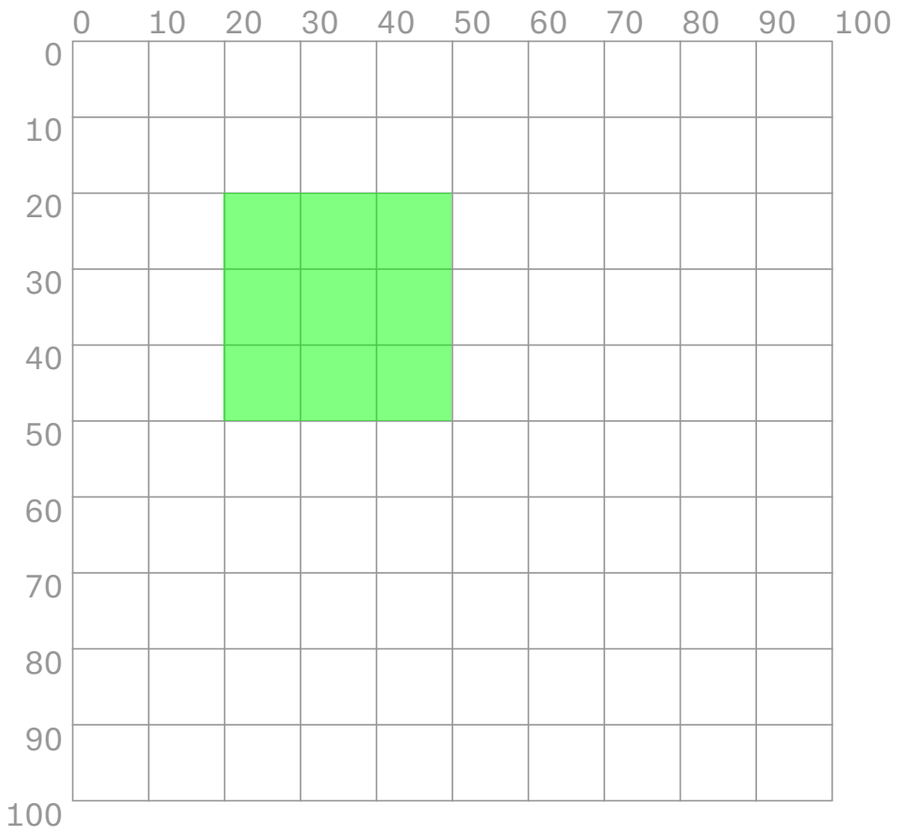
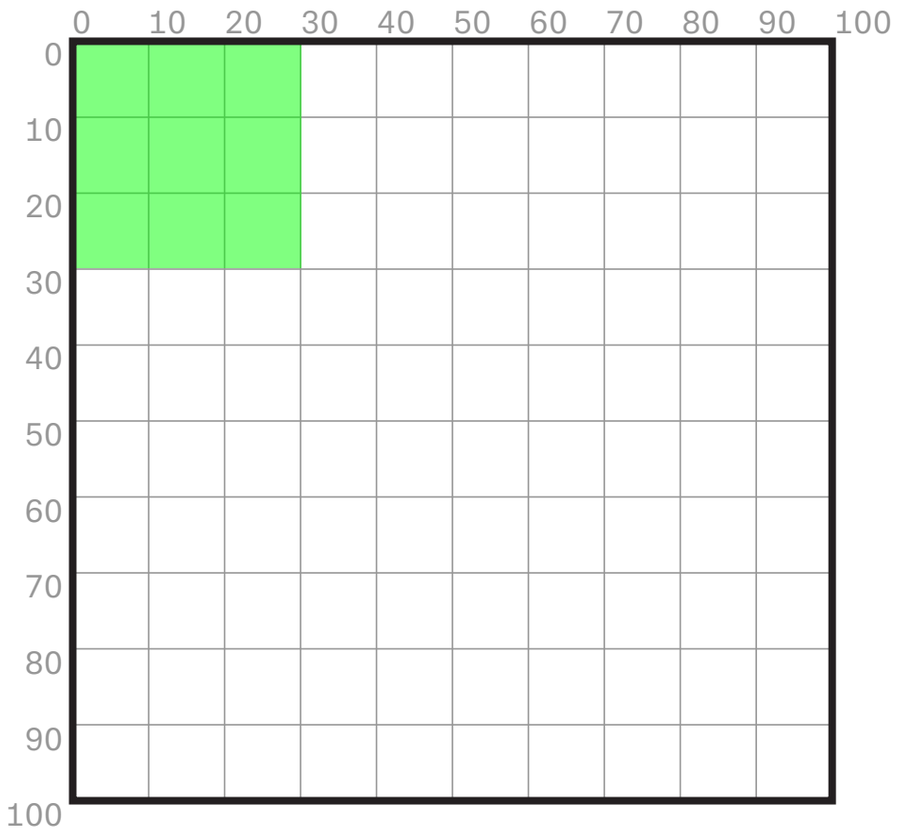
