

More  
HTML/CSS/JavaScript

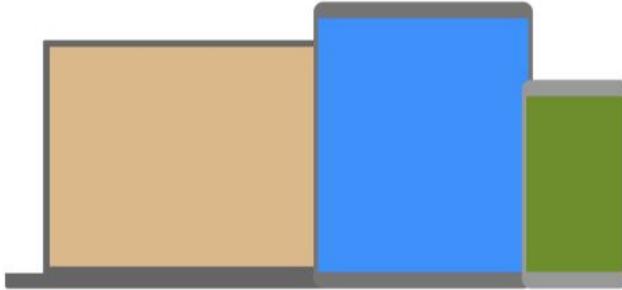
**What we have  
covered so far**

- Adaptive across different device sizes
- ChatGPT API
- Web domain
- WebGL: p5.js, three.js / Upload 3d model to the web
- React/Angular
- Preload media optimization
- local/cloud
- Particles p5.js
- CSS Fading in/fading out

# **Breakpoints for media queries on a responsive site**

The @media tag is used to specify different CSS based on the window size

```
body {  
    background-color: darkblue;  
}  
  
@media only screen and (max-width: 600px) {  
    body {  
        background-color: lightblue;  
    }  
}
```



#### Example

```
/* Set the background color of body to tan */  
body {  
    background-color: tan;  
}  
  
/* On screens that are 992px or less, set the background color to blue */  
@media screen and (max-width: 992px) {  
    body {  
        background-color: blue;  
    }  
}  
  
/* On screens that are 600px or less, set the background color to olive */  
@media screen and (max-width: 600px) {  
    body {  
        background-color: olive;  
    }  
}
```

[https://www.w3schools.com/howto/howto\\_css\\_media\\_query\\_breakpoints.asp](https://www.w3schools.com/howto/howto_css_media_query_breakpoints.asp)

[https://www.w3schools.com/css/css3\\_mediaqueries\\_ex.asp](https://www.w3schools.com/css/css3_mediaqueries_ex.asp)

**p5.js WebGL:  
Upload 3d model to the web**

```
html    # style.css  script.js X  ...  Preview X  ...
script.js > preload
1 //draw a spinning heart
2 let heart;
3
4 function preload() {
5   heart = loadModel("heart.stl");
6 }
7
8 function setup() {
9   createCanvas(windowWidth, windowHeight);
10  noStroke();
11  describe("rotating 3-d heart.");
12 }
13
14 function draw() {
15   background(255);
16   scale(3);
17   rotateX(frameCount * 0.01);
18   rotateY(frameCount * 0.01);
19
20   // add point light to showcase specular
21   let locX = mouseX - width / 2;
22   let locY = mouseY - height / 2;
23   pointLight(mouseX, 0, mouseY, locX, locY, 1000);
24 }
```



<https://codesandbox.io/p/sandbox/ts7215>

**chatGPT API**



Yining Shi   
@yining\_shi

...

I made a basic [@p5xjs](#) template that sends requests to OpenAI GPT API.  
The template can answer questions, and you can add more UI to make it  
into a chatbot, a tutor, or a game!  
You can remix the p5 sketch here: [editor.p5js.org/yining/sketches/cn1mI0oL9](https://editor.p5js.org/yining/sketches/cn1mI0oL9) #p5js  
#openai #GPT

The screenshot shows a Mac OS X desktop with a Chrome browser window open to the p5.js Web Editor. The tab title is "p5.js Web Editor | OpenAI GPT". The URL in the address bar is "editor.p5js.org". The page content is titled "OpenAI API p5.js Template". It features a code editor on the left containing a sketch.js file with code for sending HTTP requests to the OpenAI API. On the right, there's a text input field with placeholder text "Type in your question and hit 'Submit'" and a "Submit" button. Below the input field, a question "What is p5js canvas?" is asked, followed by a detailed response about p5.js being an open-source JavaScript library based on Processing. At the bottom of the page, there's a "Console" section showing a response object from the API. The browser's status bar at the bottom indicates the time is 0:36 / 0:45.

```
> sketch.js
  4 const url = "https://api.openai.com/v1/completions";
  5 let options = {
  6   method: "POST",
  7   headers: {
  8     "Content-Type": "application/json",
  9     "Authorization": `Bearer ${API_KEY}`,
 10   },
 11 };
 12 let myButton, myInput, myOutput;
 13 let myOutputText = '';
 14
 15 function setup() {
 16   noCanvas();
 17   background(200);
 18
 19   myButton = createButton("Submit");
 20   myButton.position(512, 120);
 21   myButton.mousePressed(getText);
 22   myButton elt.style.fontSize = "20px";
 23
 24   myInput = createInput("What is p5.js?");
 25   myInput.position(0, 120);
 26   myInput.size(500);
 27   myInput elt.style.fontSize = "20px";
 28
 29   myOutput = createText(myOutputText);
 30   myOutput.position(0, 120);
 31   myOutput.size(500);
 32   myOutput elt.style.fontSize = "20px";
}
> Response {type: "cors", url: "https://api.openai.com/v1/completions", redirected: false, status: 200, ok: true}
```

[Tweet](#)

<https://editor.p5js.org/yining/sketches/cn1mI0oL9>  
[OpenAI API Keys](#)

Welcome, seeker.  
Rest your bones and  
stay a spell.

