

today

Due: Final Project Paper Sketches

image + AV

make prototype

Student Presentations

Reading Ch 17, Optional Reading Ch 15, 16, 18, 19, 20

Monday, March 7

Due: Final Project Prototype

code Final Project

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);
    }
}
```

```
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();
}
```