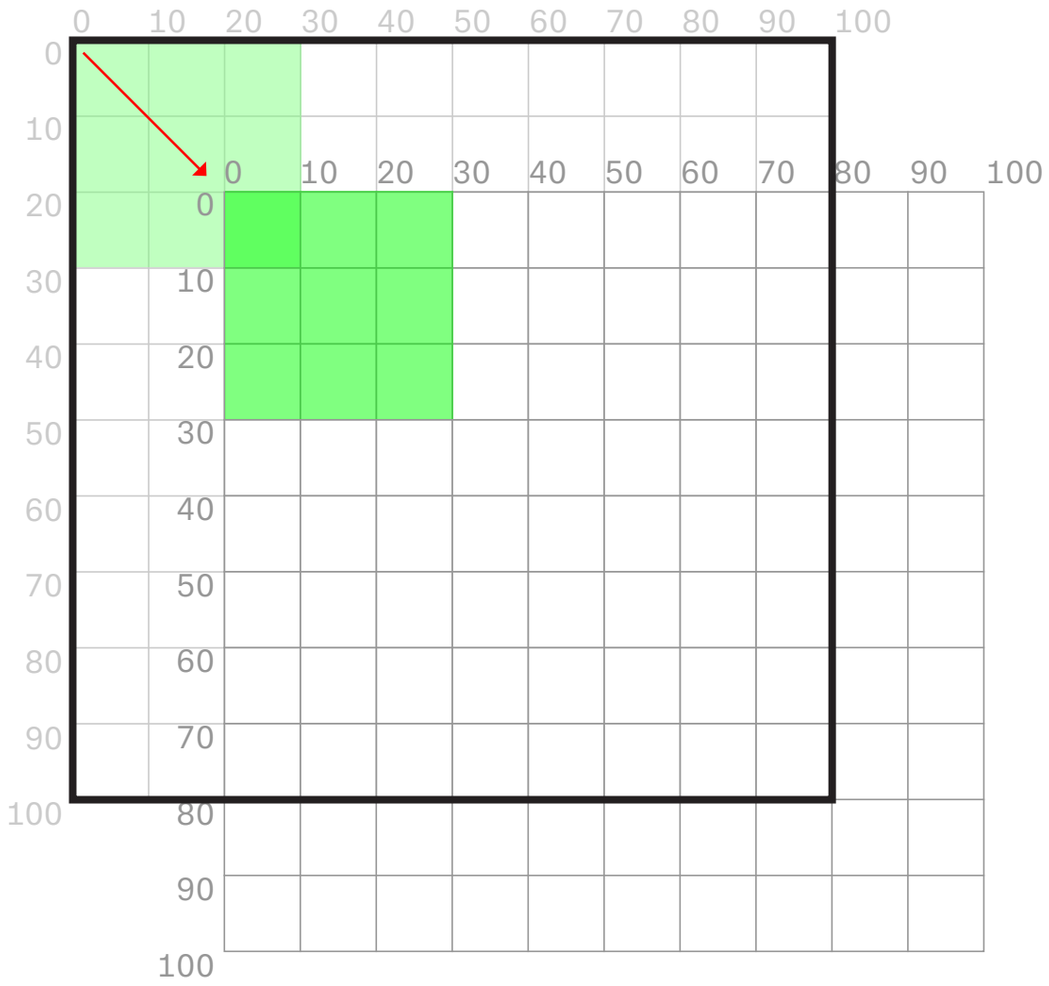
Transformations



