0,\$15
DB \$58,\$D0,\$1F,\$99
DB \$90,\$95,\$60,\$95
DB \$98,\$A9,\$06,\$95
DB \$AC,\$B5,\$80,\$18
DB \$69,\$08,\$9D,\$90
DB \$03,\$20,\$15,\$D8
DB \$A9,\$02,\$9D,\$9A
DB \$03,\$4A,\$95,\$9C
DB \$D0,\$D0,\$A9,\$88
DB \$95,\$90,\$B5,\$AC
DB \$18,\$75,\$98,\$29
DB \$0F,\$95,\$AC,\$CA
DB \$10,\$A3,\$60,\$A5
DB \$24,\$C9,\$01,\$F0
DB \$6F,\$A4,\$4F,\$D0
DB \$6A,\$C9,\$60,\$B0
DB \$QF,\$AD,\$A9,\$03
DB \$F0,\$0A,\$A5,\$5C
DB \$29,\$C0,\$F0,\$04
DB \$A9,\$01,\$85,\$FE
DB \$A0,\$F0,\$A5,\$24
DB \$C9,\$10,\$B0,\$08
DB \$A0,\$F2,\$C9,\$08
DB \$B0,\$02,\$A0,\$F4
DB \$C9,\$72,\$D0,\$84
DB \$A9,\$20,\$85,\$FB
DB \$84,\$00,\$AD,\$B4
DB \$0F,\$85,\$01,\$A0
DB \$0F,\$98,\$D0,\$0A
DB \$AA,\$B9,\$E7,\$D8
DB \$9D,\$C0,\$02,\$A5
DB \$00,\$9D,\$C1,\$02
DB \$A9,\$00,\$9D,\$C0

DISARTICULATE, 2004



DEPROCESS, 2006



```
#include "El.h"
```

```
El::El(float xin, float yin, float rin, int idin, El *Ein[numE], int win, in  
{
```

```
    x = newx = xin;  
    y = newy = yin;
```

```
    r = rin;  
    eWidth = r*2;
```

```
    id = idin;  
    moveangle = (TWO_PI/(float)numE * id) - PI;  
    Others = Ein;
```

```
    width = win;  
    height = hin;
```

```
    inc = 1.0;  
    angle = 0.0;  
    moveangle = 0.0;  
    dotSize = 4.0;
```

```
float El::getCenterX()
```

```
{  
    return x;
```

```
float El::getCenterY()
```

```
{  
    return y;
```

```
void El::move(float a, float r)
```

```
{  
    newx = newx + cos(a)*r;  
    newy = newy + sin(a)*r;  
}
```

```
void El::check()
```

