

creative coding with python and processing  
*//cc.fest.2021*

\* who has used (java) processing?

- \* who has used (java) processing?

- \* who has used p5.js?

- \* who has used (java) processing?
- \* who has used p5.js?
- \* who has used python?

setup

\* [github.com/tabreturn/processing.py-cc-fest](https://github.com/tabreturn/processing.py-cc-fest)

\* [with a python cc-test](#)

\* [tabreturn.com/cc](#)



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slides.pdf - add slides pdf 2 hours ago

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# CC Fest 2021 Resources

Resources for my [Virtual CC Fest 2021 session](#) (Creative Coding with Python and Processing)

## Session activity

1 - Start here: <https://editor.computiful.org/tabreturn/sketches/V6gvX-LN8>

I'll be adding links, code, slides, and more soon ...

## About



Resources for my Virtual CC Fest session (Creative Coding with Python and Processing)

Readme

## Releases

No releases published  
[Create a new release](#)

## Packages

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processing 'ecosystem'

**Processing**

p5.js

Processing.py

Processing for Android

Processing for Pi

# Processing

Cover

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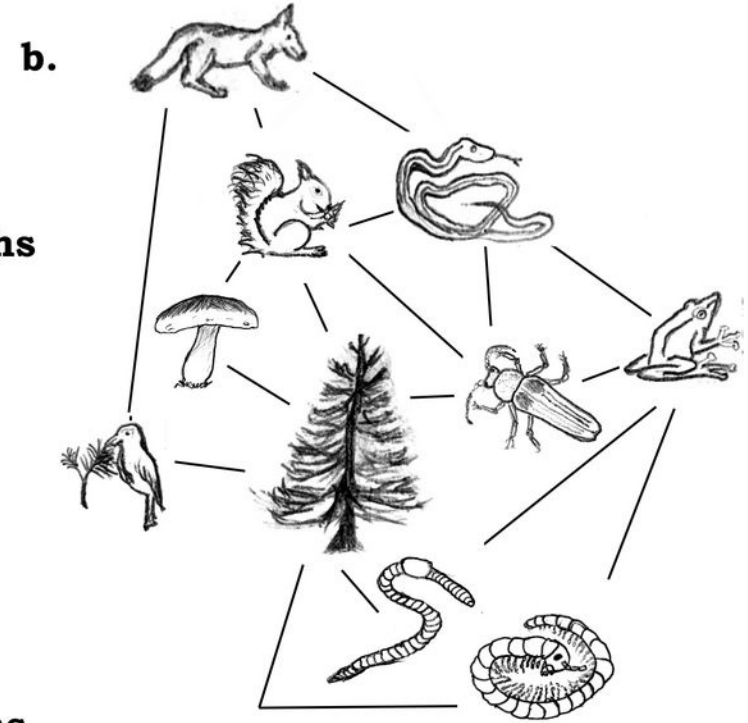
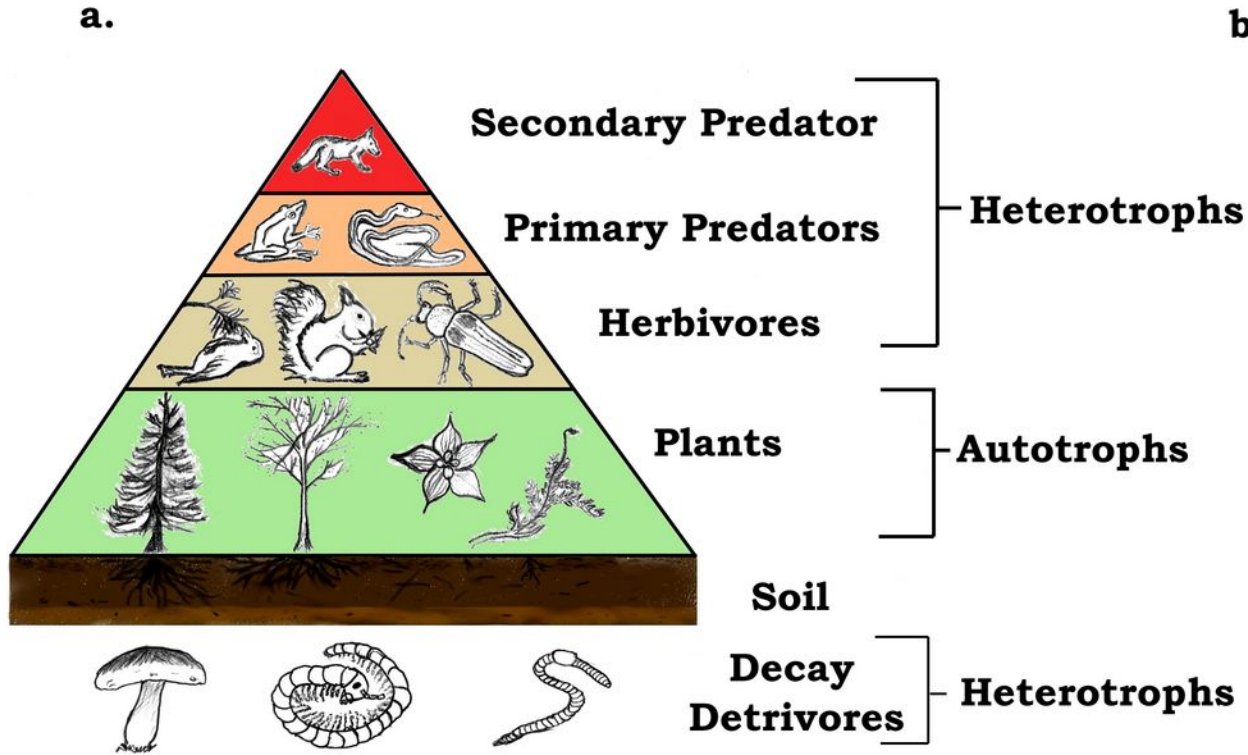
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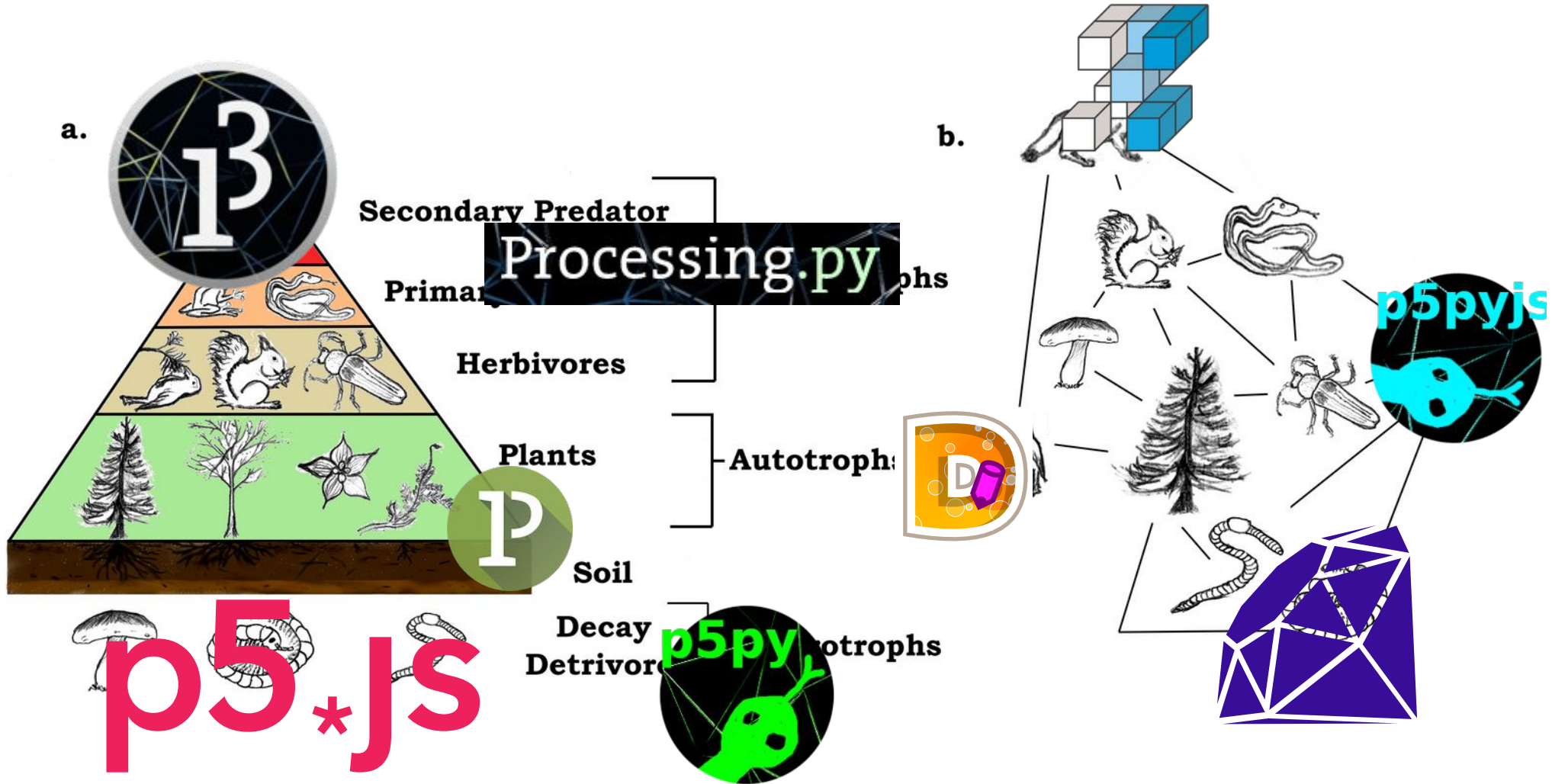
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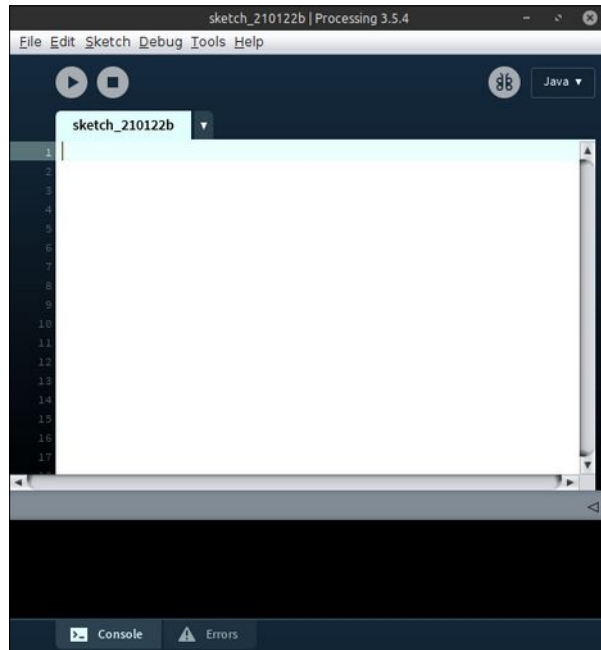
Libraries

