Building Grids with p5.js

Level 5 Diploma in Creative Computing

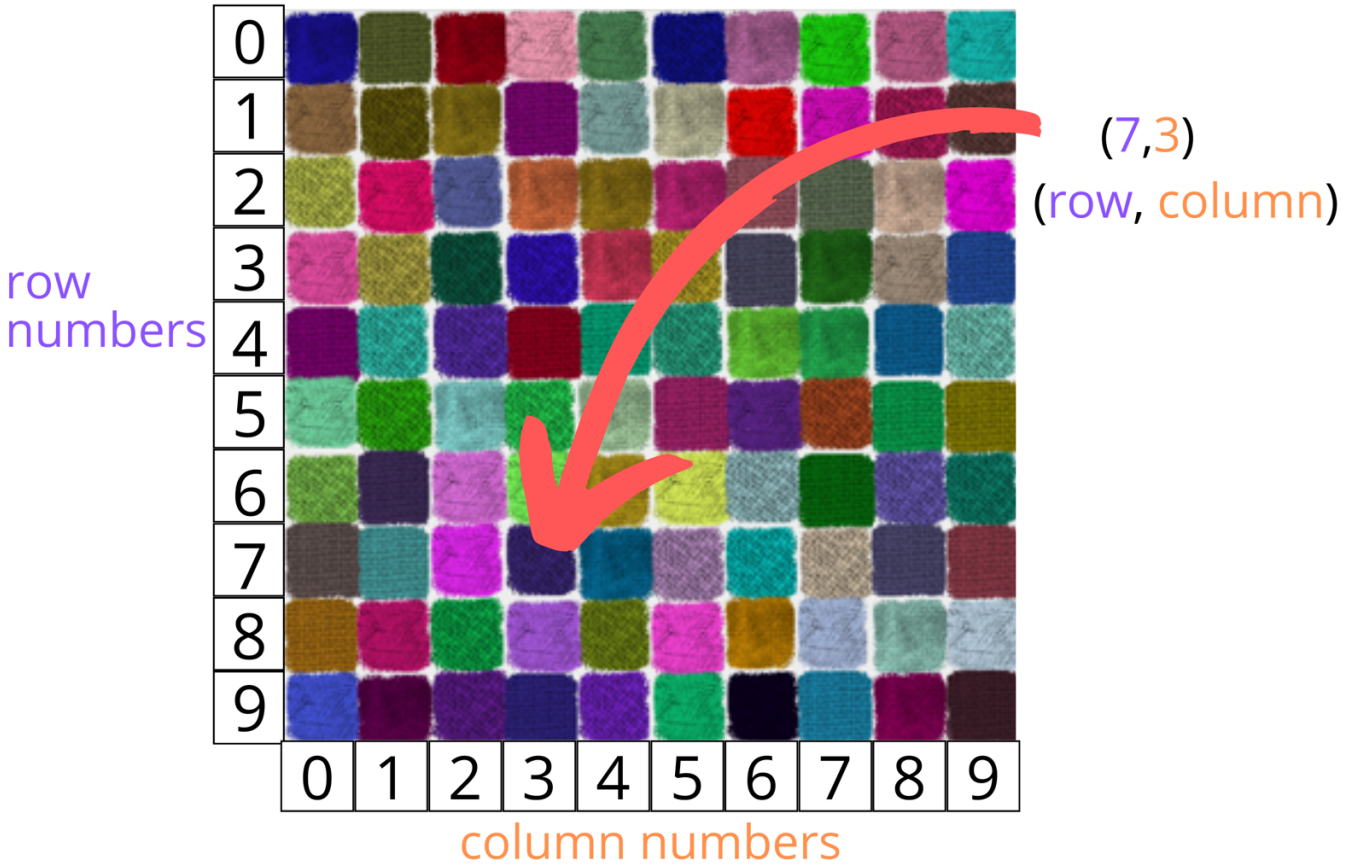
Goal of the workshop

Our goal today is to use p5.js to build a grid with following characteristics:

- It has **ten rows** and **ten columns.**

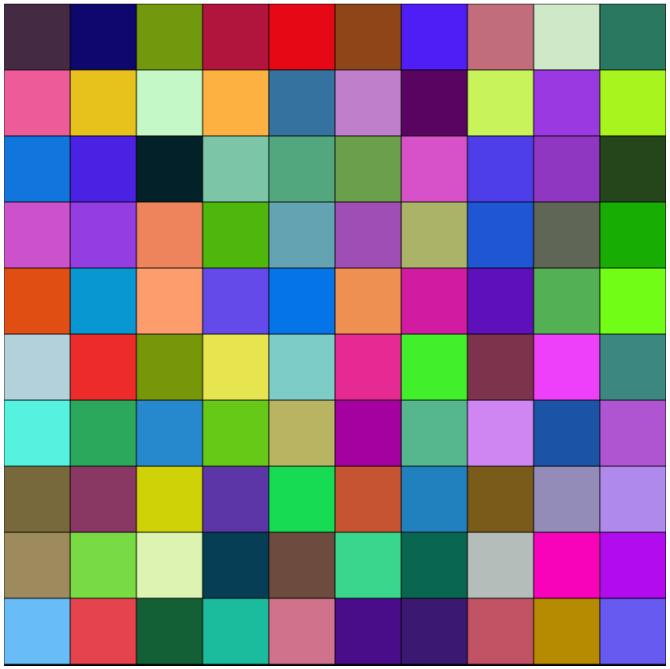
- Each position, defined by a **row** and **column** position, contains a cell made up of:
    - A background texture png – randomly selected from a set of png images provided.
    - A a filter color applied to this texture – randomly selected from all possible RGB, i.e., randomly selected from the 16,777,216 possibilities that RGB coding offers. (Zola, 2023)
- The images are not fully positioned in the centre of the cell. The exact position is determined by two random small offsets in the vertical and horizontal direction respectively.

Goal of the workshop - Exemplified



Real Life Coding – A simplified version

With the given cardboard you will now try to “code” a simplified version in the real world to produce a similar grid with **no offset** and cells made of colour instead of filtered textures.



Real Life Coding – A simplified version

With the given cardboard you will now try to “code” a simplified version in the real world.

The simplified version will have the following characteristics:

- The grid has 5 by 5 squares – numbered from 0 to 4.
- Each square is 8 cm by 8 cm.
- Between the squares there’s a 2cm space.

Works Cited

Zola, A., 2023. *RGB (red, green and blue).* [Online]
Available at: https://www.techtarget.com/whatis/definition/RGB-red-green-and-blue#:~:text=The%20RGB%20model%20uses%208,possible%20colors%20to%20be%20precise.
[Accessed 17 January 2024].