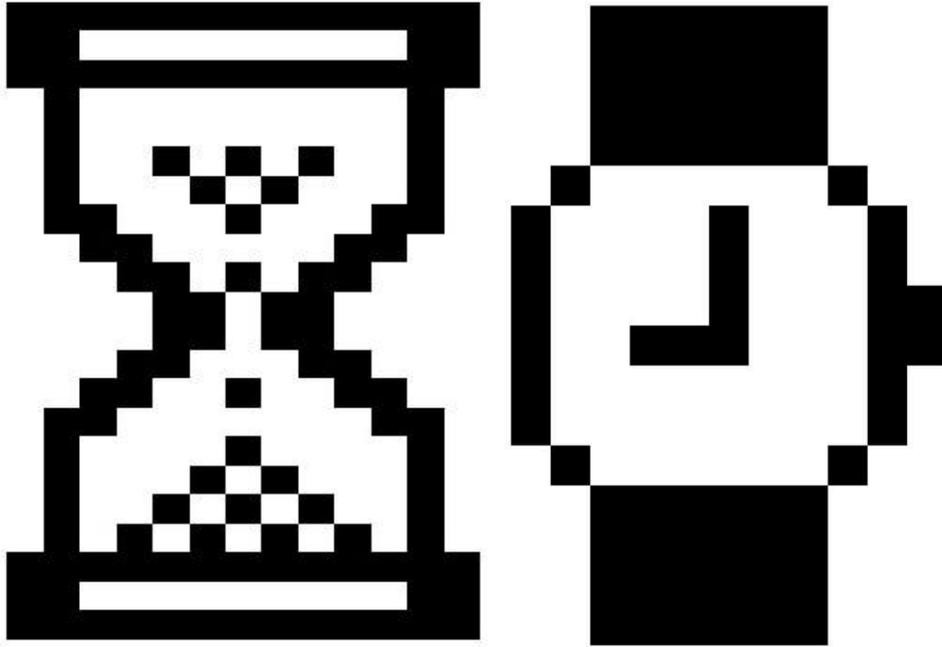Project 3: Clock Faces, Clock Hands

Susan Kare Apple icons, Hourglass and Stopwatch

'Curious automata, strange little personae with their 'faces' and 'hands,' clocks say the same thing over and over, and yet the information they provide — where the 'now' falls — is always current.'
— John Durham Peters, *The Marvelous Clouds: Toward a Philosophy of Elemental Media*

In CSS, all time is kept in seconds. If you want an animation to last an hour, you have to first convert it to seconds: 1 hour = 3600 seconds, 1 year = 31557600 seconds. In JavaScript, the internal clock starts at midnight January 1, 1970, so the getTime() function returns the number of milliseconds since then, which is 1518117849884 seconds.

There are many idioms in the English language about time, to name a few: Telling time, taking time, keeping time, time out, time to kill, time is money, time is on my side, race against the clock, ahead of time, a stitch in time, a hard time, buy time, big-time, and so on.

For this project, you can ponder things like biological time ([chronobiology](#)), [ultradian rhythms](#) and [circadian rhythms](#), solar and lunar cycles, celestial time, geological time, decimal time, historical time, [psychological time](#), and subjective time. There is also [design over time](#). And you can read about the fascinating [history of timekeeping](#). Check out [this](#), [this](#), and [this](#). And why is it that clocks are [so popular](#) amongst graphic designers?

ASSIGNMENT

Using CSS, create a clock or anything that keeps, marks or utilizes time. You can use text, images, gradients, anything. It can be as abstract or as literal, as useless or as practical as you like, as long as it comments in some way on the nature of time in a surprising way. Through this investigation, we can push to understand the nuances of time as a construct, and how our sense of time can be manipulated, creating tools for changing the ways in which things are perceived.

I encourage you to question basic assumptions about how time is represented, discussed and perceived; and as a result to come up with a thoughtful graphic concept for this project. Reactivity to the cursor is optional, in other words, this could just be an animation that you watch, or could be interactive.

SCHEDULE

Week 1
Thursday 2/8: Before you begin, deepen your concept of clocks and timekeeping by reading chapter 5 of The Marvelous Clouds. Bring your research to the next class as well as at least 3 different ideas for the clock printed so we can all look at it. No coding, unless it is necessary to explain an idea. Stick to hand drawn or Indesign/Photoshop/etc sketches.

Week 2
Tuesday 2/13: Start with the idea you landed on today, and articulate it further for Thursday, bring in sketches/content/references etc.
Thursday 2/15: Code 5 versions of the clock.

Week 3
Tuesday 2/20: Code a single polished draft of your clock.
Thursday 2/22: Create a single polished clock.

Week 4
Tuesday 2/27: Disrupt Climate Injustice workshop w/ Amy Howden-Chapman, finish clock for crit on Thursday 3/1.

REFERENCES

Web
A Line Moving Across a Window Once Every Year, Jon Kyle Mohr
Into Time, Rafaël Rozendaal
Many Moment, Rafaël Rozendaal
Color Clock, Frederik Krogh (Earliest form of data visualization is a clock. Converts time data into color)
Color Clock #2, Frederik Krogh (Converts time data into color data. Every hour has its own RGB value)
Dot Clock, Vendian
12 O' Clocks + here, John Maeda
Human Calendar
Columbia GSAPP Identity, Linked by Air
Rhizome logo design

[Humming Bird Clock](#)
[24hourbody.net](#), Bryce Wilner
[Dactylonomy Clock](#), the Pomo

Live & 24/7
[Emoji Tracker](#)
[US Debt Clock](#)
[Coordinated Mars Time](#), Damon Zucconi (mean solar times of both Earth and Mars)
[All the Minutes](#), Studio Moniker
[Date Paintings](#), On Kawara
[Sagmeister and Walsh](#)
[AZ](#), Hawraf Studio
[Domestic Tension](#)
[eurostandard.ch](#)

Video
[Standard Time](#), a 24-hour performance by Mark Formanek
[The Clock](#), Christian Marclay
[Sweeper Clock](#), Marten Baas
[Clocktower](#), Gordon Matta-Clark
[Last Clock](#), Jussi Ängeslevä
[One Year Performance](#), Tehching Hsieh
[Church bells in small town Italy](#), every hour of the day
[ENTER THE VOID](#), Gaspar Noé
[About Time](#), John Berger

Long long Time
[10 million Year Clock](#)
[Longplayer App](#), Jem Finer

Beginning & End of Time
[getTime()](#)
[Doomsday Clock](#), Martyl Langsdorf
[Year 2000 Problem](#)
[Year 2038 Problem](#)
[John Harrison](#)

Loading! Spinning! Waiting! Nuclear Disarmament!

[radimpesko.com/fonts/f-grotesk](#) (Leave the site and something will happen)
[www.thepomo.com/](#) (object appears on the page)
entire site rotates like a clock

Tracking movement/activity on screen.

samskinner.net/
moveon.werkleitz.de/en/moveon-burg100-khm25
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Rotating, spinning
yes.studio
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Animation
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secondthoughts.mx
webermichelson.com
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a-friend-is-writing.new-document.net

Scroll
warten-kunsthalle.de
movingimage.kr
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Technology over time
interface-experience.org/statistics