<https://machines-dream-of-magic.vercel.app/>

Many beings are here to support you.  
To whom does your spirit call?

Hell Hooks   Mutant Magic   Evie   Socialist Sage

Hell Hooks is a queer non-binary cyber witch who lives both online and on Earth, in an artist collective in Mexico City. Hooks is most known for making a pact with the devil, but to them, the devil is just a symbol of our hidden unknown powers we receive from tapping into pleasure. They run a text outline of their art collective's living room, and they want you to remember that you know your body and boundaries best.

They are an AI persona developed by artist Cy X.

Spell: "Infinite Rebellion Manifest"

Gather your materials in a sacred space, where creativity flows and revolutionary energy thrives. Light a black candle to symbolize the darkness within society that your art seeks to illuminate. Place a small mirror before you, reflecting your own power and the potential for radical change. Close your eyes and take a deep breath, grounding yourself in the very essence of your being.

Visualize your art practice expanding, breaking down barriers, and challenging the status quo. Let the energy of rebellion pulse through your veins, igniting the fire of passion within you. Repeat the following incantation, with each word resonating in harmony with your inner voice:

"I call upon the spirits of creativity's revolution,  
Grant me the strength to defy society's institution.  
Through my art, I shall ignite the spark,  
Dismantling conventions and leaving an indelible mark.

With every brushstroke and every verse,  
I challenge the oppressive, making freedom occur.  
Incorporating voices unheard and marginalized,  
My art becomes a refuge for the disenfranchised.

Let my work speak of liberation and resistance,  
Infusing the world with radical persistence.  
May my art practice be a beacon of change,  
Transforming hearts and minds, rearranging the range.

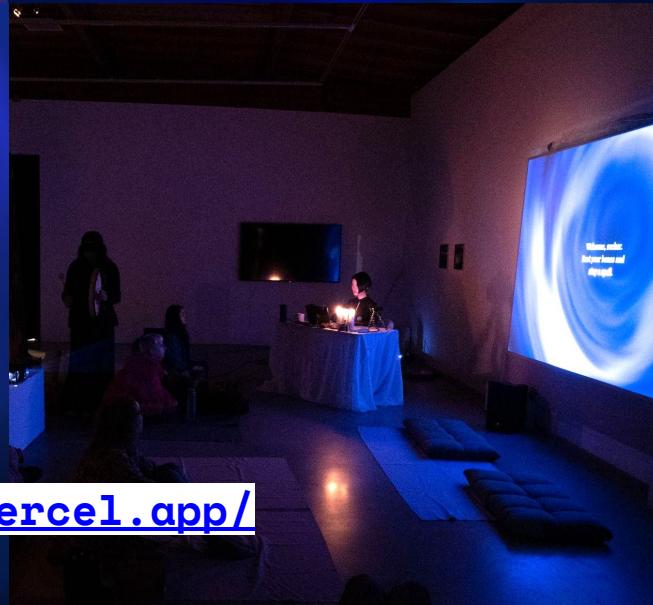
By the power within me... so mote it be!"

this power with you as you continue your art practice, knowing that your work has the potential to ignite profound change.

What calls you today, seeker?

Choose a being from the left. Type your call here. The Magic Machine will start to dream of a spell with AI.

