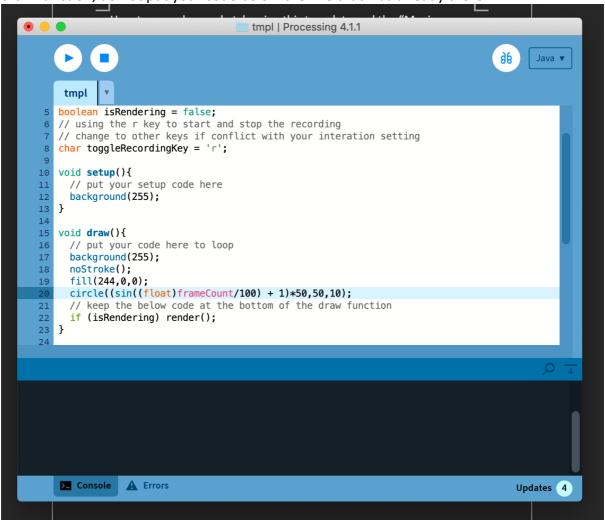
How to record your sketch using this template and the "Movie Maker" tool in Processing

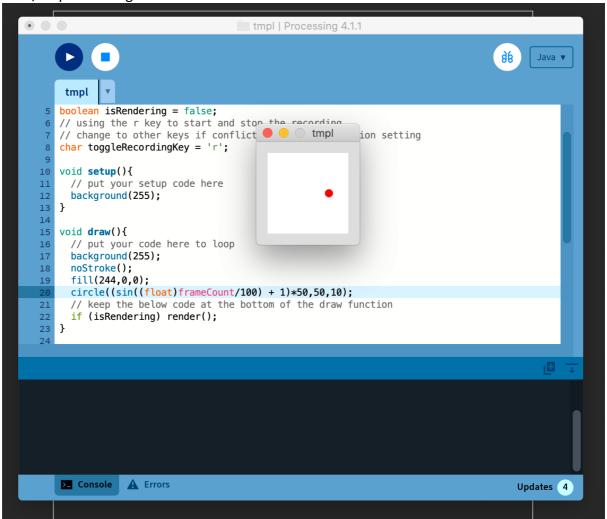
1. Open the template, you might want to rename it

```
tmpl | Processing 4.1.1
                                                                                                          Java ▼
     tmpl
    Parameters for recording the sketch
    boolean isRendering = false;
 6 // using the r key to start and stop the recording
7 // change to other keys if conflict with your interation setting
8 char toggleRecordingKey = 'r';
10 void setup(){
    // put your setup code here
11
12 }
13
14 void draw(){
    // put your code here to loop
15
16
      // keep the below code at the bottom of the draw function
17
      if (isRendering) render();
19 }
    Console A Errors
                                                                                                      Updates 4
```

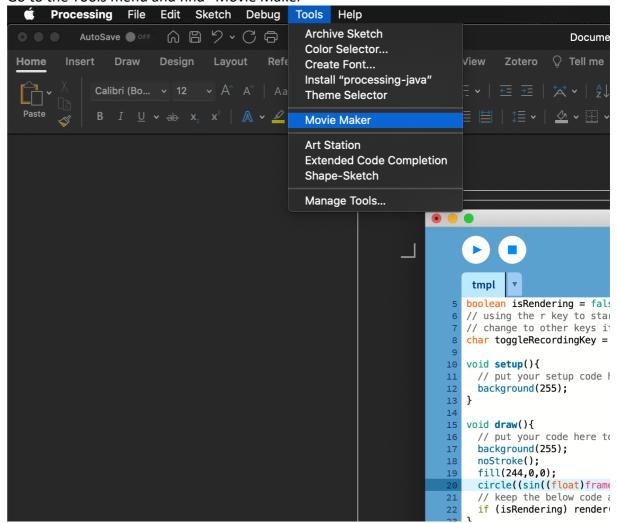
2. Start coding or copy your code into the template. Beware of the structure of the draw function, do not put your code below the line that was already there



3. Run your sketch, as it is running, press "r" key (or the key you changed to) to start/stop recording



4. Go to the Tools menu and find "Movie Maker"



5. Choose the folder called "render" under your sketch folder, where the rendered images located. You can also change the dimension and format (using the compression drop down) of the final output files, and add a sound files. After configuration, click on "Create movie" to make the video

