# GENERATIVE ART WITH PROCESSING



#### INTRODUCTION

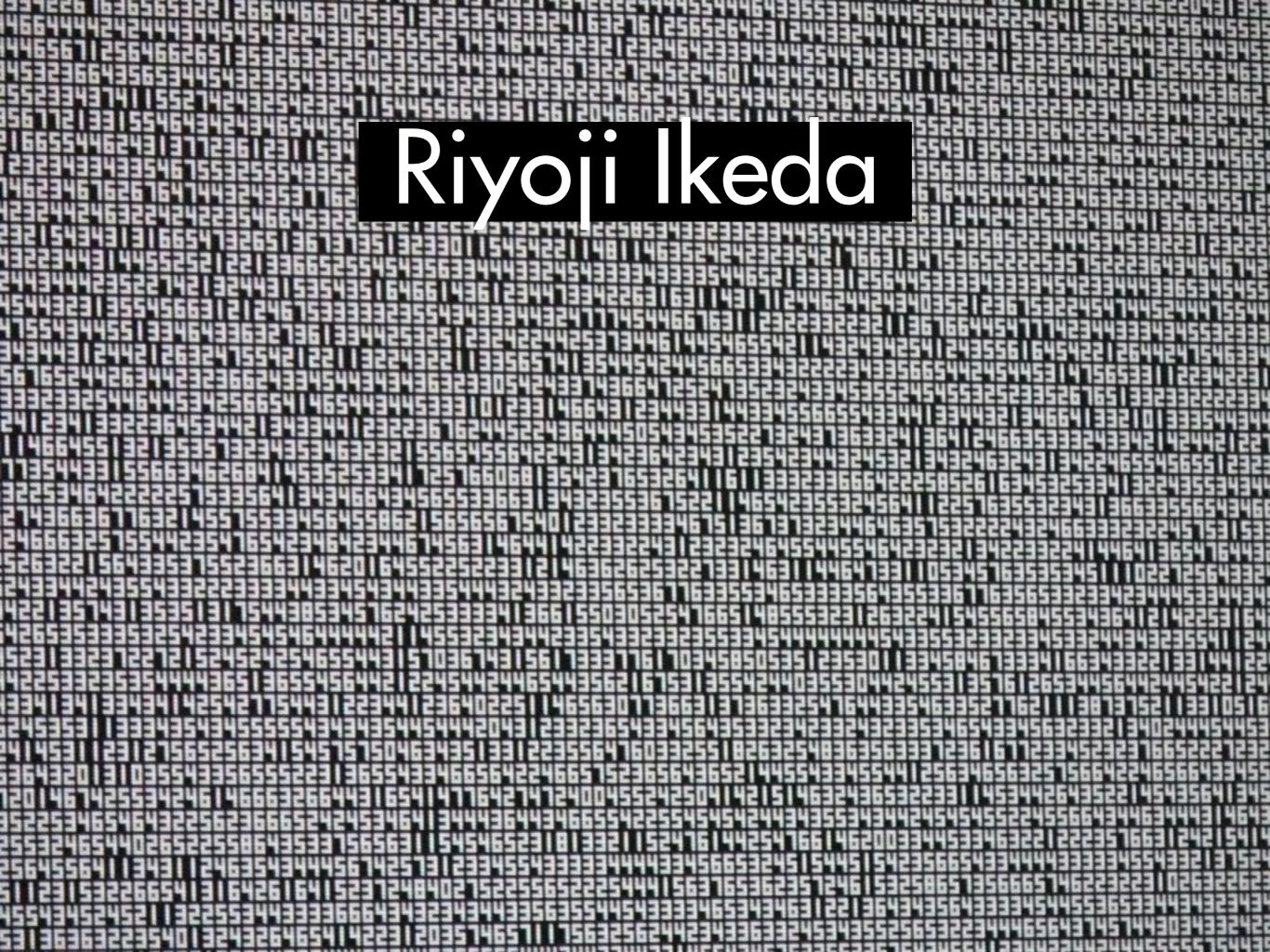
#### Generative Art



## Quayola

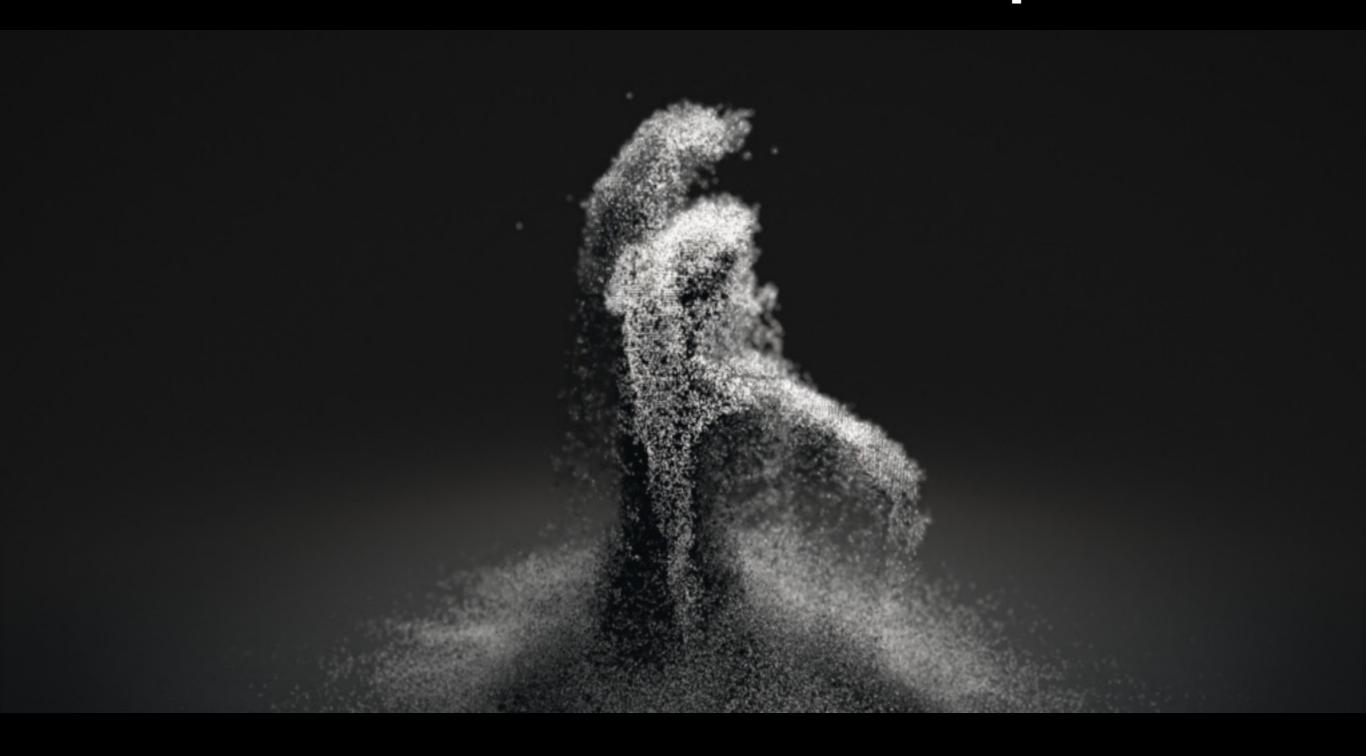