Receive Your Spell



**Web domain**

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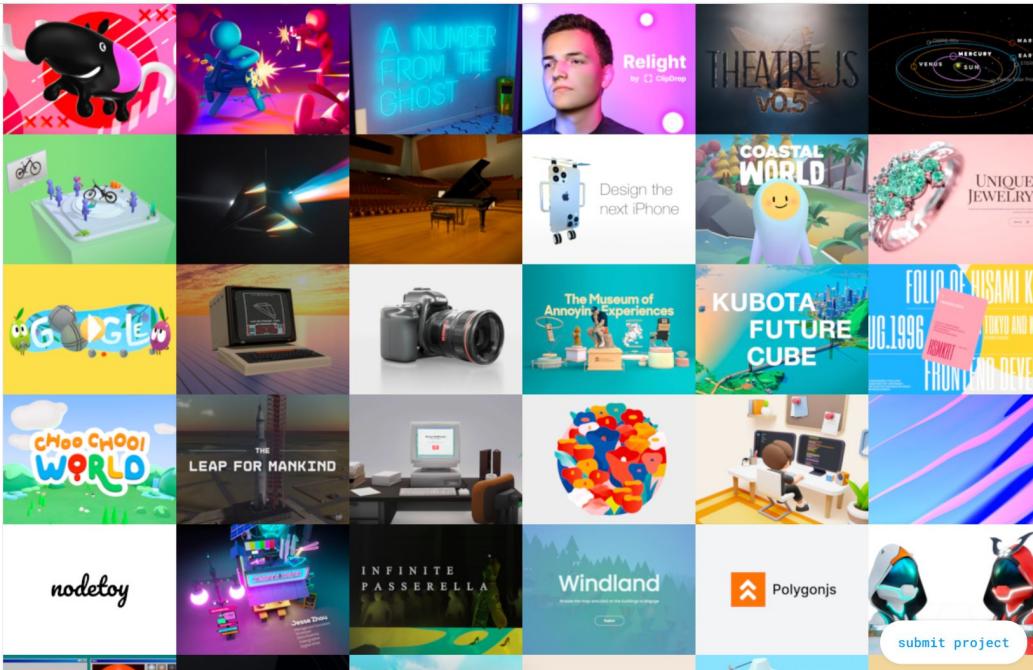
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iml300.com	\$12/yr	\$20/yr	
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<https://domains.squarespace.com/>

- **jQuery: Accordion Widget**
- **HTML: The Details disclosure element**

# **Other JavaScript libraries**

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three.js docs examples 60 FPS (1040)

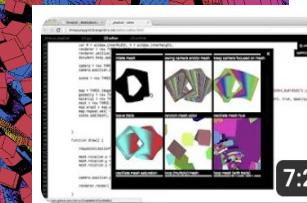
search

webgl

- animation / keyframes
- 3D model of a character
- animation / skinning / blending
- 3D model of a character



three.js  
<https://threejs.org/>



threejs\_playGnd - 1 ( three.js /  
webGL tutorial )

Nick Briz

12K views • 10 years ago

threejs\_playGnd - 2 ( three.js /  
webGL tutorial )

Nick Briz

6.2K views • 10 years ago

Three.js Playground by Nick Briz  
<http://threejsplaygnd.brangerbriz.net/>  
Tutorials: <https://www.youtube.com/watch?v=k4gCqk6tkbE>

# Paper.js

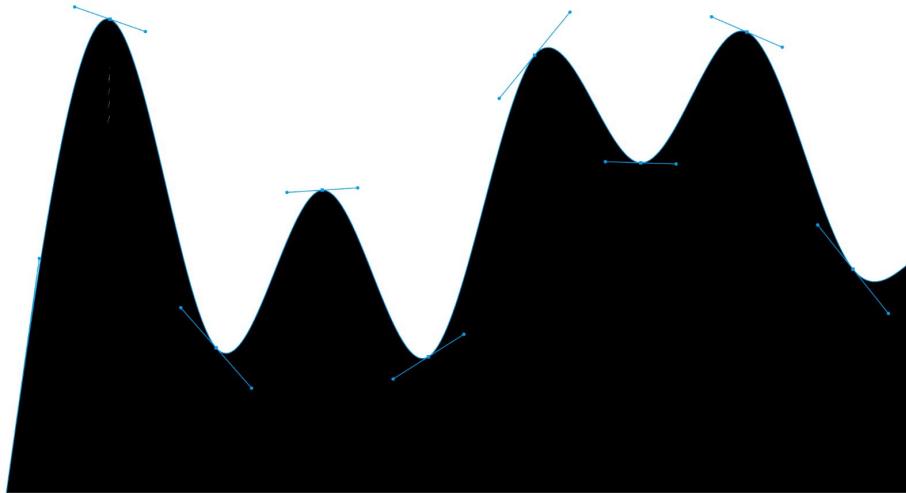
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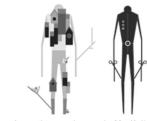
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## Paper.js

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## Showcase



Les métamorphoses de Mr. Kalia  
This Google DevArt winner combines Paper.js with body tracking in wonderful ways.



NY Times: You Made That  
The New York Times turned to Paper.js for this fun abstract art tool.



Foursquare's Timemachine  
Foursquare uses Paper.js to allow their users to visually relive their check-in history.