Src: <https://benfry.com/deprocess/>

VALENCE, 1999, 2002 ->



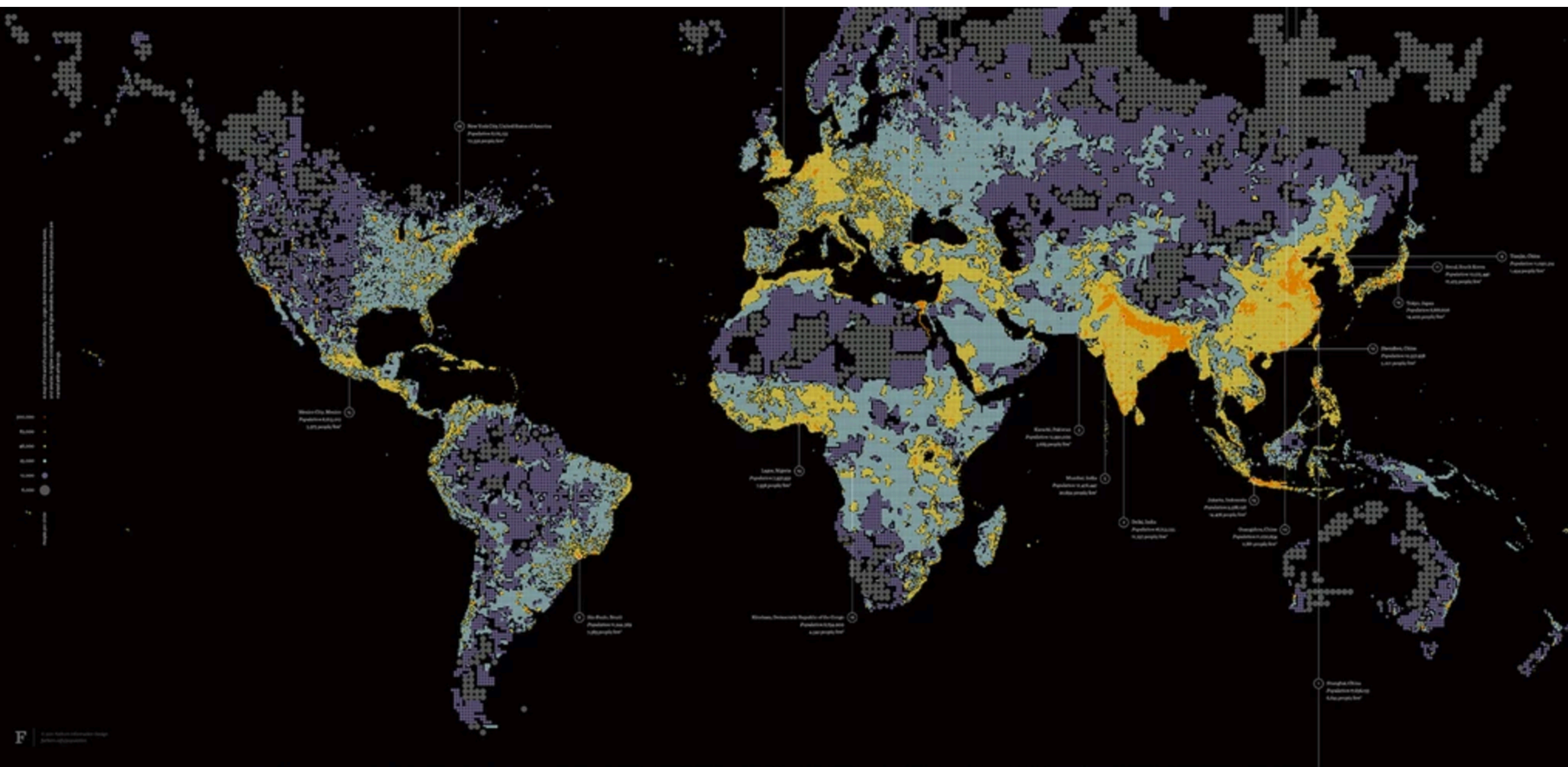
PROJECTS BY

FATHOM

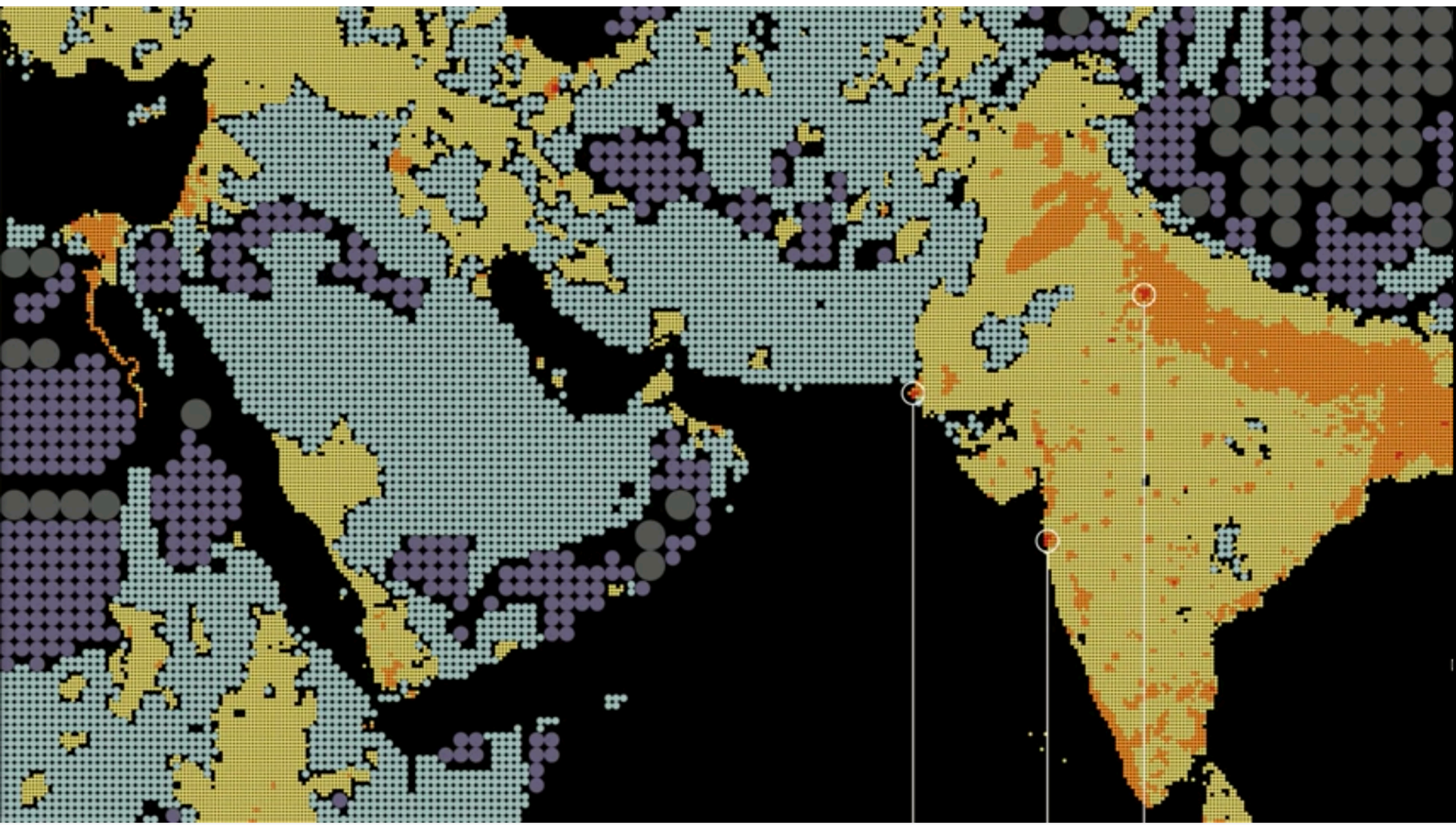
Information Design
Since 2010
Boson, MA

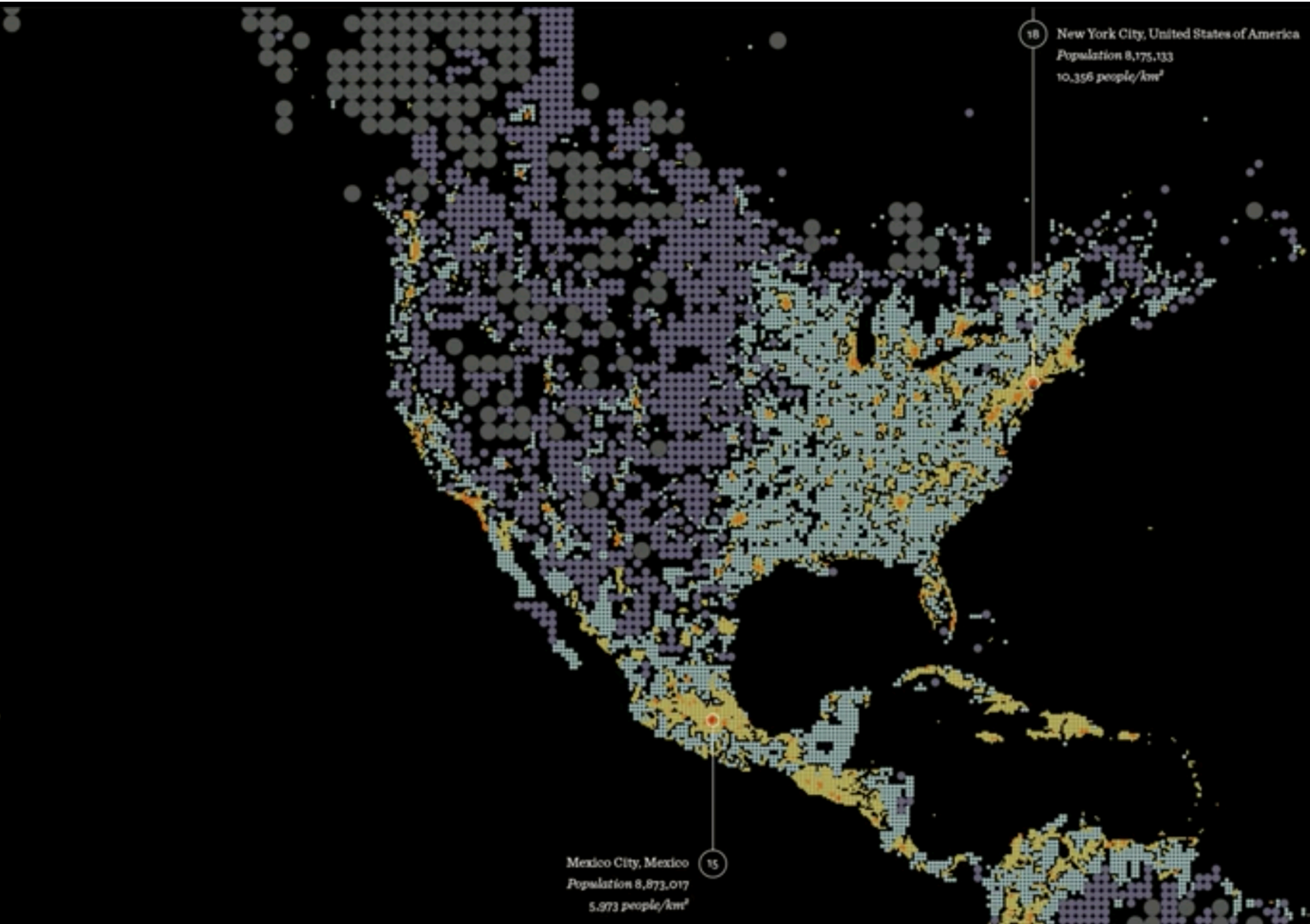
