

Creative Coding

Winter / Spring 2017

with Jason Mandel



Cheat Sheet Reference:
processing.org

Functions:

<code>void setup() { }</code>	<code>size(w, h);</code> - sets the canvas size
<code>void draw() { }</code>	<code>background();</code> - choose bckgrnd color
<code>line(x1, y1, x2, y2);</code>	<code>rectMode(CENTER);</code> - centers rect
<code>rect(x,y,w,h);</code> - x y positions, w & h	<code>ellipseMode(CENTER);</code>
<code>ellipse(x,y,w,h);</code>	<code>fill(r,g,b);</code> - set colors
<code>stroke(r,g,b);</code> - sets border color	<code>strokeWeight(int);</code> - give a # for line size

Rotation:

<pre>float r1 = 0; void setup() { size(w, h); }</pre>	<pre>void draw() { // shape code r1 += .05 pushMatrix(); // pushes change noLoop(); // prevents motion translate(w/2, h/2); keep bounds rotate(r1); rect(x,y,w,h); // rect is turned popMatrix(); // Everything after here will be // normal }</pre>
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