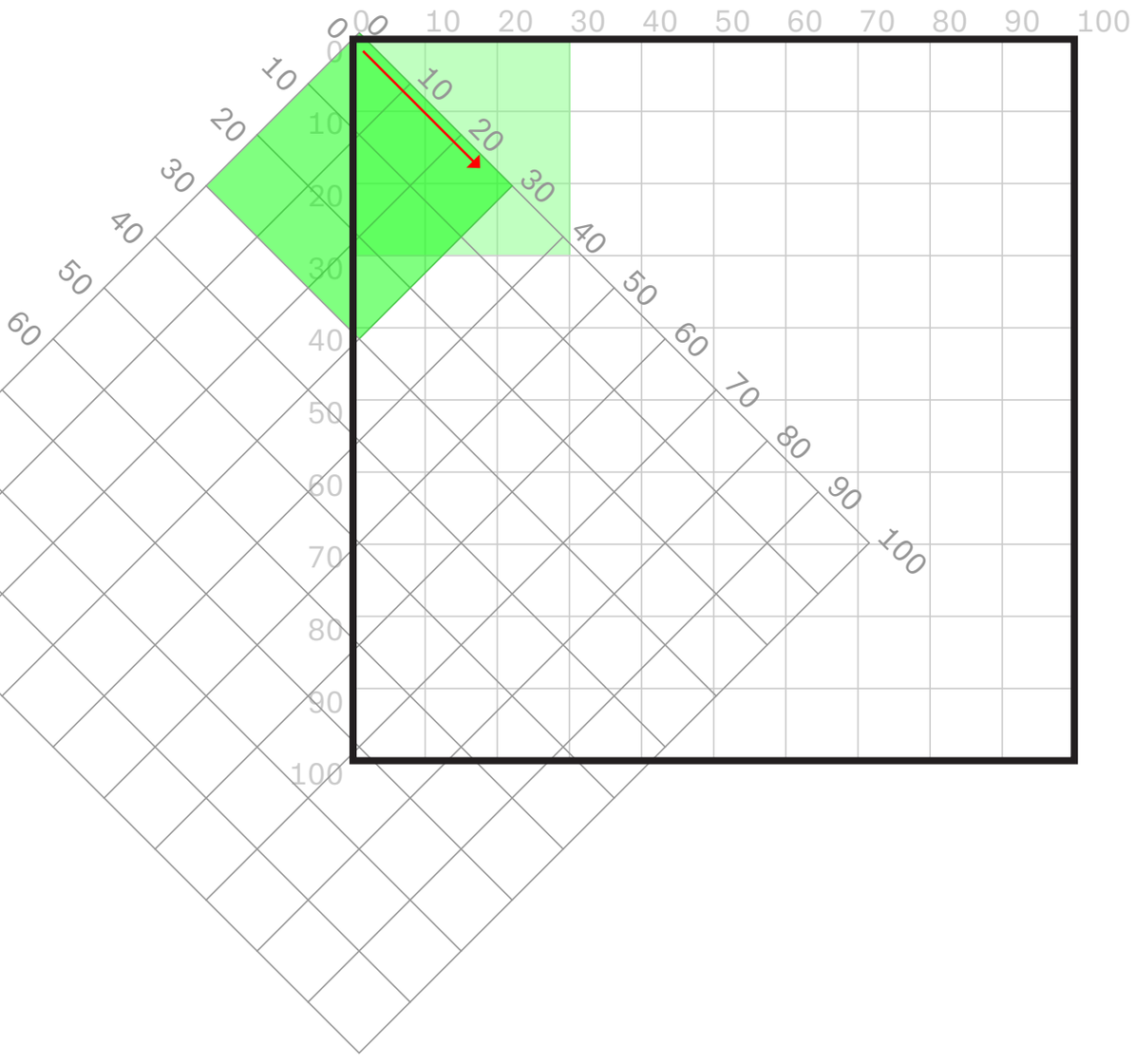

```
rect(20, 20, 30, 30);
```




```
rect(0, 0, 30, 30);
```




```
translate(20, 20);
rect(0, 0, 30, 30);
```




```
rotate(radians(45));
rect(0, 0, 30, 30);
```