<https://fathom.info/>

DENCITY, 2011-2012



A map of global population density, Poster, <https://fathom.info/notebook/1981/>





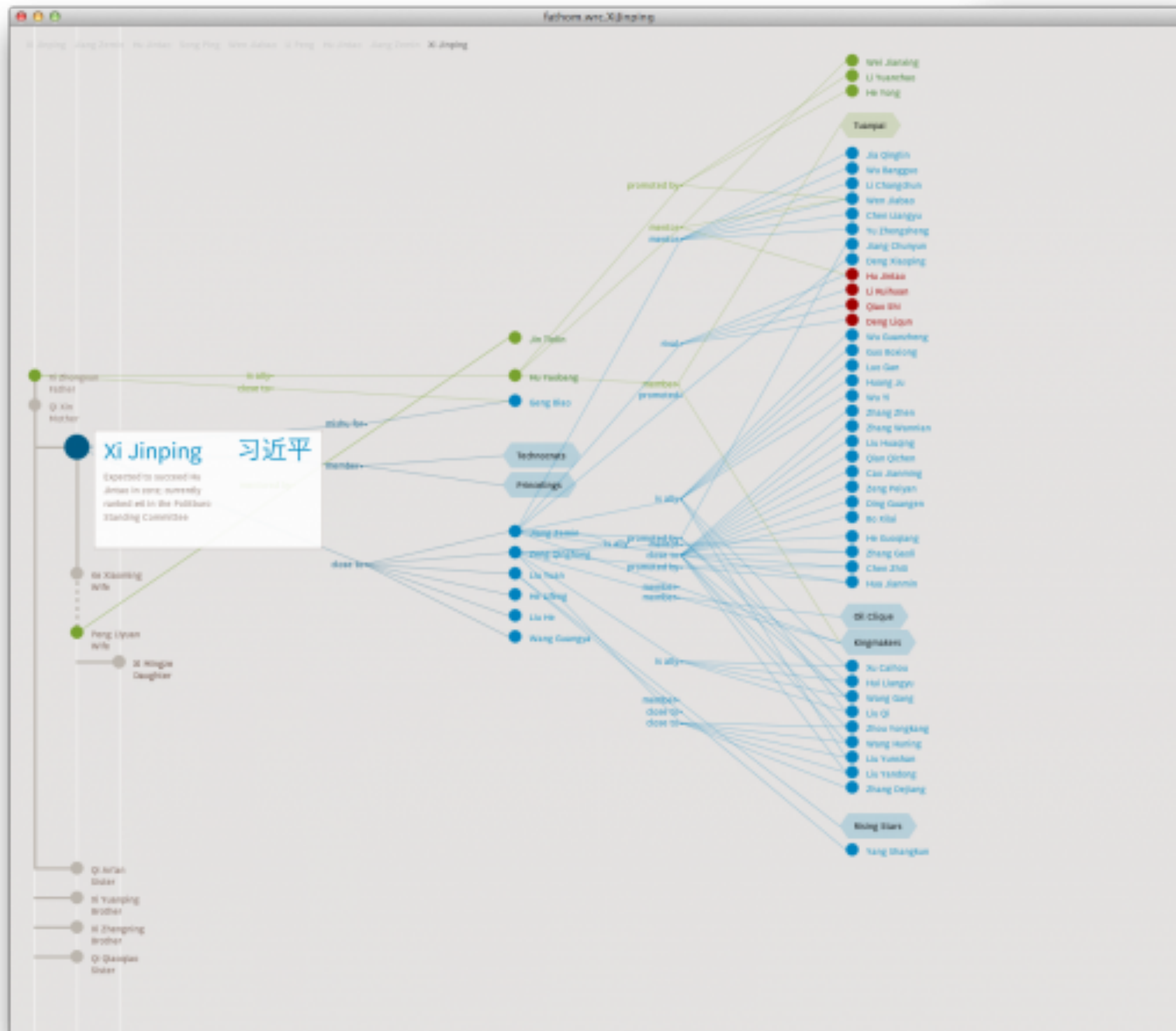
CONNECTED CHINA, 2013

