today

Due: Final Project Prototype

code Final Project

Student Presentations

Wednesday, March 9

Due: Final Project debug

Student Presentations

Load Image

Image AV>Load_Image

```
PImage img;  // Declare variable "a" of type PImage

void setup() {
  size(1500, 1000);
  // The image file must be in the data folder of the current sketch
  // to load successfully
  img = loadImage("testpic.jpg");  // Load the image into the program
}

void draw() {
  // Displays the image at its actual size at point (0,0)
  stroke(0);
  noFill();
  ellipse(displayWidth/2, displayHeight/2, 200,200);
  text( "Click here to load image!", displayWidth/2-80, displayHeight/2);
}
```

mouse click to activate

Image AV>Load_Image

```
void mouseClicked() {   // mouseClicked is Processing defined
function
  if (dist(mouseX, mouseY,displayWidth/2, displayHeight/2) <50) {
image(img, 0, 0);
  }
}
```

```processing
import processing.video.*;
Movie myMovie;
int startVideo = 0;

void setup() {
  size(640, 360);
  myMovie = new Movie(this, "transit.mov");
  myMovie.loop();
}

void draw() {
  stroke(0);
  noFill();
  ellipse(width/2, height/2, 200,200);
  text( "Click here to start video!", width/2-80, height/2);
  if (startVideo == 1){
    image(myMovie, 0, 0);
  }
}


  void mouseClicked() {
    if (dist(mouseX, mouseY,width/2, height/2) <200) {
    startVideo=1-startVideo;
    }
  }


// Called every time a new frame is available to read
void movieEvent(Movie m) {
  m.read();
}
```