CSC 195 2014S, Class 03: Processing (1)

Overview

- Preliminaries.
  - Admin.
  - Questions.
- Explorations with PsAiF/R
  - Sam makes fun of GitHub behavior
  - We look at a few solutions
  - We consider your problems
  - Other issues
- Processing
  - Processing: A bit of background.
  - Why Processing?
  - Processing basics.
  - Examples.
- Lab.

Preliminaries

Admin

- Yes, there were some interesting Git issues again, mostly because I forgot to give folks permission to access the archive.
- I have handouts about my summer research. (Slides from my talk are outside my office.)
- Assignments:
  - Assignment 3: Getting Started with Processing.
  - Read a little about Postscript.

Questions

PsAiF/R

GitHub and HW2

- Don't commit your backup files.
- Don't make a recursive repo.

PsAiF/R: Your Answers

- AS14's were very nice.

PsAiF/R: Your Problems

- TB17's examples was very nice.

PsAiF/R: Your Reflections

- Sam's coder was not necessarily competent because Sam is not necessarily competent. Anyway, (makefun 'x) doesn't work in the definitions pane and Sam is too lazy to figure out why.
  - Write to Sam when you have problems.
- Some cool examples.
  - Many cool examples use values outside the range [-1 .. 1]. Can we achieve similar results staying within that range?
- Does anyone have a better name?

Processing

A bit of background

- Programming language for artists, designed at MIT Media Lab
- General model: Time-based images
- Language model: Java, but friendlier
- Incredibly popular - Huge community of sharing (really ugly code)

Why Processing?

- Might use for implementationa
- Think more about models of making images
  - What can we steal and make functional
- Think about community
- Fun!

Processing basics

- /glimmer/processing/processing
- Two basic functions:
  - `setup()` - size(width,height); also set state/globals
  - `draw()` - redraw the image
- Stateful: Set the state and then draw things
  - `stroke(BW),stroke(R,G,B)`
  - `line(x0,y0,x1,y1)`

- ○ `fill(BW),fill(R,G,B)`
- ○ `ellipse(x,y,width,height),rect(x,y,width,height)`

A quick and ugly example

```
float foo;
float bar;
float c;

int width = 500;
int height = 300;

void
setup()
{
  size(width,height);
  foo = 300;
  bar = 300;
  c = 0;
}
void
draw()
{
  foo = (foo + 5) % width;
  bar = (bar - 2) % height;
  c = (c+1) % 93;
  colorMode(HSB,100);
  fill(c,100,100);
   strokeWeight(2);
  stroke(c,100,100);
  line(0,0,foo,bar);
  line(50,50, 50,500);
  ellipse(200,200,200,50);
  rect(200,200,200,50);

} // draw
```

Lab

Your turn to play.

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