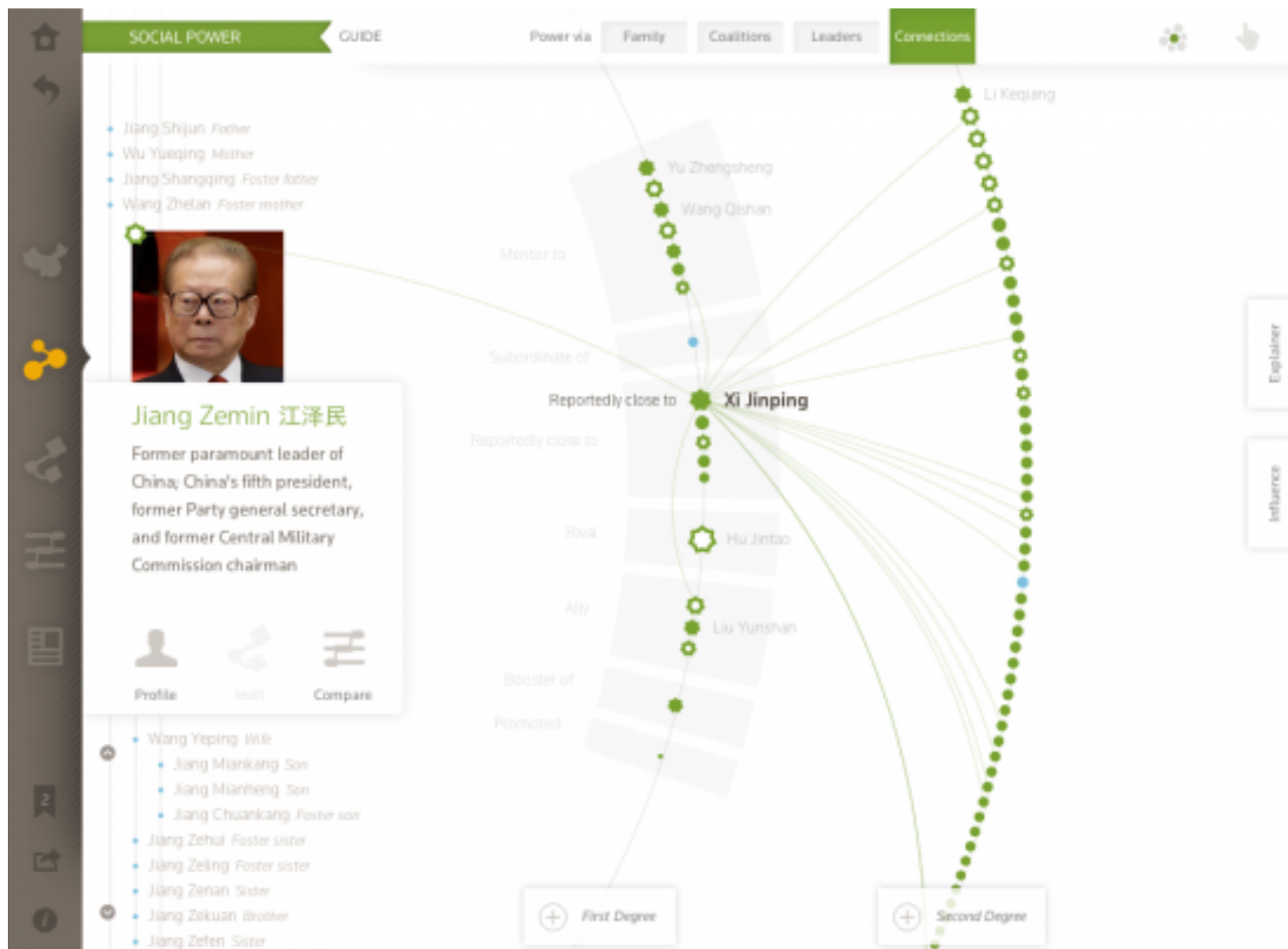


Tens of thousands of entities... 30,000 relationships... 1.5 million words

30 nodes
29 edges



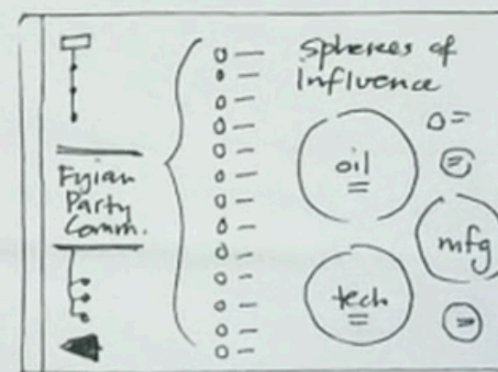
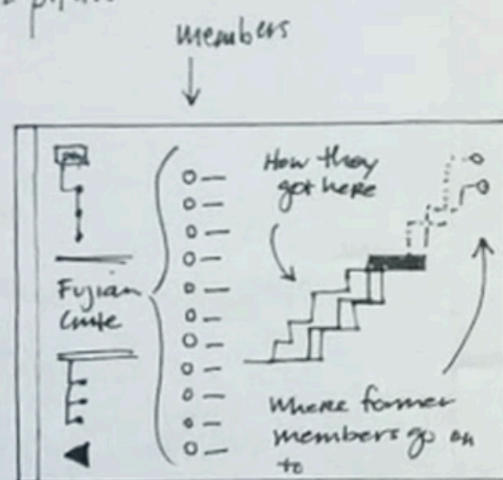
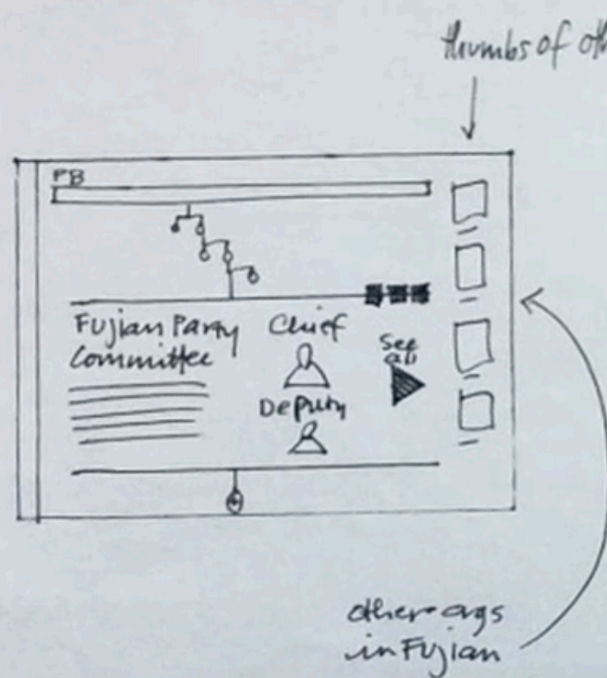
