Processing & P5.js

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Introduction to Processing
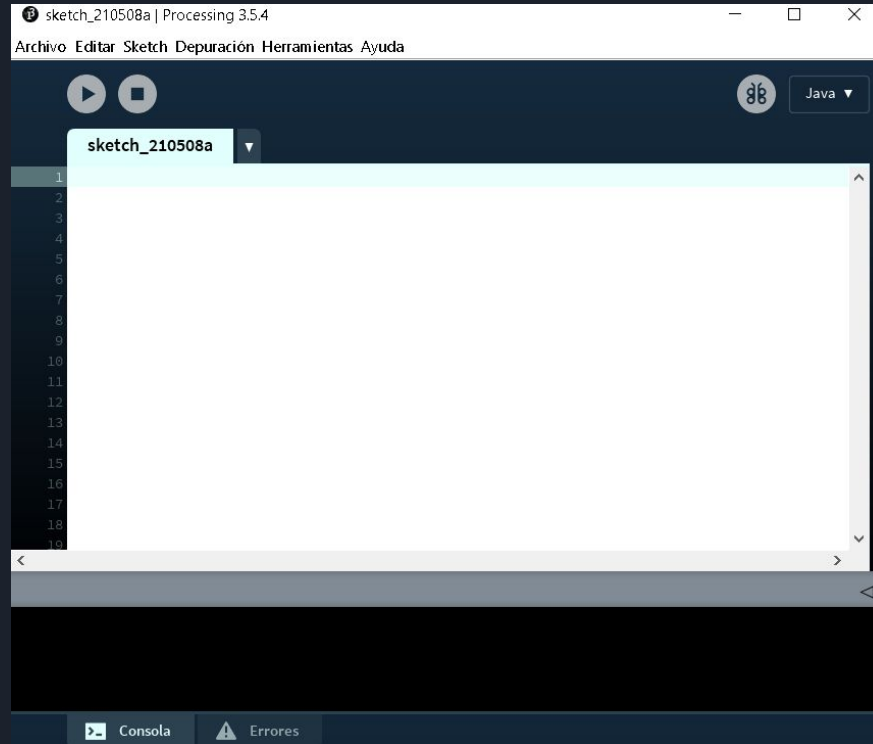
History of Processing

Ben Fry

Casey Reas

Processing IDE

Processing code example

```
void setup() {
  size(640, 360);
  noStroke();
  rectMode(CENTER);
}

void draw() {
  background(51);
  fill(0, 204);
  rect(mouseX, height/2, mouseY/2+10, mouseY/2+10);
  fill(255, 204);
  int inverseX = width-mouseX;
  int inverseY = height-mouseY;
  rect(inverseX, height/2, (inverseY/2)+10, (inverseY/2)+10);
}
```

Projects made with Processing

House of Card - Radiohead

Introduction to P5.js

p5.js: 2013

Lauren McCarthy

P5.js Website

P5.js Youtube tutorials

https://www.youtube.com/watch?v=8j0UDiN7my4&list=PLgIp04UYZK_PrN6xWo_nJ-8kzyXDyFUwi

P5.js Editor
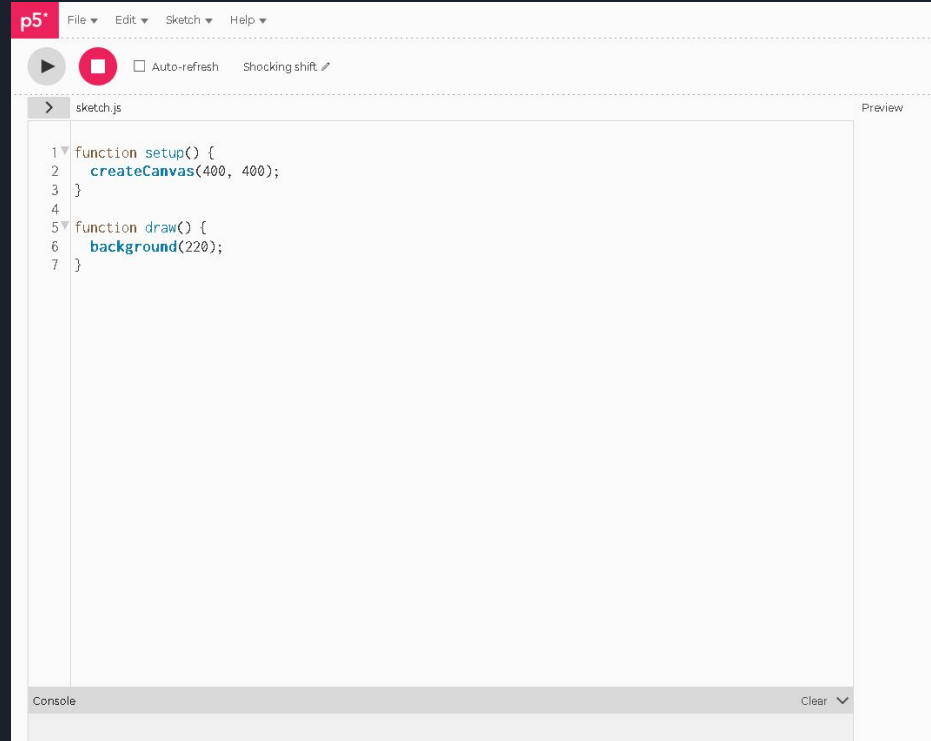
First Steps - VSCode Packages

- ## p5canvas - Garrit Schaap
  - ○ Greater abstraction level
  - ○ Everything in one interface

- ## p5.vscode - Sam Lavigne
  - ○ Template skeleton files
  - ○ Uses Live Server package
  - ○ Facilitates third party p5.js libraries installation

First Steps - Reference

- Main control functions
  - preload( )
  - setup ( )
  - draw ( )

- Reference
  - https://p5js.org/es/reference/

Code examples

- **Basic drawing**
  - Shapes
  - Movement
- **OOP and ES6 with p5.js**
  - Recursive tree
  - Particles
- **Image Processing**
  - Image drawn with particles
- **DOM modification**
  - HTML Dancing Elements
- **WebGL - 3D**
  - Sin and Cos waves

…

Important Resources

- Learn Site - Testing and Socket.io
  - https://p5js.org/es/learn/

- Contributors Libraries
  - https://p5js.org/es/libraries/

Projects made with P5.js

Open processing: https://openprocessing.org/

Game example: https://openprocessing.org/sketch/453716

2020 Community Showcase

- [Justice in COVID-19](#)
- [36 Days of Type x](#)
- [Album Motion Art](#)
- [Electrostatic Field](#)

[Showcase website](#)

Conclusions