Sketch_18_Transformations_1 | Processing 3.0.2
Java
Sketch_18_Transformations_1
1 // create a variable to hold a shape
2 PShape myShape1;
3
4 void setup() {
5 size(500, 500);
6 background(255);
7
8 // load the shape
9 myShape1 = loadShape("0.svg");
10
11 // disable its style
12 myShape1.disableStyle();
13 }
14
15 void draw() {
16 background(255);
17
18 // translate the pixels to where the mouse is
19 translate(mouseX, mouseY);
20
21 // draw the shape
22 shape(myShape1, 0, 0);
23 }
24
25
26
27
28
Console
Errors

Sketch_18_Transformations_1 | Processing 3.0.2

Java ▾

Sketch_18_Transformations_1

```
// create a variable to hold a shape
PShape myShape1;

void setup() {
  size(500, 500);
  background(255);

  // load the shape
  myShape1 = loadShape("0.svg");

  // disable its style
  myShape1.disableStyle();
}

void draw() {
  background(255);

  // translate the pixels to where the mouse is
  translate(mouseX, mouseY);

  // rotate the pixels
  rotate(radians(frameCount));

  // draw the shape
  shape(myShape1, 0, 0);
}
```

Console Errors

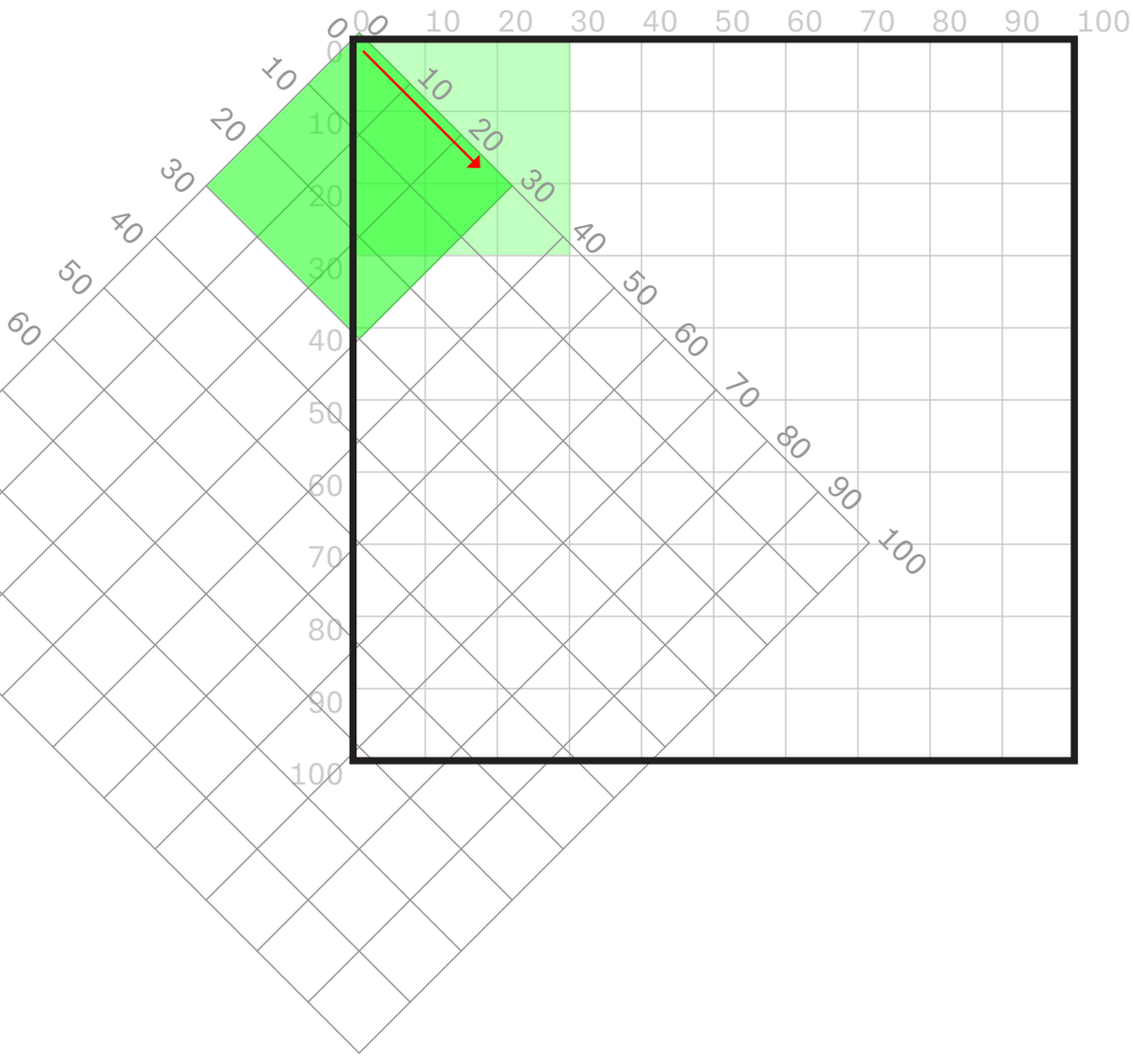
Sketch_18_Transformations_1 | Processing 3.0.2

Java ▾

Sketch_18_Transformations_1

```
// create a variable to hold a shape
PShape myShape1;

void setup() {
  size(500, 500);
  background(255);

  // load the shape
  myShape1 = loadShape("0.svg");

  // disable its style
  myShape1.disableStyle();
}

void draw() {
  background(255);

