Graphics Programming Course Notes

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Week 1

Key Concepts

- explain how transformations work

- describe how classes work

- use transformations to program a basic solar system

Welcome to graphics programming

We will use `p5.js` and the `brackets.io` editor.

Getting started on the module

Download the emptyExample.zip file from the link provided.

Basically, it's a follow-along coding session. A good remark is to refer to the documentation whenever we have doubts.

Using transformations

A `p5.js` sketch is made out of a canvas whose pixels can be addressed much like on a graph paper.

We can use `scale()`, `translate()`, and `rotate()` to apply transformations to the canvas. The functions `push()` and `pop()` let us create a *sandbox* of where transformations and styles will be applied.

Object Oriented Programming in Javascript (OOP)

Using the `class` keyword, we can define classes in JavaScript.