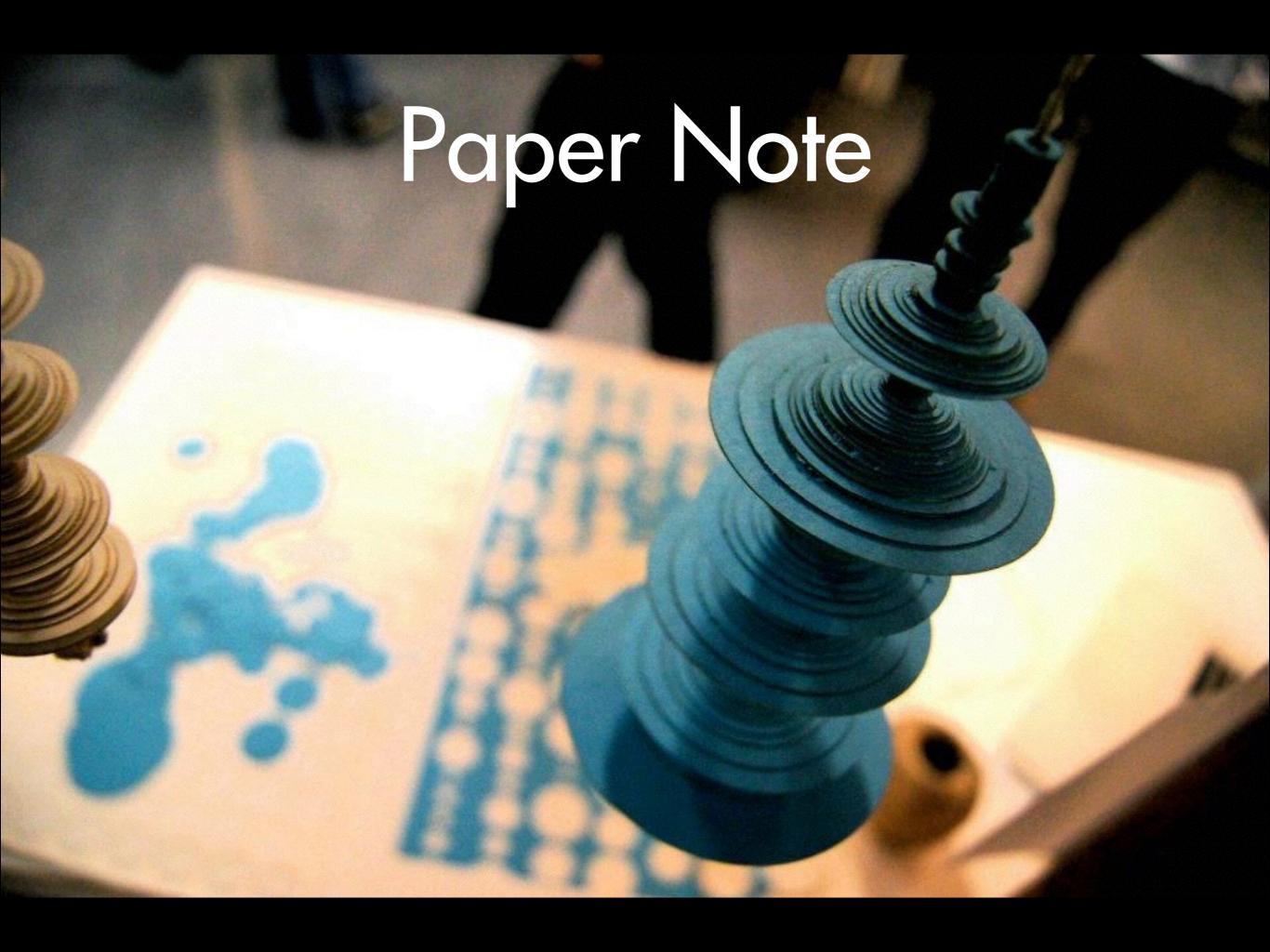


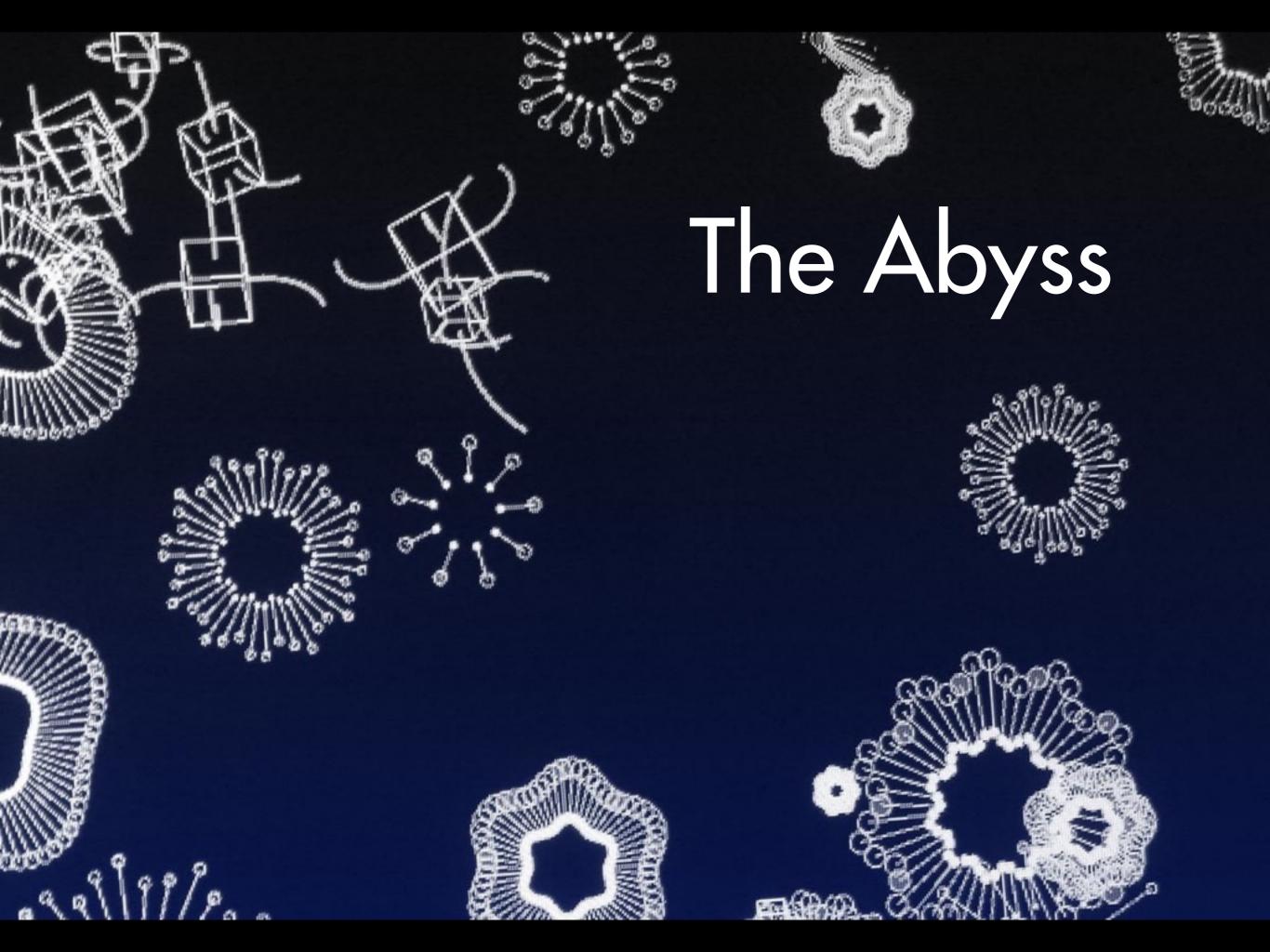


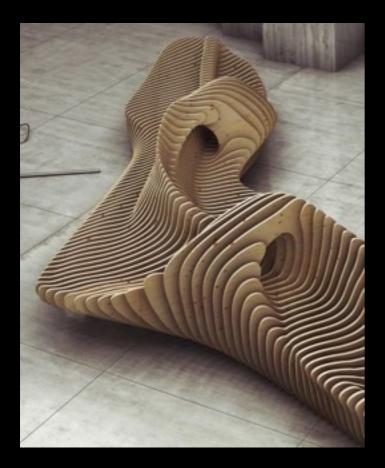
Sculpture
Patterns
Architecture
Fashion Design...

