

Creative Coding

Custom Shapes, Tesselations, Translation

COD 207 - Week 08 Class →



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Wrap-up (Summary)

Things we learn about P5JS programming language.

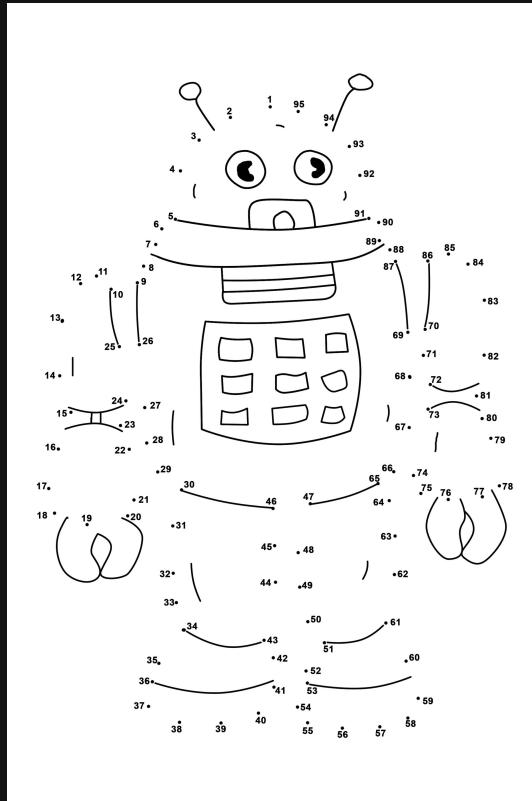
- Cartesian Coordinate System (How canvas positioning works)
- Structure (Built-in functions (`setup`, `draw`) / inline functions (`createWindow`, `background`))
- Variables
- Built-in Variables (`width`, `height`, `mouseX`, `mouseY`, `key`)
- Drawing simple shapes (`circle`, `rect`, `line`)
- Styling (`stroke`, `strokeWeight`, `fill`, `noFill`, etc...)
- Conditionals (If / else, else if)
- Loops & Nested Loops (`for`)
- Interactivity (`mousePressed`, `keyPressed`)

Custom Shapes

How to draw the following shape?



Connect The Dots



beginShape() - endShape() - vertex()

```
1  function setup() {  
2      // Creates the application window params: width  
3      createCanvas(600, 600);  
4  }  
5  
6  function draw() {  
7      background(100,20,20); // R,G,B values must be  
8  
9      strokeWeight(20);      // stroke weight  
10     strokeJoin(ROUND);    // make corner joints round  
11     stroke(245, 208, 120); // stroke color  
12     fill(150, 10, 10);    // fill color  
13  
14     beginShape();          // Start Shape Container  
15     vertex(100, 100);        // 1st point  
16     vertex(width / 2, height - 100); // 2nd point  
17     vertex(width - 100, 100); // 3rd point  
18     vertex(width / 2, 200);        // 5th point  
19     vertex(100, 100);        // Last point  
20     endShape();            // End Shape Container  
21 }
```

source 





BREAK

10 mins.

Translate, Rotate, Scale

Move, scale and rotate object on canvas

x

1.4 translate(), rotate(), push(), pop() - p5.js Tutorial



Paylaş

translate()

rotate()



push(), pop()



Tutorial: Tiling

Move, scale and rotate object on canvas



Assignments

1. Watch the tutorial videos in the week 08 presentation and practice on your own.
2. Your assignmet is creating another tessellation.
3. Step1 → Design a unique pattern yourself **1** **0** PTS (E.g:)
4. Step2 → Tile the pattern using nested for loops **1** **0** PTS (E.g:)
5. Step3 → Randomize the grid elements using translate and rotate functions **1** **0** PTS (E.g:)
6. Step4 → Generate at least 20 different variations and submit 3 of them of your choice **1** **0** PTS
7. Submit the openprocessing link. **5** PTS
8. Submit the sketch source code as zip file as well. **5** PTS
9. Read the documents Chapter 6: Translation, Scale, Rotate: and Chapter 7: Media