  // translate the pixels to where the mouse is
  translate(mouseX, mouseY);

  // rotate the pixels
  rotate(radians(frameCount * 5));

  // draw the shape
  shape(myShape1, 0, 0);
}
```

Console Errors




```
rotate(rotate(45));
rect(0, 0, 30, 30);
```

Sketch_18_Transformations_1 | Processing 3.0.2

Java ▾

Sketch_18_Transformations_1

```
1  // create a variable to hold a shape
2  PShape myShape1;
3
4  void setup() {
5    size(500, 500);
6    background(255);
7
8    // load the shape
9    myShape1 = loadShape("0.svg");
10
11   // disable its style
12   myShape1.disableStyle();
13 }
14
15 void draw() {
16   background(255);
17
18   // translate the pixels to where the mouse is
19   translate(mouseX, mouseY);
20
21   // rotate the pixels
22   rotate(radians(frameCount * 5));
23
24   // draw the shape
25   shape(myShape1, -50, -50);
26 }
27
28
```

Console Errors

Sketch_18_Transformations_1 | Processing 3.0.2

Java ▾

Sketch_18_Transformations_1

```
// create a variable to hold a shape
PShape myShape1;

void setup() {
  size(500, 500);
  background(255);

  // load the shape
  myShape1 = loadShape("0.svg");

  // disable its style
  myShape1.disableStyle();
}

void draw() {
  // background(255);

  // translate the pixels to where the mouse is
  translate(mouseX, mouseY);

  // rotate the pixels
  rotate(radians(frameCount * 5));

  // draw the shape
  shape(myShape1, -50, -50);
}
```

Console Errors