#### Unnamed Soundsculpture









#### Architecture





## Jewelry

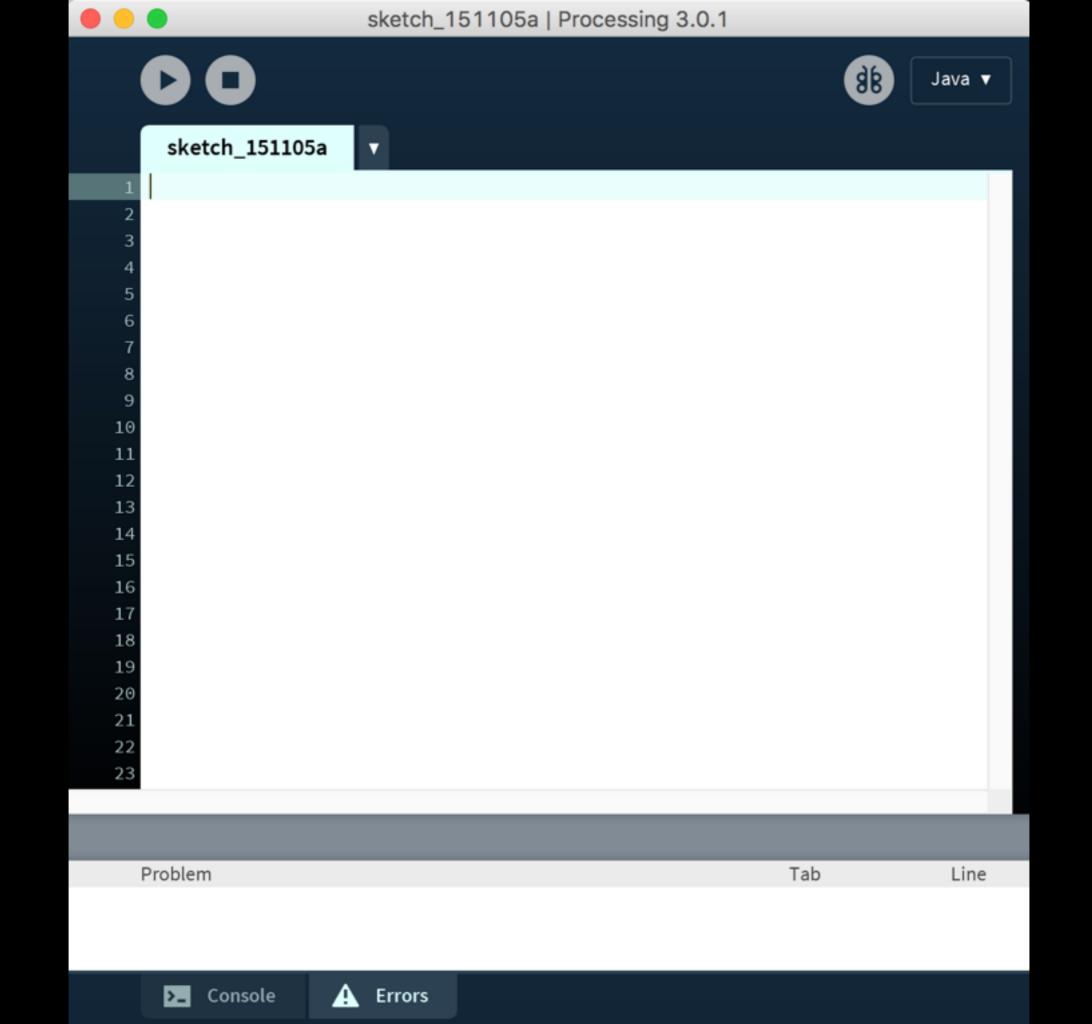




### Creative Coding

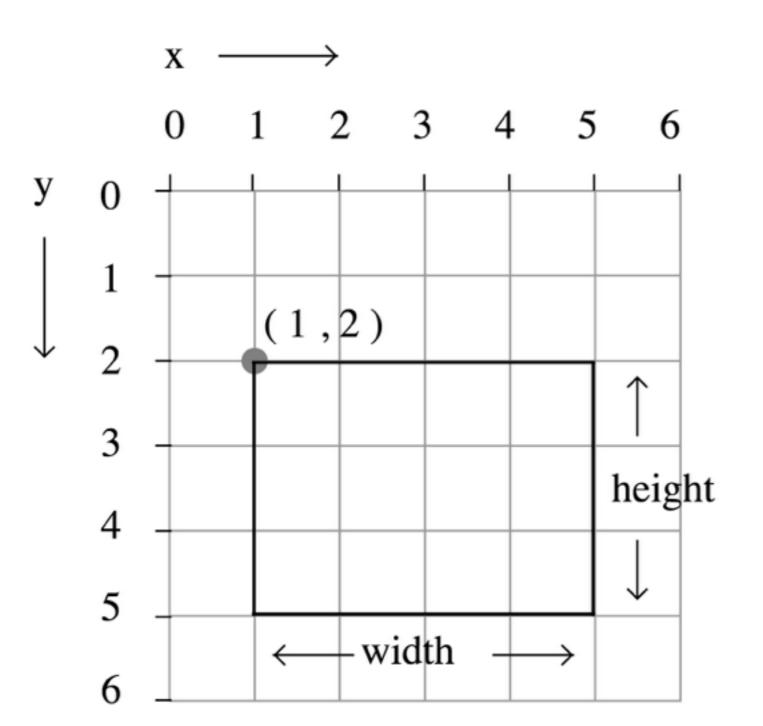


### Getting Started



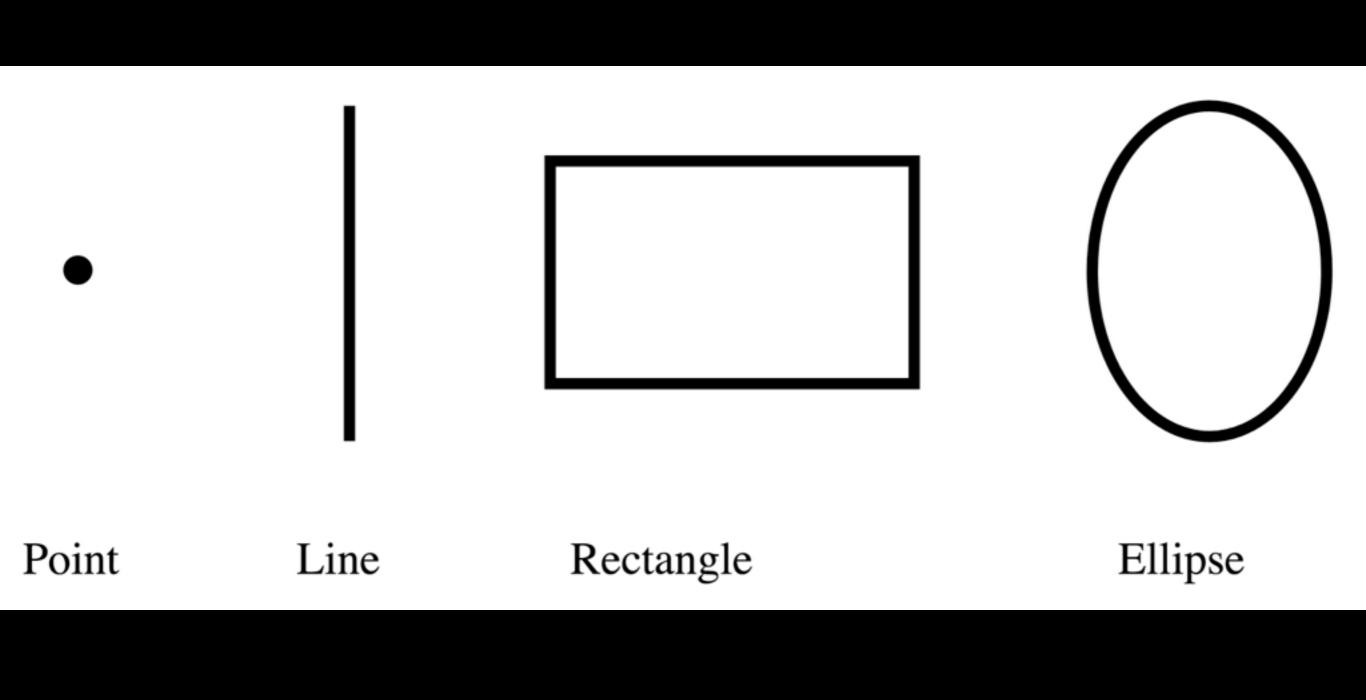
