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Class Notes

eduroam wifi

* Choose IDMA
* Password: artMatters1

Lion Bros. wifi

* Choose UM Conf
* Username: lionconnect
* Password: lion2017!

p5js.org

processing.org

javascript

Setup Notes:

Function setup (){

– createCanvas(#);

– background(#);

}

Function draw (){

– line(#,#,#,#);

– stroke(#);

– \*shape(#);

– ellipseMode(CORNER);

– if(mouseIsPressed){

* fill(0)

}else{

– fill(255);

}

Fill(#);

\*shape(#);

\*shape(mouseX,mouseY,#);

}

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Background()

* If under function setup(), background drawn once
* If under function draw()
  + Background drawn multiple times
  + Background draws over shape(mouseX,mouseY,#)
* If under shape(#)
  + Background draws over all shapes

Function setup(){

* createCanvas(#);

}

Function draw(){

* squares(#,#);
* squares(#,#);
* squares(#,#);
* squares(#,#); etc, etc… repeats shapes

}

Function squares(x,y){

* shape(x,y,#);
* shape(x+20,y+20,#);
* circles();

}

Function circles(){

* shape(#);

}

———————————

Function draw(){

* squaremaker(#);

}

Function square(x,y){

* //let colorRange = [];
* //for(let i =0; i<255; i++){
* // colorRange.push(i);
* // }
* rect(x,y,#)

}

//changes the color of the square

* //sine function to waver between values

Function squaremaker(numberofSquares){

x,y = #,#

Downloading files to Github via terminal

git init

git add . **OR** git add --all

git commit -m “message”

git remote add origin <https://github.com/InteractiveArtUMBC/J-Pease-2.git>

git remote -v

git push origin master

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Var x = #

Function setup(){

* createCanvas(#)
* frameRate(#)

}

Function draw(){

* background(#)
  + x+=5

x = x +5;

* if(x>width–50){
  + x=50;
* }
* Stroke(#);
* //trokeWeight(1);
* Fill(#);

// rectModel(CENTER);

* Shape(#);

}

———————————

Function setup(){

* createCanvas(#);
* frameRate(#);

}

Function draw(){

* squares(#);
* circles(#);

}

Function squares(x,y){

* translate(x,y);
* push();
* fill(#);
* shape(#);
* pop();

}

Function circles(x,y){

* translate(x,y);
* push();
* fill(#);
* shape(#);
* pop();

}

———————————

Var x = 180;

Var y = 180;

Var xspeed = 9;

Var yspeed = 10;

Function setup() {

* createCanvas(windowWidth,windowHieght);
* background(#);

}

Function draw() {

* //distance from center of the screen
* Fill (random(#), random(#) random(#));
* Shape(x,y,#);
* //bouncing horizontally
* x = x + xspeed;
* If (x > windowWidth || x < 0) {
  + xspeed = -xspeed;
* }
* //bouncing vertically≠
* y = y + yspeed;
* If (y > windowHeight || y < 0) {
  + yspeed = -yspeed;
* }

}