

## Processing.Net Development Document

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Continued development on Processing.Net will be focused on 3 categories. The first will be more thorough implementation of the processing API for 2D sketches using the GDI+ software renderer as well as development of functional tests and mirroring the existing processing.org reference pages for the C# language. This project would consume the first 50 hours of the fellowship.

The second project of interest is implementing the standalone 'Processing Sketch Style' project with an OpenGL renderer in addition to the GDI+ renderer. This will provide hardware acceleration and allow implementation of the processing 3D drawing API. Based on my exploration of this project so far using a managed OpenGL wrapper to reach the software renderers current level of implementation would consume the next 30 hours of the fellowship.

The last project is related to creating an embeddable control package for use in Xamarin Forms applications. Because of the similarities between Xamarin Forms and WPF applications this project will only take up to the remaining 20 hours of the fellowship. Any remaining time will be spent mirroring processing.org documentation for the .Net API and improving test coverage.

My goal for project time allocation is to dedicate 10 hours a week until March 20th and then complete any remaining hours between March 20th and April 2nd.