#### https://github.com/lmanolGo/ GenerativeArtWorkshop

### I. Shapes

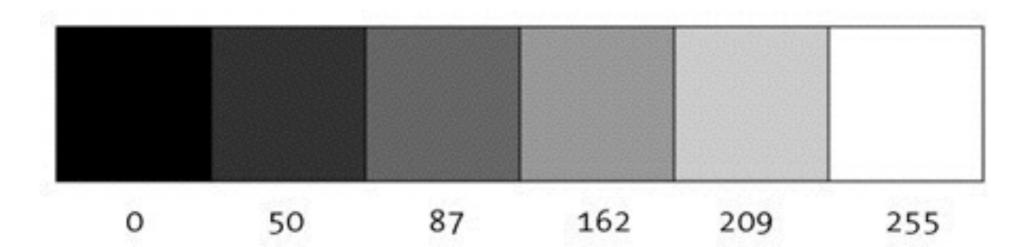


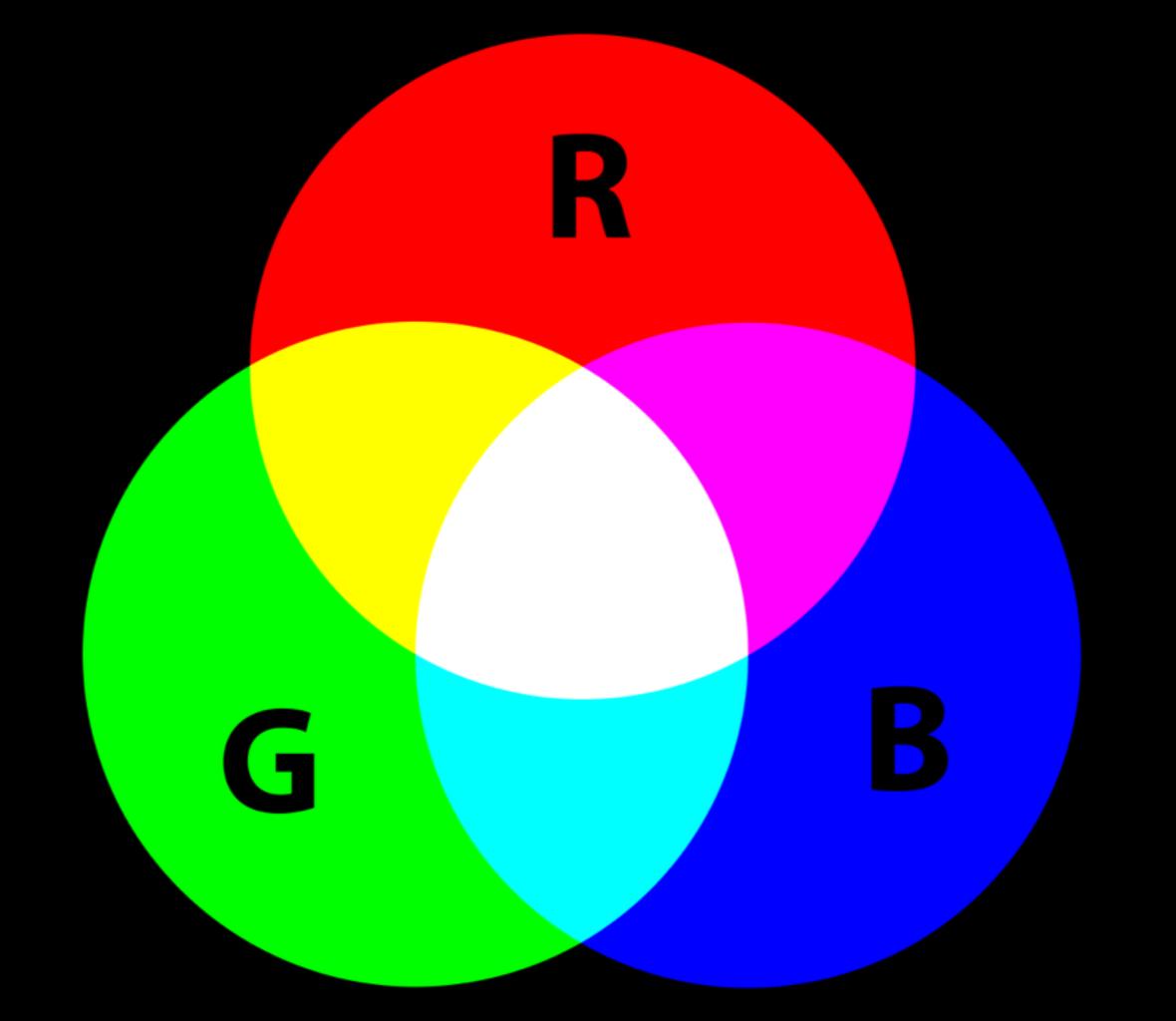
rect( x , y , width , height );

