**Basic Drawing in Processing**

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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:



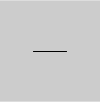
The two arguments represent the x and y coordinates of the point.



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:





In the following example, a line is drawn in the center third of the drawing space.



The Triangle

The line had two points, so can you make a guess as to what sort of shape we’ll be discussing now? That’s right, very observant of you. The triangle is our next shape, and is represented as you would expect:



These three points define the triangle, in the way you would imagine.



square

rect

quad

arc

circle

ellipse

Bezier

vertex

Color, Stroke, and Fill

text

Transformations

text