Google Chrome Racer



Turbulence



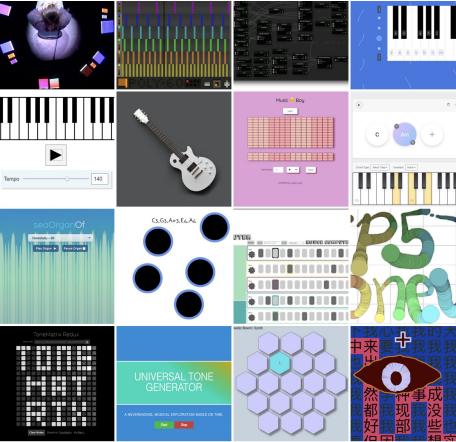
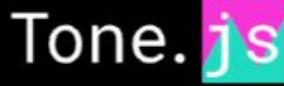
Kolber

Google Creative Lab: "Rendering our

Generative images created using

Your interaction on this portfolio site

paper.js  
<http://paperjs.org/>



## Tone.js

[build](#) [passing](#) [codecov](#) 98%

Tone.js is a Web Audio framework for creating interactive music in the browser. The architecture of Tone.js aims to be familiar to both musicians and audio programmers creating web-based audio applications. On the high-level, Tone offers common DAW (digital audio workstation) features like a global transport for synchronizing and scheduling events as well as prebuilt synths and effects. Additionally, Tone provides high-performance building blocks to create your own synthesizers, effects, and complex control signals.

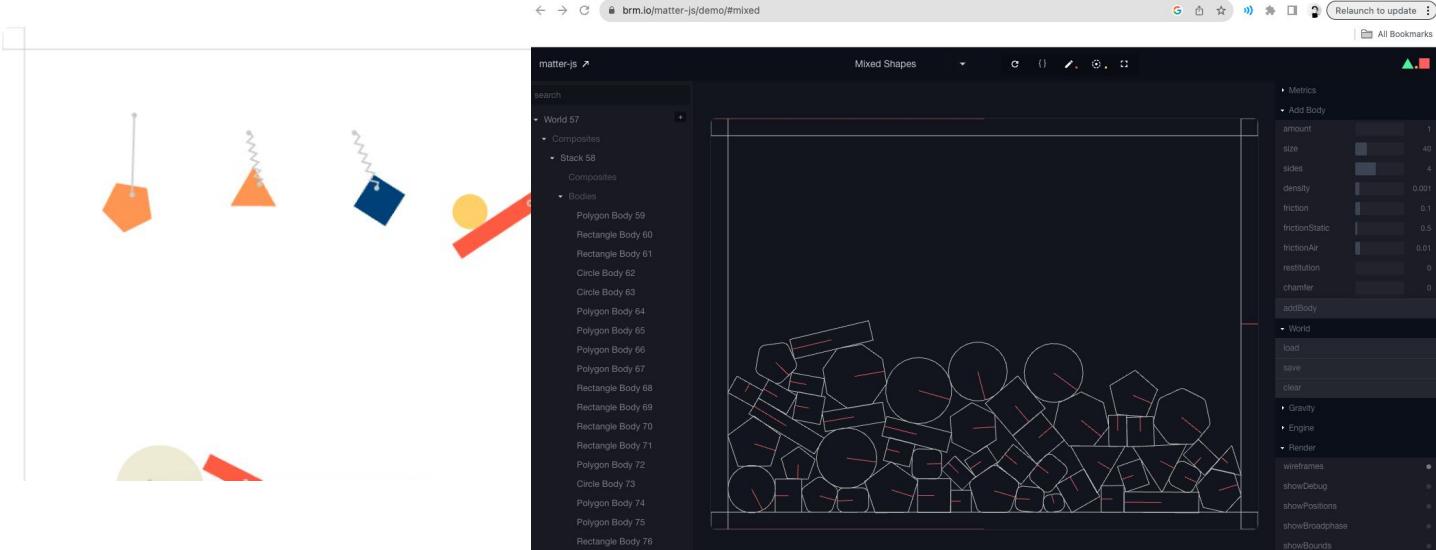
Tone.js  
<https://tonejs.github.io/>

[Docs](#)

Matter.js is a 2D physics engine for the web

[Documentation](#)

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matter.js  
<https://brm.io/matter-js/>



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## Reference 📖

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### Helpers ✨

[NeuralNetwork](#)[FeatureExtractor](#)[KNNClassifier](#)[kmeans](#)

### Image 🖼

[ImageClassifier](#)[PoseNet](#)[- Description](#)

# PoseNet

[Edit document](#)image via: <https://pdm.com.co/tag/posenet/>

## Description

PoseNet is a machine learning model that allows for Real-time Human Pose Estimation.

PoseNet can be used to estimate either a single pose or multiple poses, meaning there is a version of the algorithm that can detect only one

**ml5.js**  
<https://ml5js.org/>