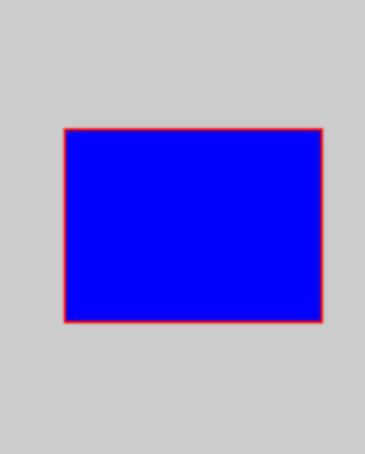
Example: rect(1,2,4,3);



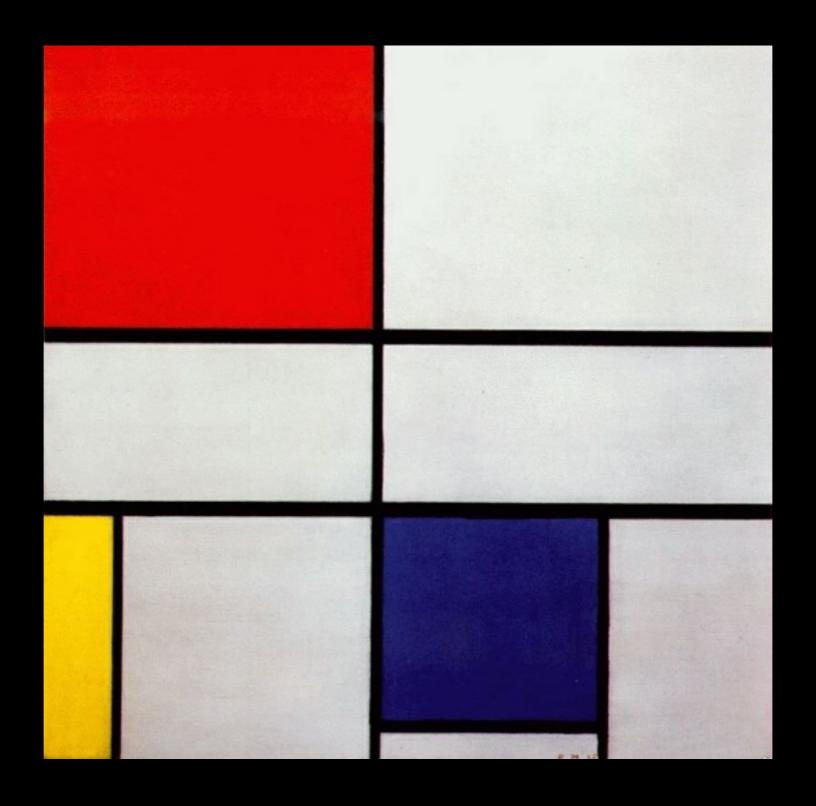
### Color







#### Exercise: Mondrian



### III. Interactivity







Java ▼

#### sketch\_151105a

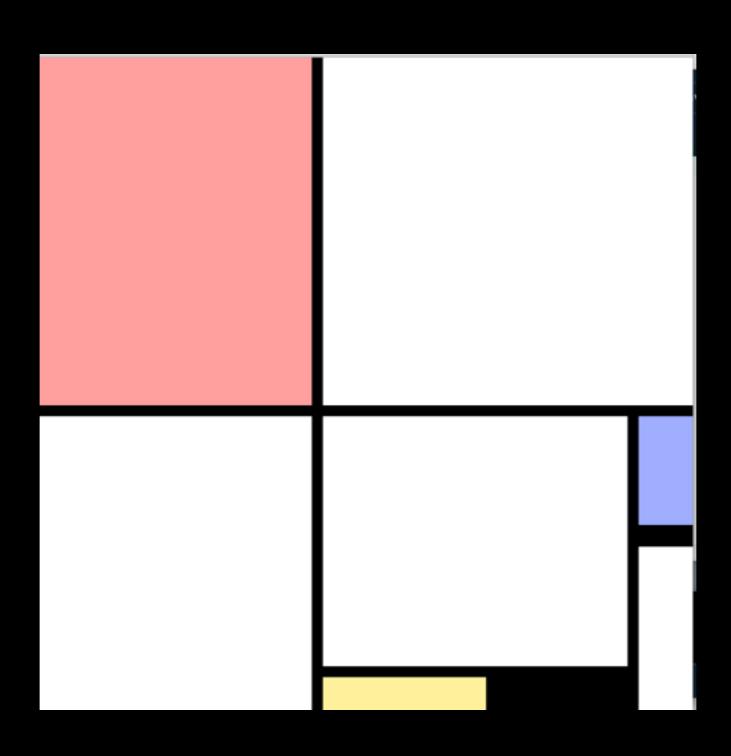
```
•
   void setup() {
     size(500,400);
   void draw() {
     background(0);
     stroke(255, 255, 255);
     fill(160, 220, 90);
     ellipse(250, 200, 300, 300);
10
11
12
     fill(160, 210, 230);
13
     rect(250, 200, 100, 75);
14 }
15
16
17
18
19
21
```