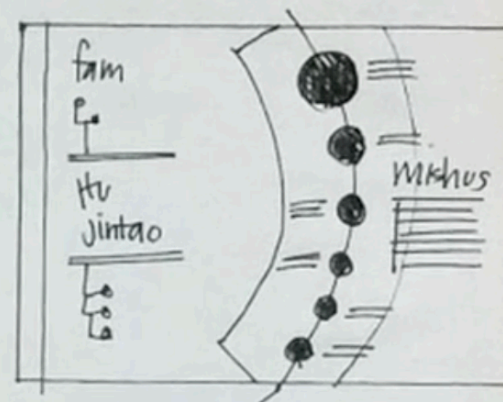
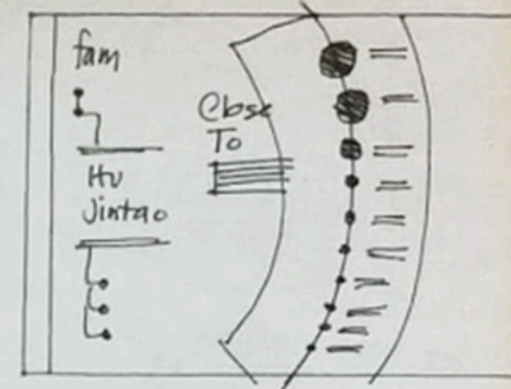
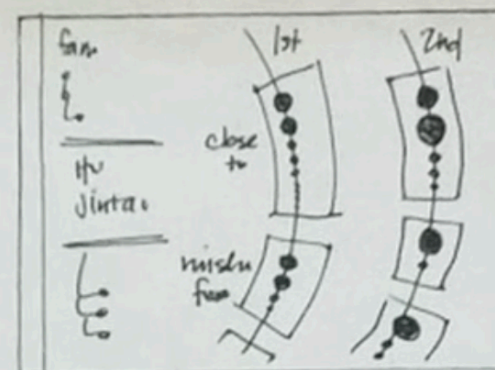
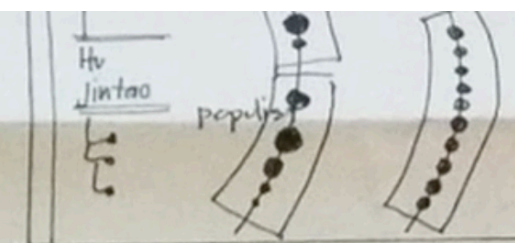
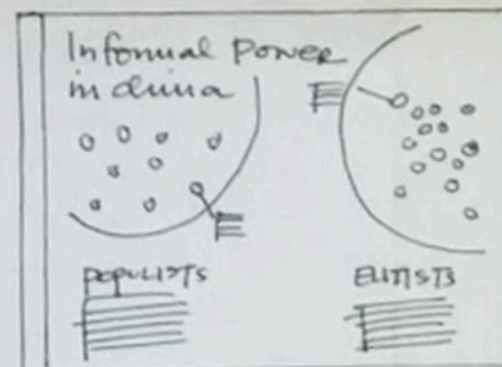
