

images and video

# Kinetica videos

# Project proposals

- any queries?
- issues?

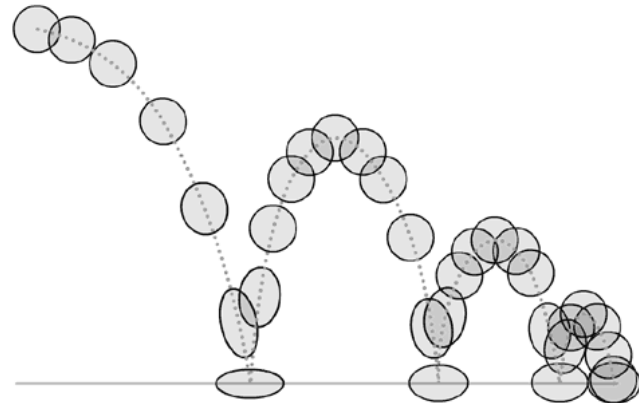
# OOP quick intro

## Class Ball



### → Properties

- shape
- color
- weight
- material
- content



### → Behaviours

- movement
- bouncing
- blowing
- bursting

# ofImage() class

- loading an image
- draw()
- allocate() - creating our own from scratch
- getHeight() / getWidth()
- resize()
- getPixels()
- ofSetColor()
- setAnchorPercent() - where to grab it from
- drawSubsection() - draw only part of it

# ofPixels() class

- An object for working with blocks of pixels
  - the contents of an image
  - the contents of a video frame
  - something we drew on the canvas

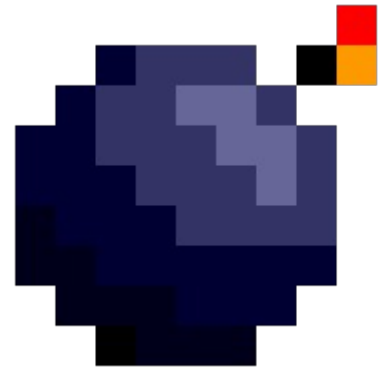


# ofPixels() class

## basic operations

- getColor()
- getHeight() / getWidth()
- the [] operator
- the = operator

getColor() vs. the [] operator



# ofVideoGrabber

## basic operations

### usually in setup()

- `initGrabber()`
- `listDevices()`
- `setDeviceID()`
- `setDesiredFrameRate()`
- `setAnchorPoint()`

### usually in update()

- `update()`
- `isFrameNew()`
- `getPixels()`

### in draw()

- `draw()`





# deque< > container

(pronounced “deck”)

- double-ended queue
  - we can add/remove things from both ends
  - can take any object type
    - images, ints, floats, sound objects, strings
- similar to the vector < > container
  - but also efficient from the front of the queue



# deque< > container

## basic operations

- `size()`
- `resize()`
- `push_back()`
- `pop_back()`
- `push_front()`
- `pop_front()`



# quick quiz!