Tools



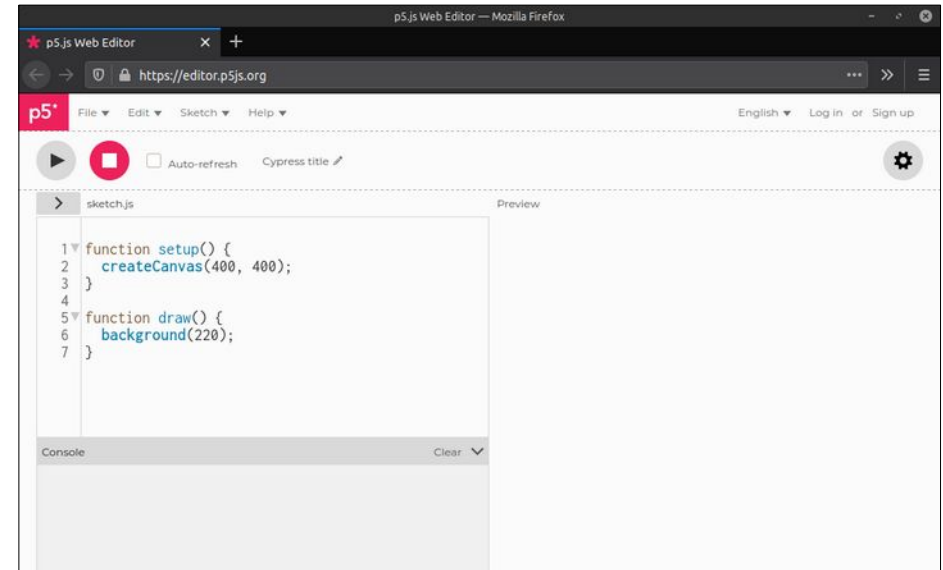
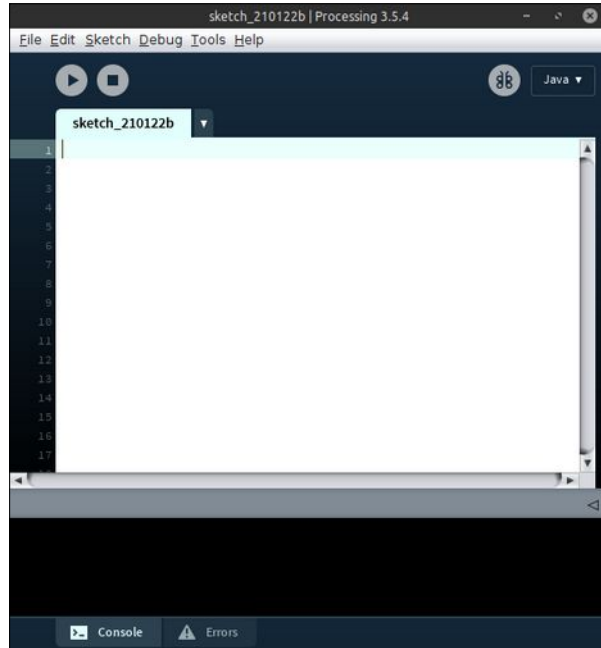


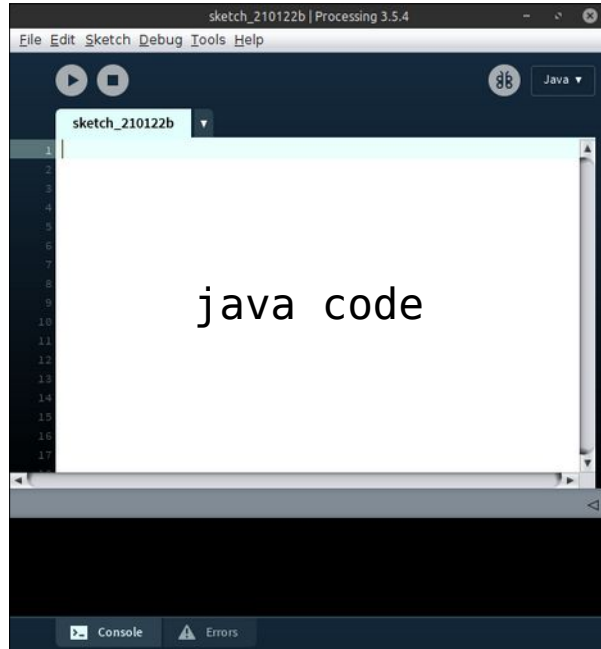




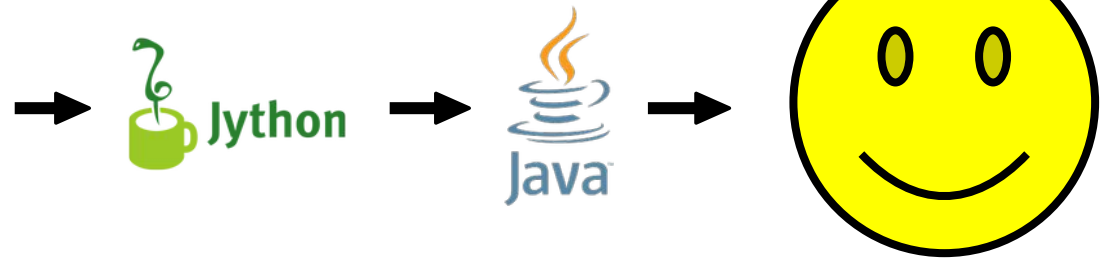
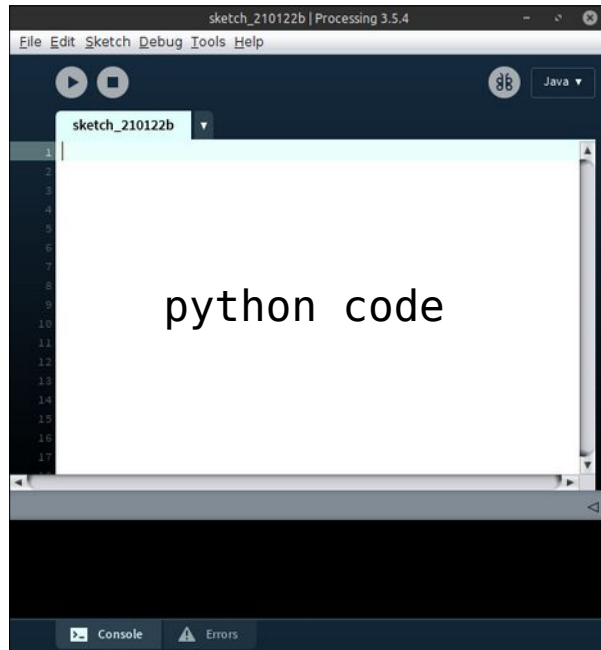


