**Basic Drawing in Processing**

**Carson Foster**

Drawing Basic Shapes

The Point

The most basic ‘shape’ that you can draw is a point. Yes, a single point. Processing’s syntax for drawing a point is quite simple:



The two arguments represent the x and y coordinates of the point.



In this example, the point function creates a single point in the middle of the screen. The mechanism pictured here is quite useful: after the size function is used, the variable names width and height can be used to refer to the width and height of the drawing space, respectively.

The Line

From the humble point, we now arrive at the line: a connection between two points. In Processing, the syntax to draw a line is the same as the previously discussed representation: the coordinates for the start point, and then the coordinates for the end point, as you can see here:



triangle

square

rect

quad

arc

circle

ellipse

Bezier

vertex

Color, Stroke, and Fill

text

Transformations

text