Problem Tab Line if

### else

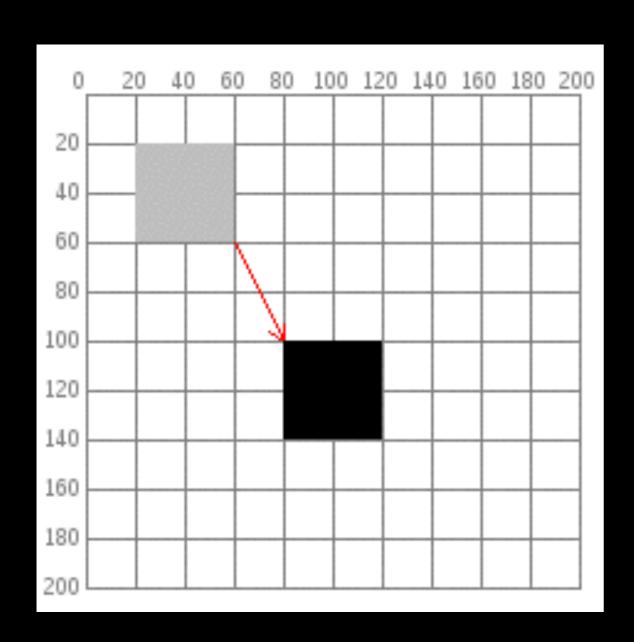
### Mouse

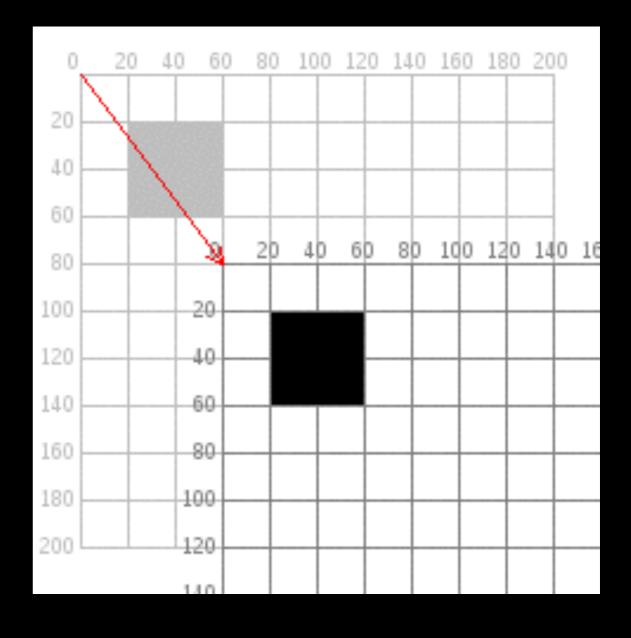
#### Exercise: Reactive Mondrian



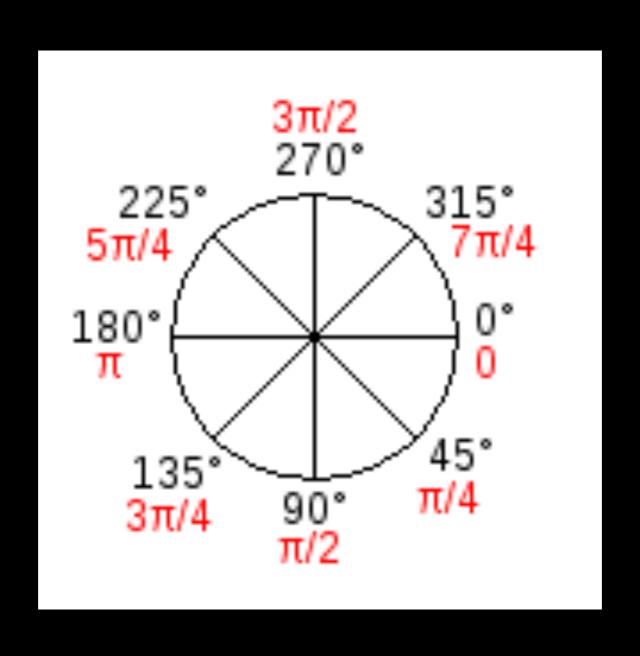
#### 2D Transformations

#### Translate

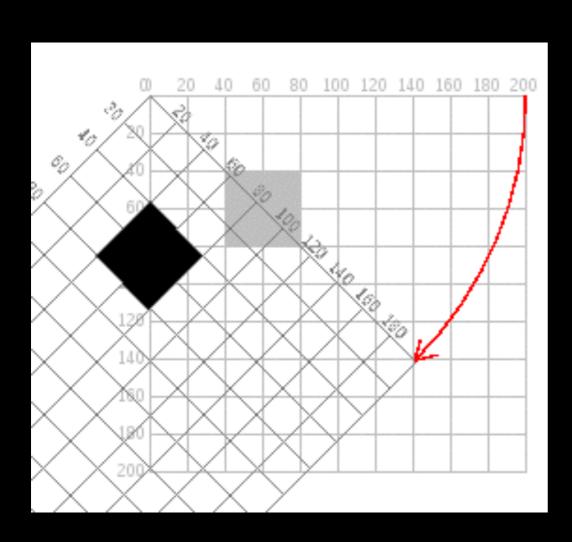


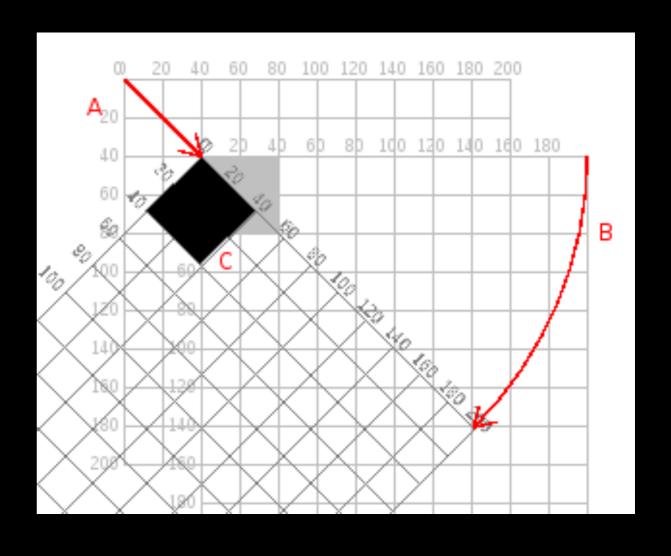


#### Rotation

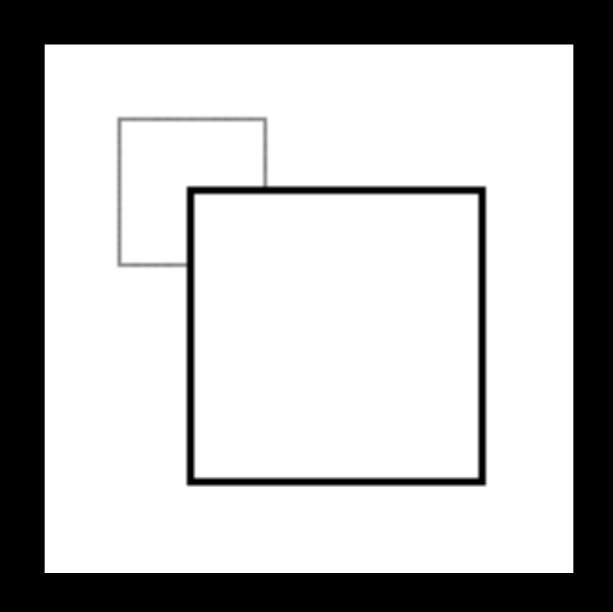


#### Rotation



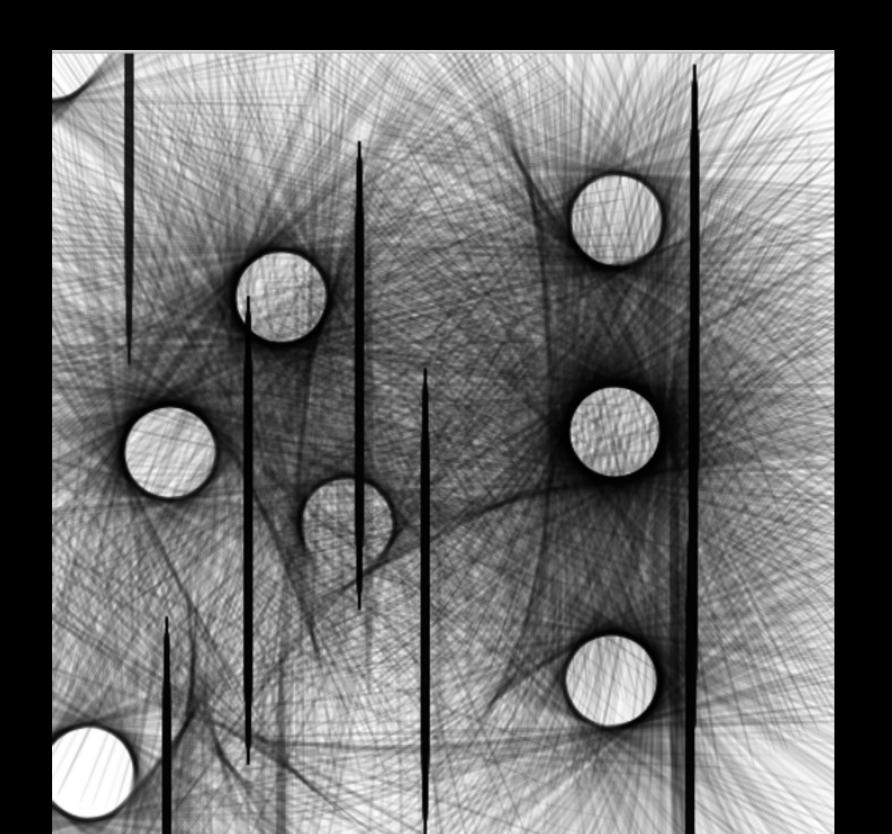


### Scaling



# The Transformation Matrix

#### Exercise: 2D Transformations



# III. Loops

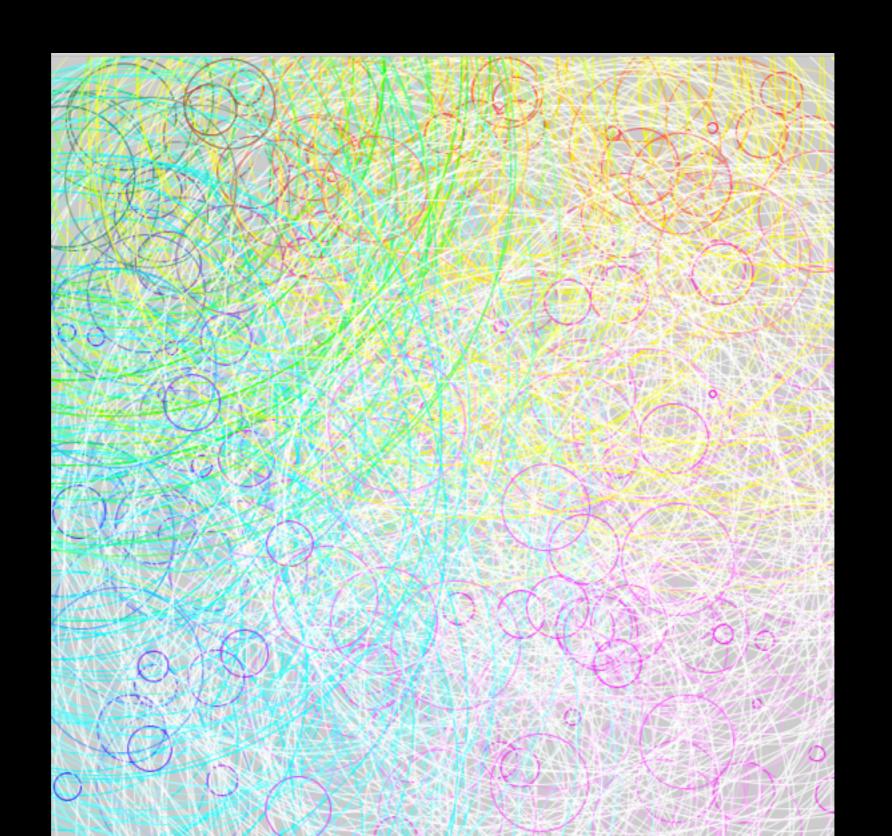
# Variables

# While

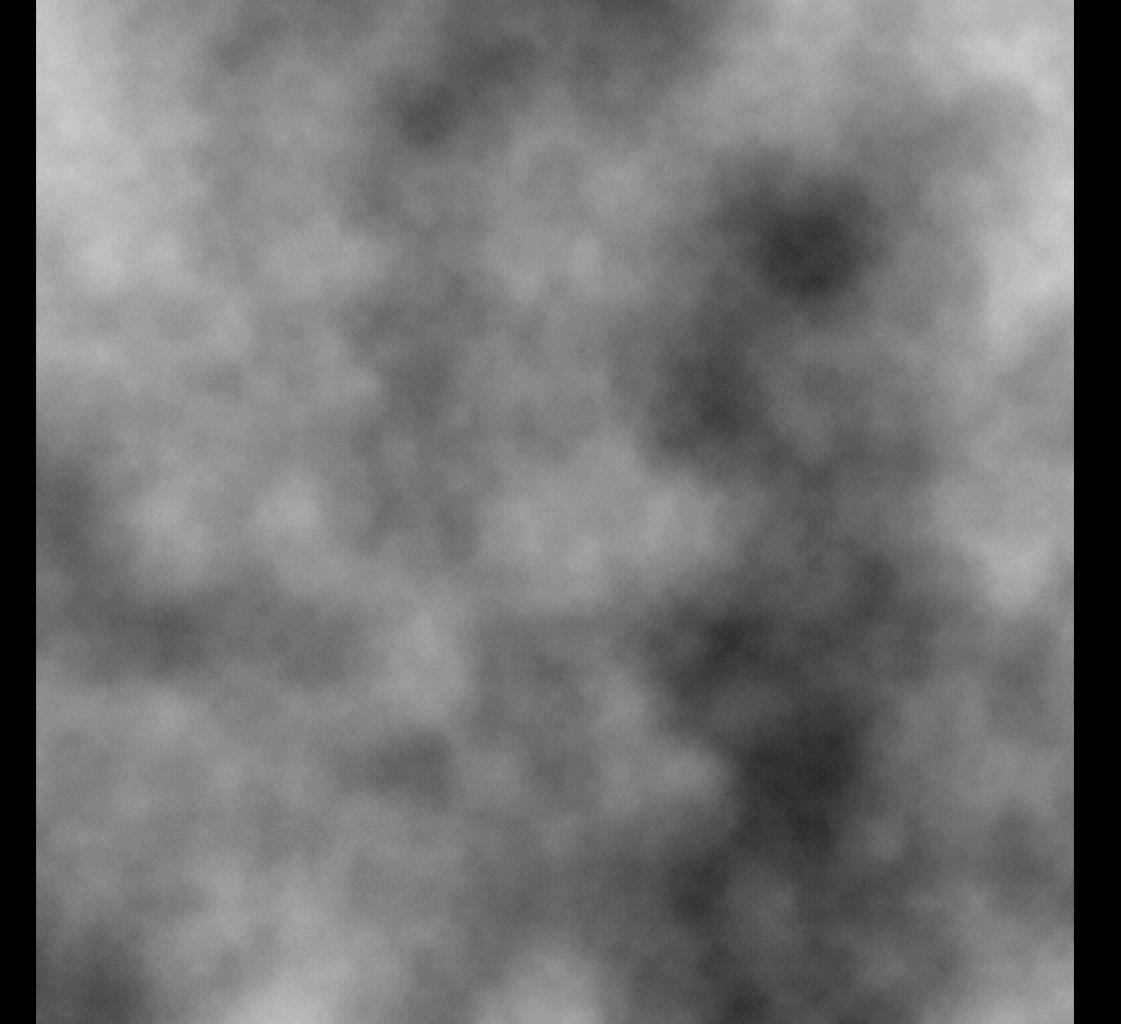