p5\*.Js





# Processing.py





[Processing](#)[p5.js](#)[Processing.py](#)[Processing for Android](#)[Processing for Pi](#)[Processing Foundation](#)

# Processing.py

[Cover](#)[Reference](#)[Tutorials](#)[Examples](#)[Bugs](#)

## Python Mode for Processing

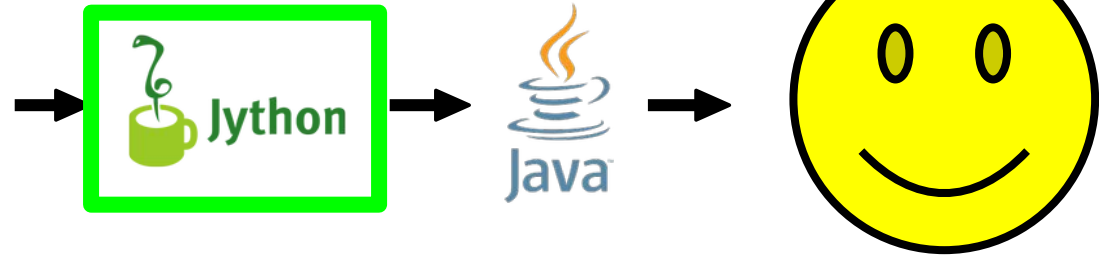
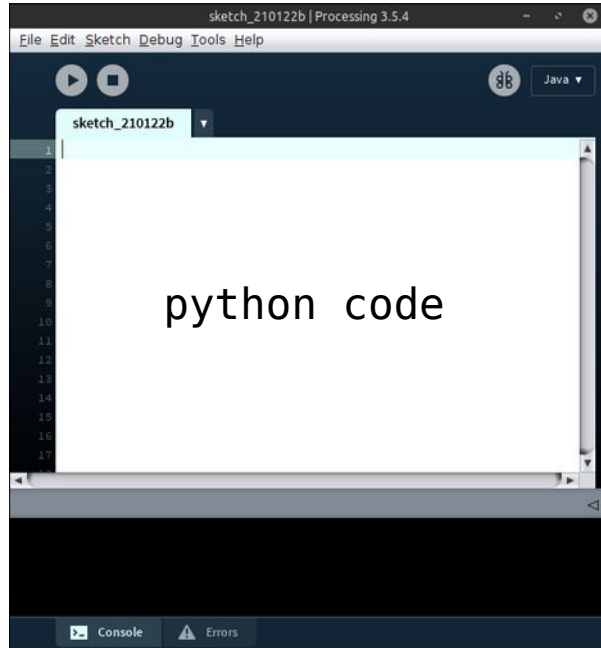
You write Processing code. In Python.

Processing is a programming language, development environment, and online community. Since 2001, Processing has promoted software literacy within the visual arts and visual literacy within technology. Today, there are tens of thousands of students, artists, designers, researchers, and hobbyists who use Processing for learning, prototyping, and production.

Processing was initially released with a Java-based syntax, and with a lexicon of graphical primitives that took inspiration from OpenGL, Postscript, Design by Numbers, and other sources. With the gradual addition of alternative programming interfaces — including [JavaScript](#), [Python](#), and [Ruby](#) — it has become increasingly clear that Processing is not a single language, but rather, an arts-oriented approach to learning, teaching, and making things with code.

We are thrilled to make available this public release of the Python Mode for Processing, and its associated documentation. More is on the way! If you'd like to help us improve the [implementation of Python Mode](#) and [its documentation](#), please find us on Github!

# Processing.py



- \* jython

- \* jython is not cpython (reference implementation)

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- \* this has limitations, hence "python mode for processing"