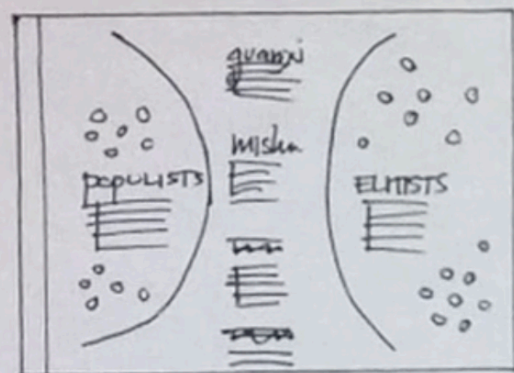




Final version. <https://fathom.info/notebook/3871/>

view > <http://china.fathom.info/>

Factions. Social/informal power



CONSIDER

WAYS TO OVERVIEW A LARGE SET OF DATA

CONDENSE

PUTTING THE DATA INTO A SPACE THAT IS MUCH MORE
MANAGEABLE THAT YOU CAN ACTUALLY EXPLORE.

CONCEIVE

EXPLORING TO NAVIGATE INFORMATION IN A WAY THAT
IS MORE EFFECTIVE.

ALL WE REALLY NEED IS
SOMETHING TO BE
ENTHUSIASTIC ABOUT

THANK YOU!