# For

# Random

#### Exercise: Circles

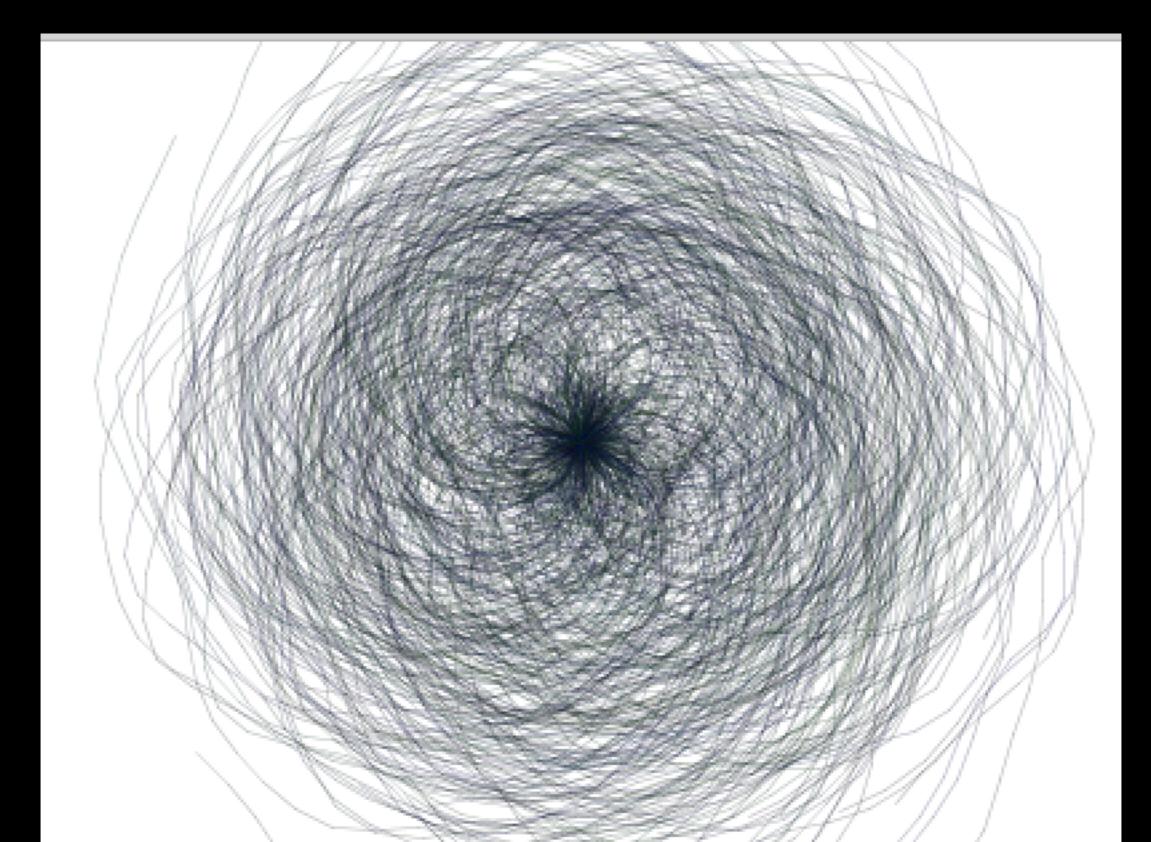


# IV. Noise



#### Noise Function

#### Exercise: Noise



# V. Images

# Getting Started

# Image Processing

# Pixels

#### How the pixels look:

|    |               | _                     |              |  |
|----|---------------|-----------------------|--------------|--|
| 1  | 2             | 3                     | 4<br>9<br>14 |  |
| 6  | 7             | 8                     |              |  |
| 11 | 12            | 13                    |              |  |
| 16 | 17            | 18                    | 19           |  |
| 21 | 22            | 23                    | 24           |  |
|    | 6<br>11<br>16 | 6 7<br>11 12<br>16 17 |              |  |

#### How the pixels are stored:

| 0 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |  |  |  |  |  |
|-----|---|---|---|---|---|---|---|---|--|--|--|--|--|
|-----|---|---|---|---|---|---|---|---|--|--|--|--|--|

# VI. Print

#### Vector vs Raster

Vector image enlarged 800%





Raster image enlarged 800%





## Exercise: Render to PDF

#### VII. Parametric

# Goodbye!

#### Questions?

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