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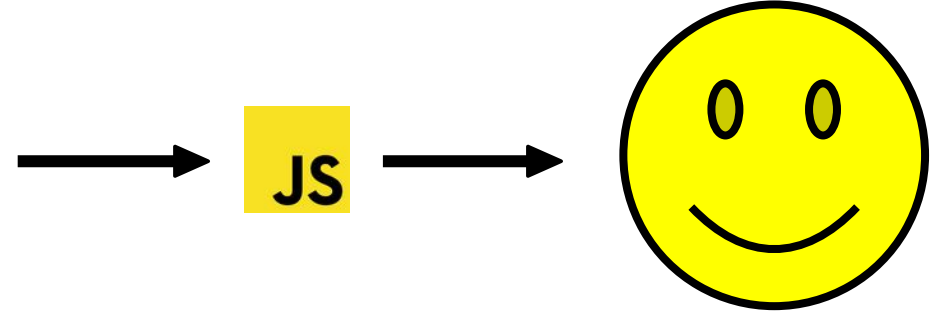
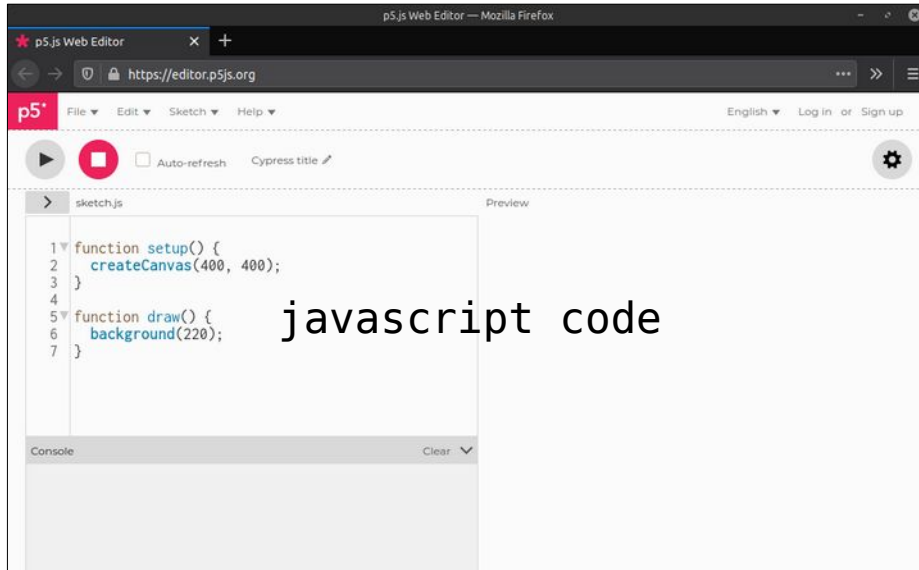
- \* this has limitations, hence "python mode for processing"

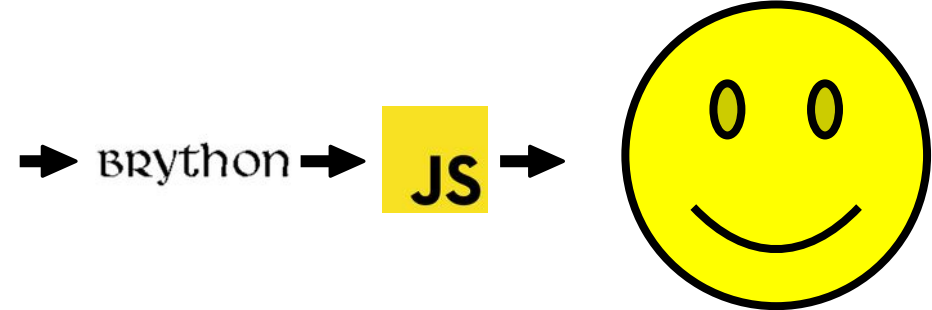
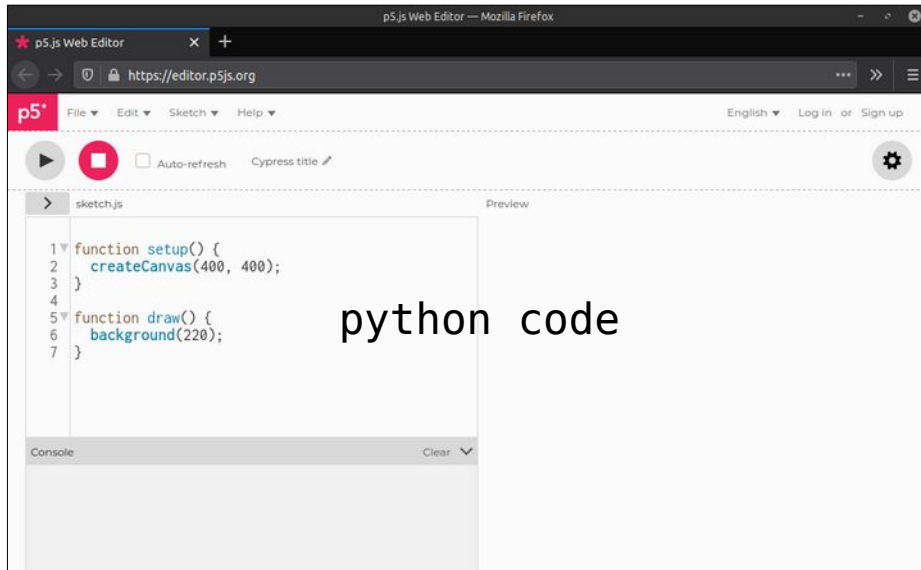
- \* more python implementations

- \* micropython, ironpython, pypy, ...

- \* jython
  - \* jython is not cpython (reference implementation)
  - \* this has limitations, hence "python mode for processing"
- \* more python implementations
  - \* micropython, ironpython, pypy, ...
  - \* for javascript: transcript & brython

# p5.\*Js







so:

- \* python mode / processing.py will do everything (java) processing does

SO:

- \* python mode / processing.py will do everything (java) processing does
- \* computiful will do everything p5.js does

