**LAB 01:** **Processing Animation Assignments**

* Create an animation with Processing using any 2D primitive shapes:
  + [arc()](http://processing.org/reference/arc_.html)
  + [ellipse()](http://processing.org/reference/ellipse_.html)
  + [line()](http://processing.org/reference/line_.html)
  + [point()](http://processing.org/reference/point_.html)
  + [quad()](http://processing.org/reference/quad_.html)
  + [rect()](http://processing.org/reference/rect_.html)
  + [triangle()](http://processing.org/reference/triangle_.html)
* Incorporate numeric variables:
  + [int](http://processing.org/reference/int.html)
  + [float](http://processing.org/reference/float.html)
* And at least one of the transform functions:
  + [rotate()](http://processing.org/reference/rotate_.html)
  + [rotateX()](http://processing.org/reference/rotateX_.html)
  + [rotateY()](http://processing.org/reference/rotateY_.html)
  + [rotateZ()](http://processing.org/reference/rotateZ_.html)
  + [scale()](http://processing.org/reference/scale_.html)
  + [shearX()](http://processing.org/reference/shearX_.html)
  + [shearY()](http://processing.org/reference/shearY_.html)
* You should also use the matrix functions:
  + [translate()](http://processing.org/reference/translate_.html)
  + [pushMatrix()](http://processing.org/reference/pushMatrix_.html)
  + [popMatrix()](http://processing.org/reference/popMatrix_.html)
* If you are feeling adventurous, try the [Ani](http://www.looksgood.de/libraries/Ani/) library.

**LAB 01: Processing 动画项目**

* 使用以下2D图元完成Processing动画项目:
  + [arc()](http://processing.org/reference/arc_.html)
  + [ellipse()](http://processing.org/reference/ellipse_.html)
  + [line()](http://processing.org/reference/line_.html)
  + [point()](http://processing.org/reference/point_.html)
  + [quad()](http://processing.org/reference/quad_.html)
  + [rect()](http://processing.org/reference/rect_.html)­­­­­
  + [triangle()](http://processing.org/reference/triangle_.html)
* 包括以下数据类型变量:
  + [int](http://processing.org/reference/int.html)
  + [float](http://processing.org/reference/float.html)
* 以及至少一个以下变换function:
  + [rotate()](http://processing.org/reference/rotate_.html)
  + [rotateX()](http://processing.org/reference/rotateX_.html)
  + [rotateY()](http://processing.org/reference/rotateY_.html)
  + [rotateZ()](http://processing.org/reference/rotateZ_.html)
  + [scale()](http://processing.org/reference/scale_.html)
  + [shearX()](http://processing.org/reference/shearX_.html)
  + [shearY()](http://processing.org/reference/shearY_.html)
* 必须使用如下function:
  + [translate()](http://processing.org/reference/translate_.html)
  + [pushMatrix()](http://processing.org/reference/pushMatrix_.html)
  + [popMatrix()](http://processing.org/reference/popMatrix_.html)
* 如果行有余力请尝试 [Ani](http://www.looksgood.de/libraries/Ani/) library.