# Creative Coding

How to load external assets?

COD 207 - Week 06 Class →

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# Loading External Media

- 🖼️ Images → jpg, gif, png
- 🔊 Audio → mp3, ogg, wav
- 📼 Video → mp4, webp, ogv

# preload() function

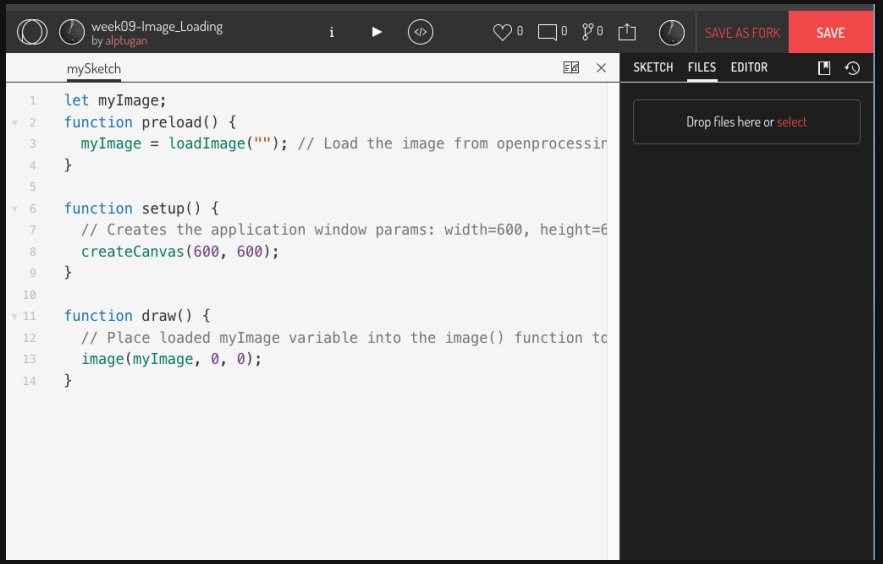
Images can be loaded and displayed to the screen at their actual size or any other size.

```
let myImage;
function preload() {
  myImage = loadImage("image_name.jpg"); // Load the image from openprocessing into myImage variable
}

function setup() {
  // Creates the application window params: width=600, height=600
  createCanvas(600, 600);
}

function draw() {
  // Place loaded myImage variable into the image() function to display it on the canvas
  image(myImage, 0, 0);
}
```

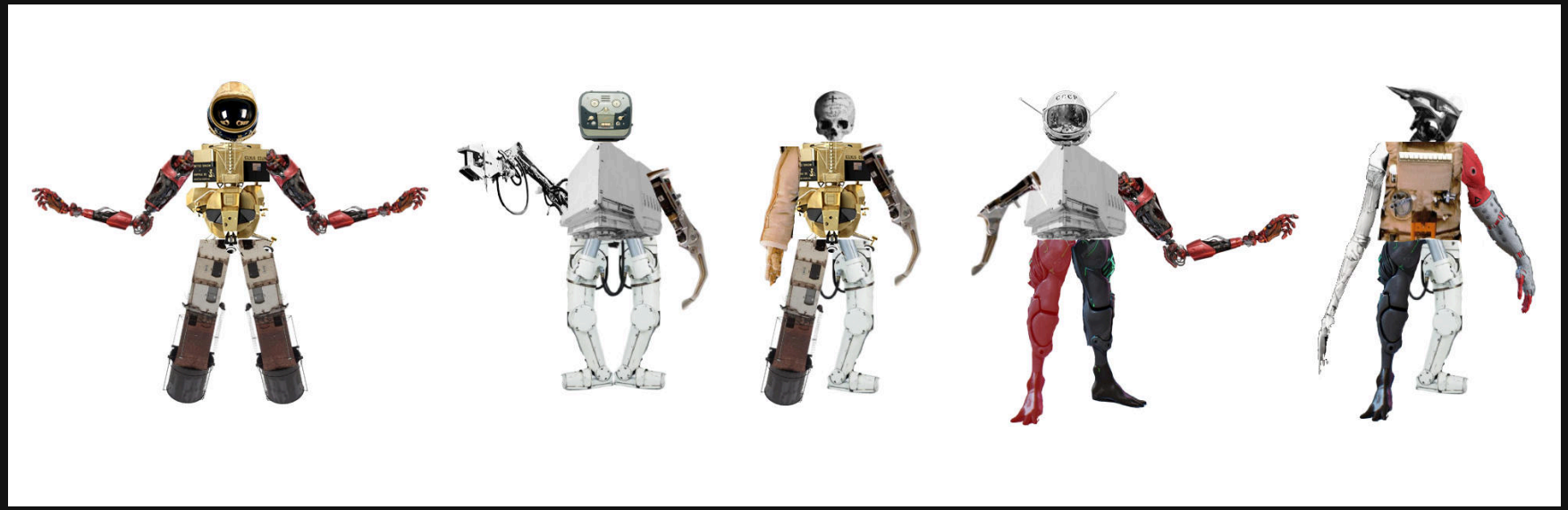
# Practice in class!

Before uploading your image, check its resolution and filesize. Large files are loaded slowly. Resize your image in photoeditor app of your choice before uploading. To upload your files;

1. Goto openprocessing
2. Open settings and goto "FILES" tab
3. Drag & Drop your image.
4. Example 🔗



# Computational Characters



🔗 Source code

# BREAK

10 mins.


# Computational Collage

- Create 600 x 800 photoshop document
- Collect images (min. 10)
  - Background paper Texture
  - For ground focus object
  - Typographic element
- Trim each image as a seperate layer
- Export each image in png format
- Load images using P5JS
- Adjust positions
- Apply randomness to create different variations of your collage

# Generative Collage

- Choose a concept → "analog devices, black & white, space, peace, Star Wars, Dune, Daft Punk, Cyberpunk, Steam Punk, etc..."
- Collect at least 10 images
- Create a photoshop document at size 600 x 800. Compose a collage.
- Export the images as transparent layers. Load them in P5JS.
- Upload to the openprocessing.
- Use randomness to create different compositional variations of your design.
- CT Analysis (20 pts)
- The use of comments in the code (10 pts)
- Tidy up the code (10 pts)
- ❗ Submit the openprocessing link. (5 pts)
- ❗ Submit the sketch source code as zip file as well. (5 pts)

image source: 🔗 Patrick Hüebner

# Case Studies on openProcessing

1. Loading and displaying an image
2. Generative Character
3. Multiple images at random positions
4. Multiple images at random pos and opacity
5. Mirror Images, play with blendModes
6. Some trigonometry and animation

# Some other case studies

Following examples are developed using p5JS editor.

Load Image from URL (grabs ai generated images from a website)

Pixelate the image

Mosaic Like Image

Diagonally mirrored image

Image Processing 1

Image Processing 2

Use Image as Texture

# Media cheatsheet

Download the pdf

# Assignments

1. Collect at least 20 different images.
2. Crop and resize them in Photoshop. Save as transparent PNG.
3. Create the collage in Photoshop (Goto Pinterest for inspiration).
4. Implement your design in p5JS and randomize the design whenever the user pressed r key on keyboard. 3️⃣0️⃣ PTS
5. Submit 3 different variations of your sketch as jpg. Do not submit 3 different code. 2️⃣0️⃣ PTS
6. ❗ Submit the openprocessing link. 5️⃣ PTS
7. ❗ Submit the sketch source code as zip file as well. 5️⃣ PTS