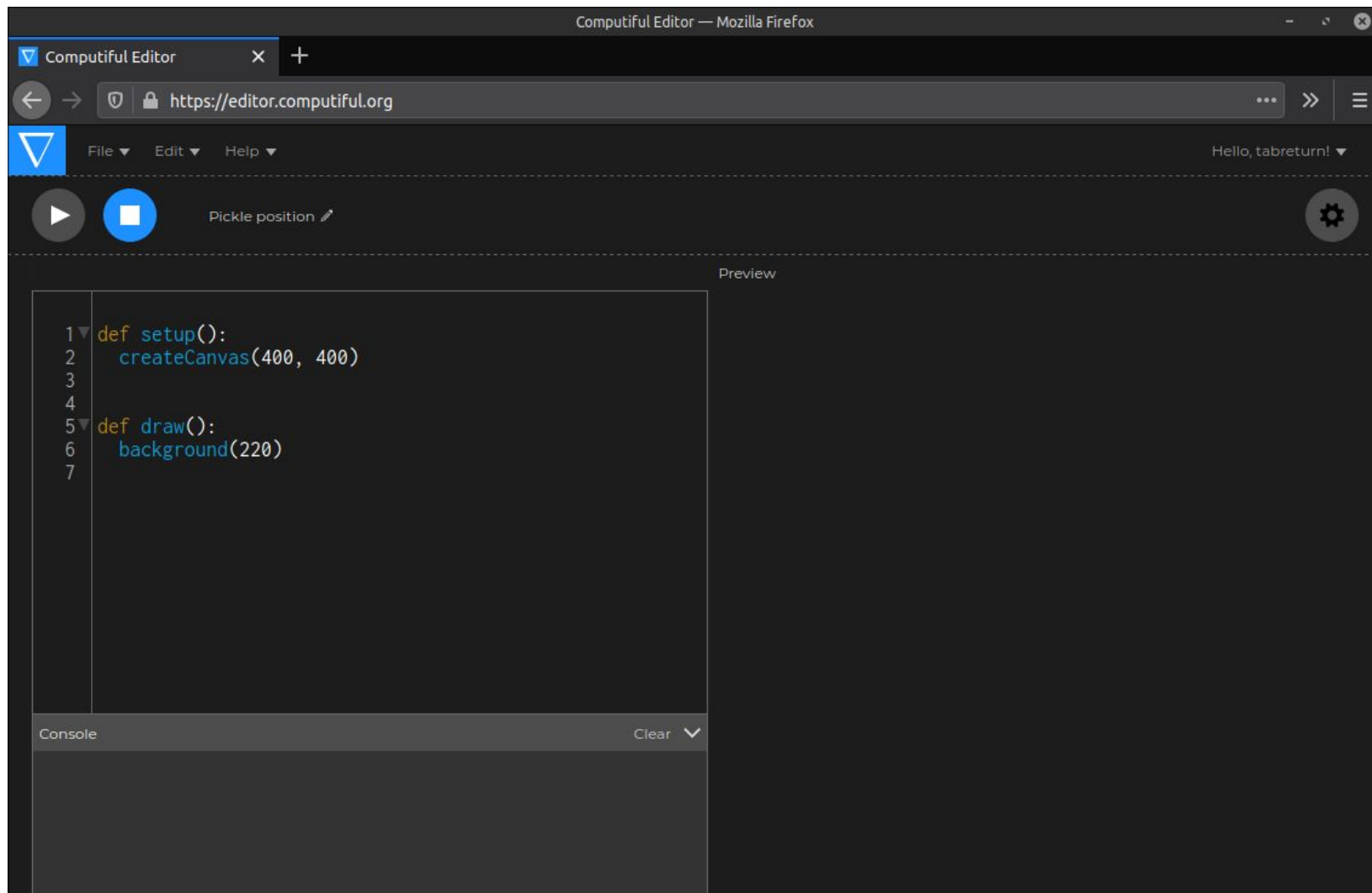
SO:

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- \* today, we will use computiful

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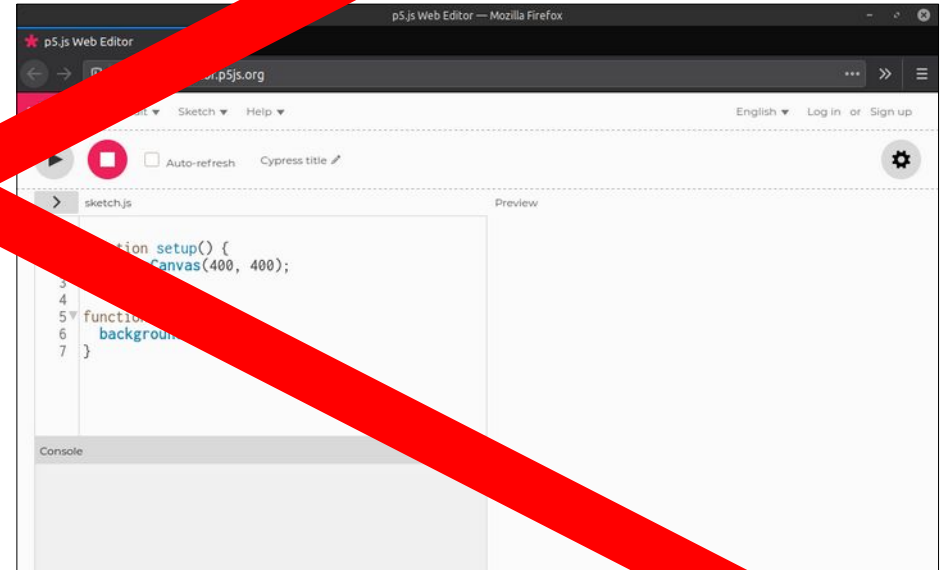
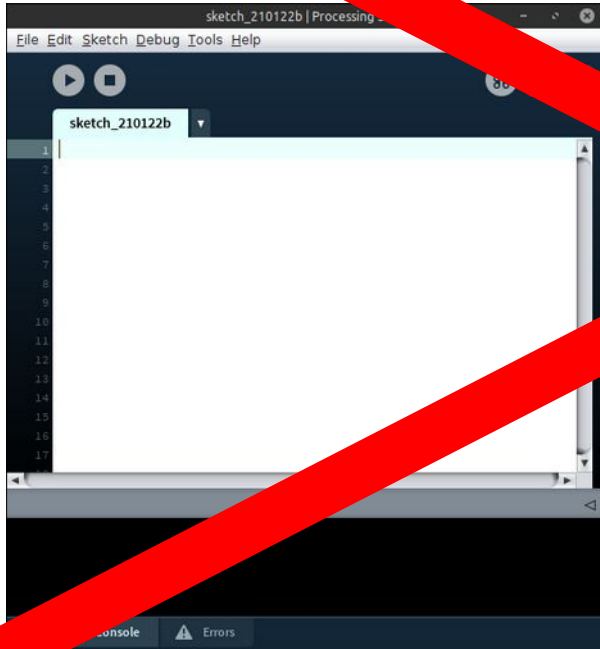
!!! a big thanks to nick mcintyre (who put computiful together) and the pyp5js crew (bernardo fontes, alexandre villares) and everybody else involved in those projects !!!

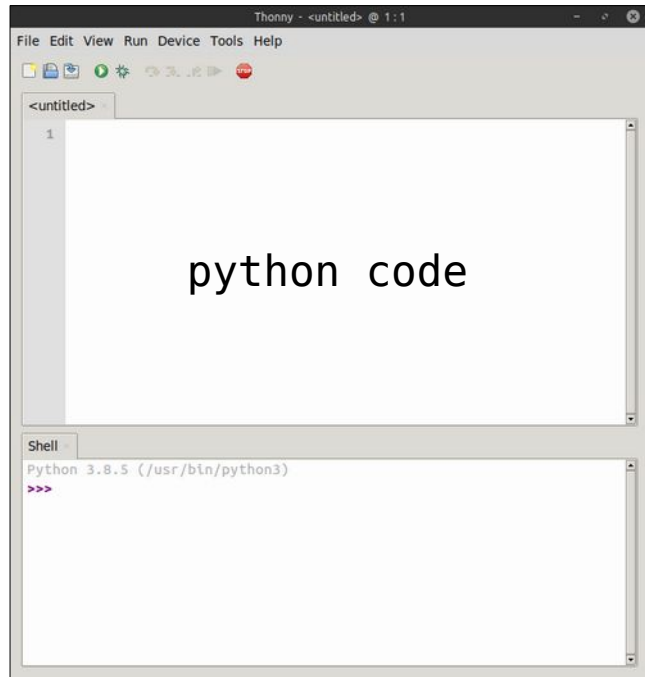


but, tristan -- what about a pure python solution?





p5\*.js







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README.md

## Resources for teaching programming

### for artists, designers and architects ([repository](#))

#### Extended table of Hosts, Platforms & Languages

- Drawing or 3D modeling software that embeds a scripting language on the user interface or allows automation with a very limited number of steps between programming and code execution.
- Tools aimed at teaching programming in a visual or graphic context.
- [Ad hoc: tools that have shown potential for teaching in a visual or graphic context.]

<a href="#">SORTABLE VIEW OF THE TABLE</a>	<a href="#">CSV on GitHub</a>	<a href="#">raw CSV</a>
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An earlier version of this table was published as: VILLARES, A. B. A., & MOREIRA, D. (2017). *Python on the Landscape of Programming Tools for Design and Architectural Education*. Presented at the SIGRAI 2017, Concepcion, Chile.

Processing + Python tools table

Name	Processing features	based on (& Python version)	Python standard library	libraries ecosystem	main features	main limitations
<a href="#">Processing Python Mode</a>	<a href="#">Processing Java</a>	<a href="#">Jython</a> (Python 2)	complete	Java & Processing Java	available inside Processing IDE, very Processing compatible	no web deployment, no modern Python libs
<a href="#">p5py</a>	a new implementation (incomplete)	Python 3	complete	Python only	truly Python compatible	no web deployment, still incomplete
<a href="#">pyp5js</a> (transcript mode)	<a href="#">p5.js</a>	<a href="#">Transcript</a> (Python 3)	incomplete	JavaScript & p5.js	web ready sketches, very p5js compatible and nice browser editor	JS libraries only, p5.js features only (compared to Processing Java/Python modes)
					web ready	

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 <https://gumroad.com/villares>

Packages

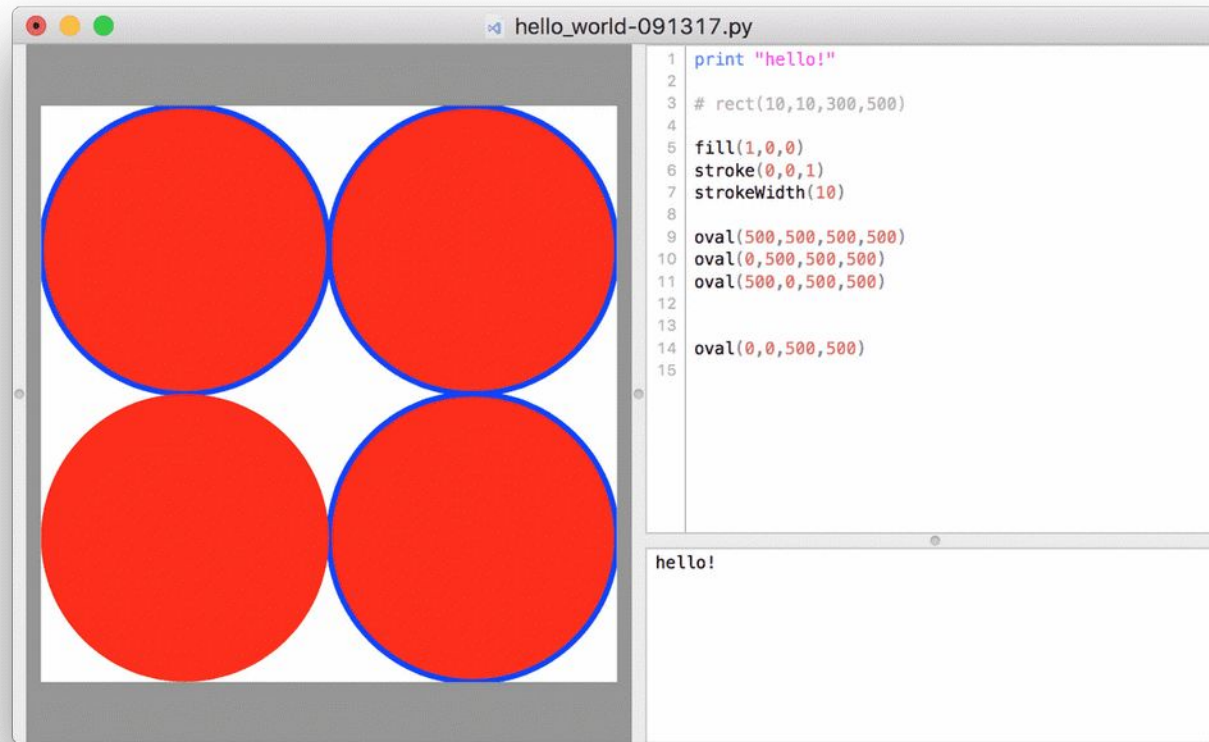
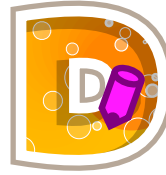
No packages published

Contributors 2

-  **villares** Alexandre B A Villares
-  **berinhard** Bernardo Fontes

Languages





forum:

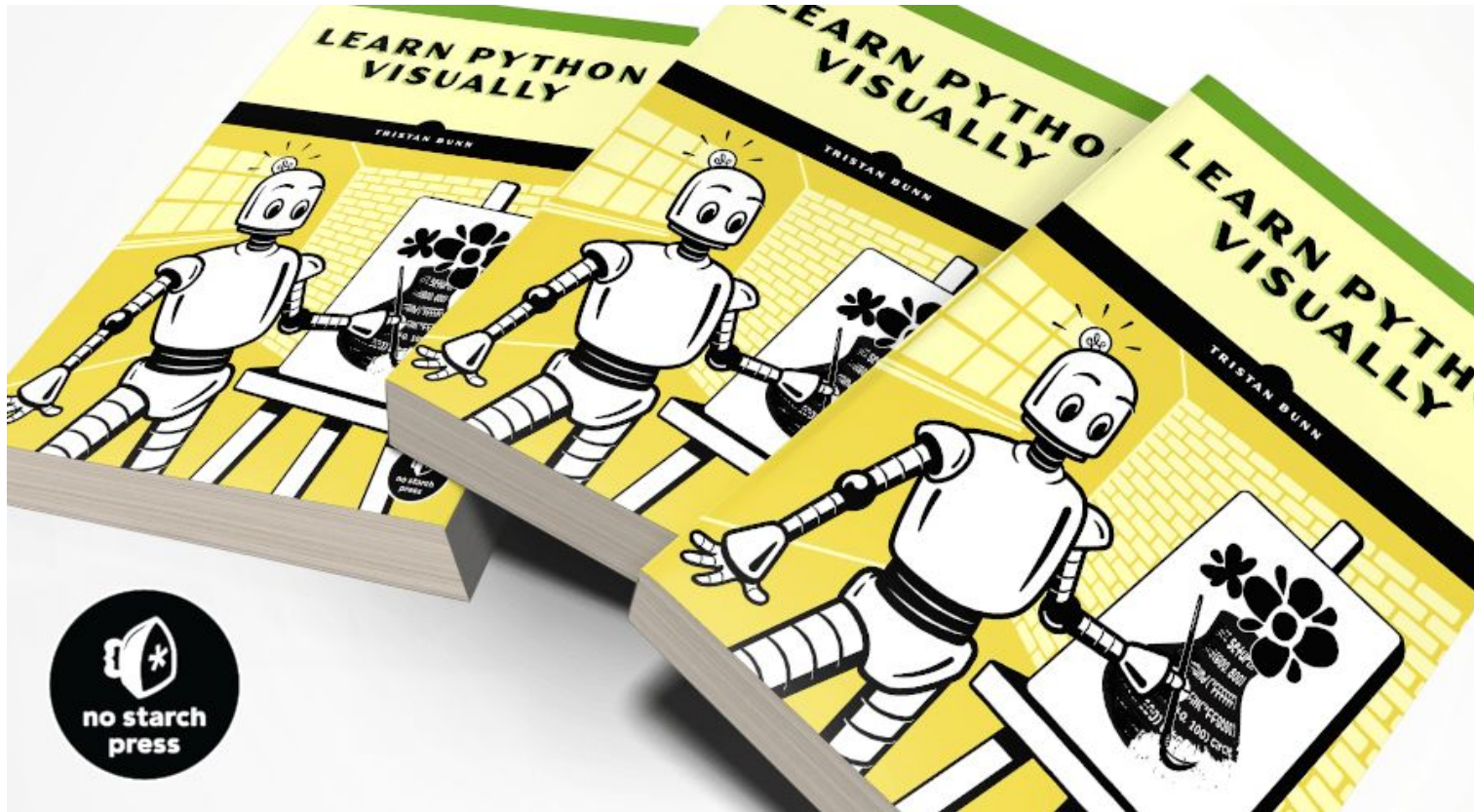
<https://discourse.processing.org/>

forum:

<https://discourse.processing.org/>

tips for porting processing (java) code to python mode:

[https://abav.lugaralgum.com/py.processing-play/java\\_to\\_python](https://abav.lugaralgum.com/py.processing-play/java_to_python)



./time\_for\_some\_code

*time for some code ...*