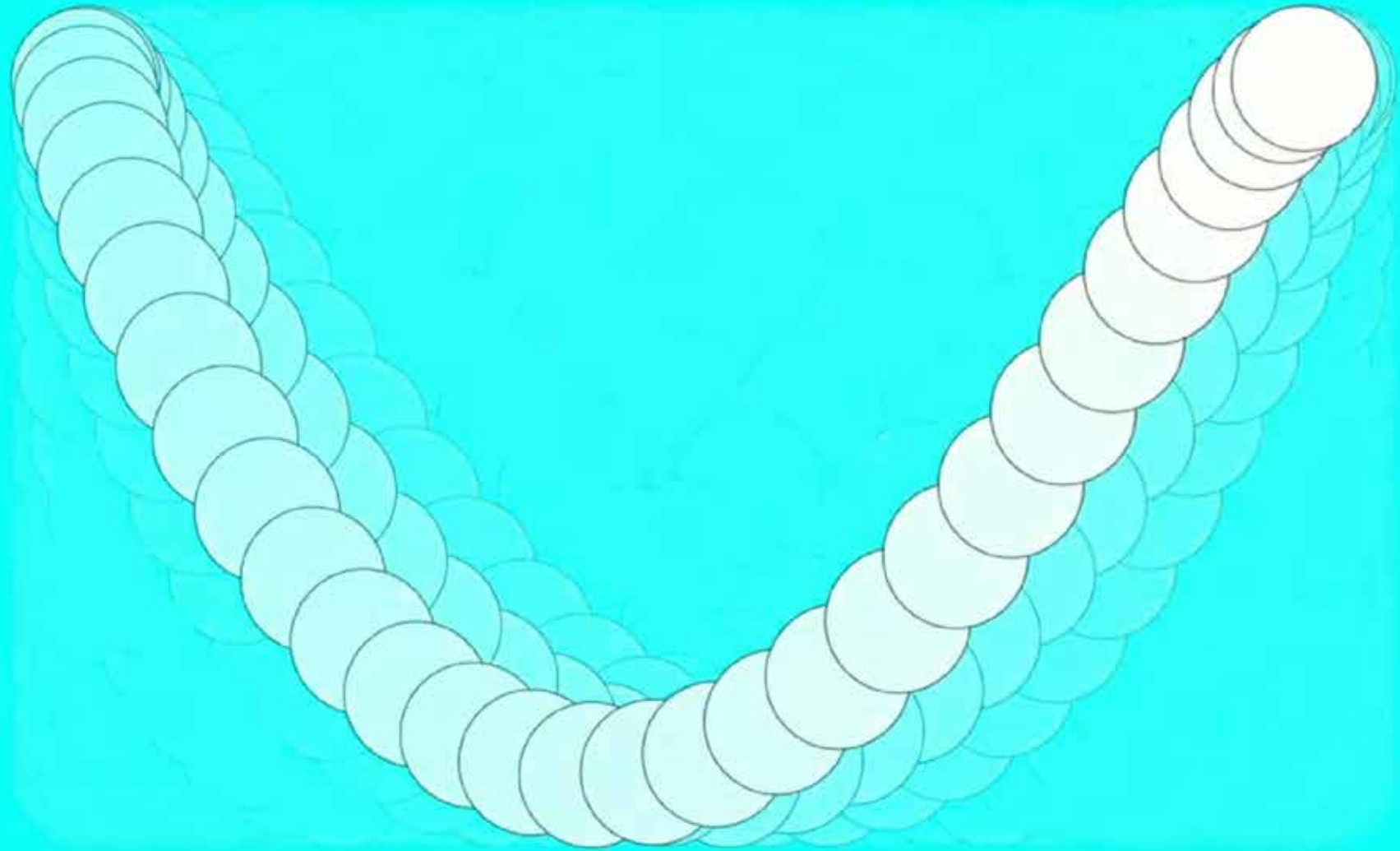


//PROCESSING ARCHITECTURE

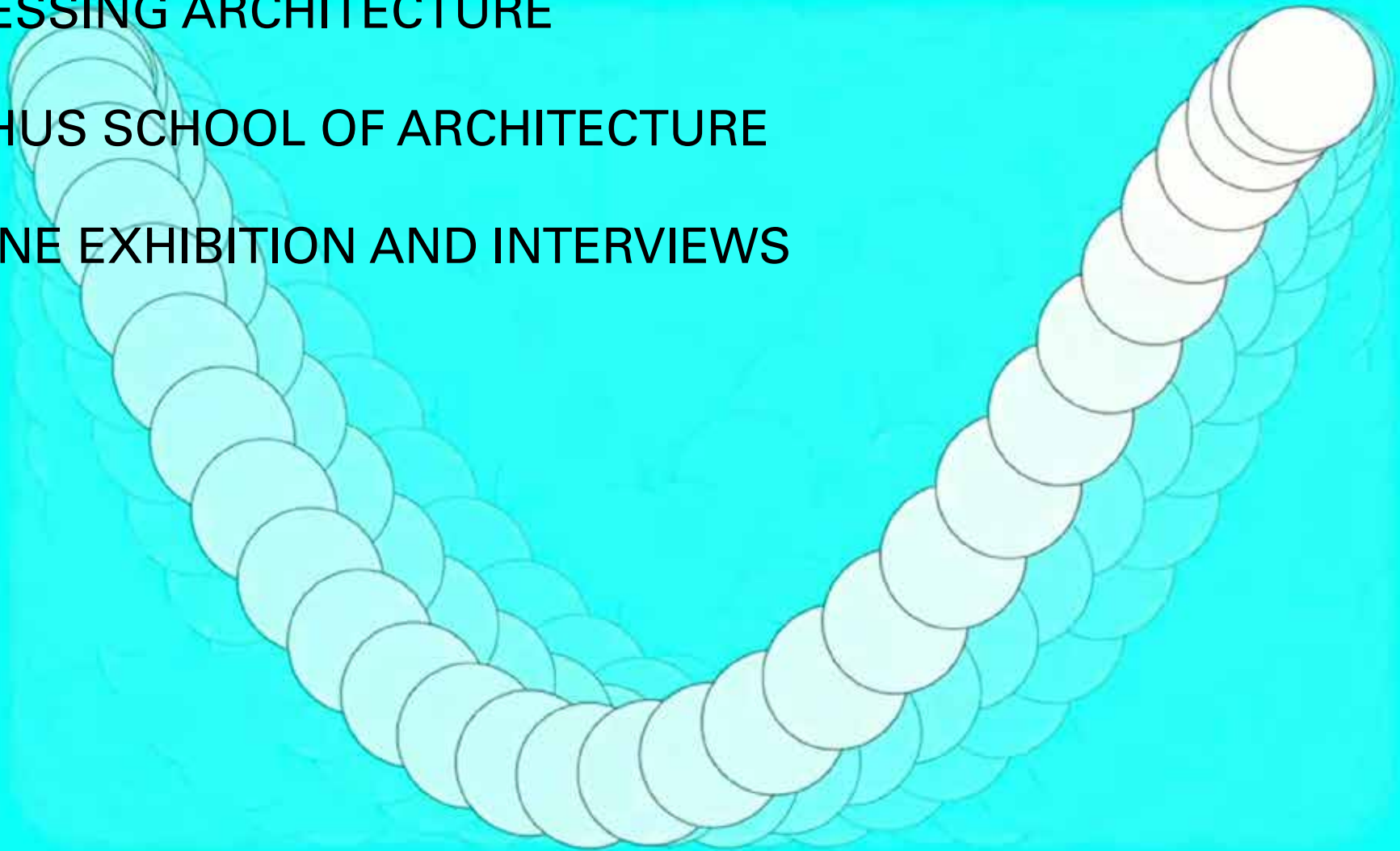
//



PROCESSING ARCHITECTURE

//AARHUS SCHOOL OF ARCHITECTURE

//ONLINE EXHIBITION AND INTERVIEWS



PROCESSING ARCHITECTURE

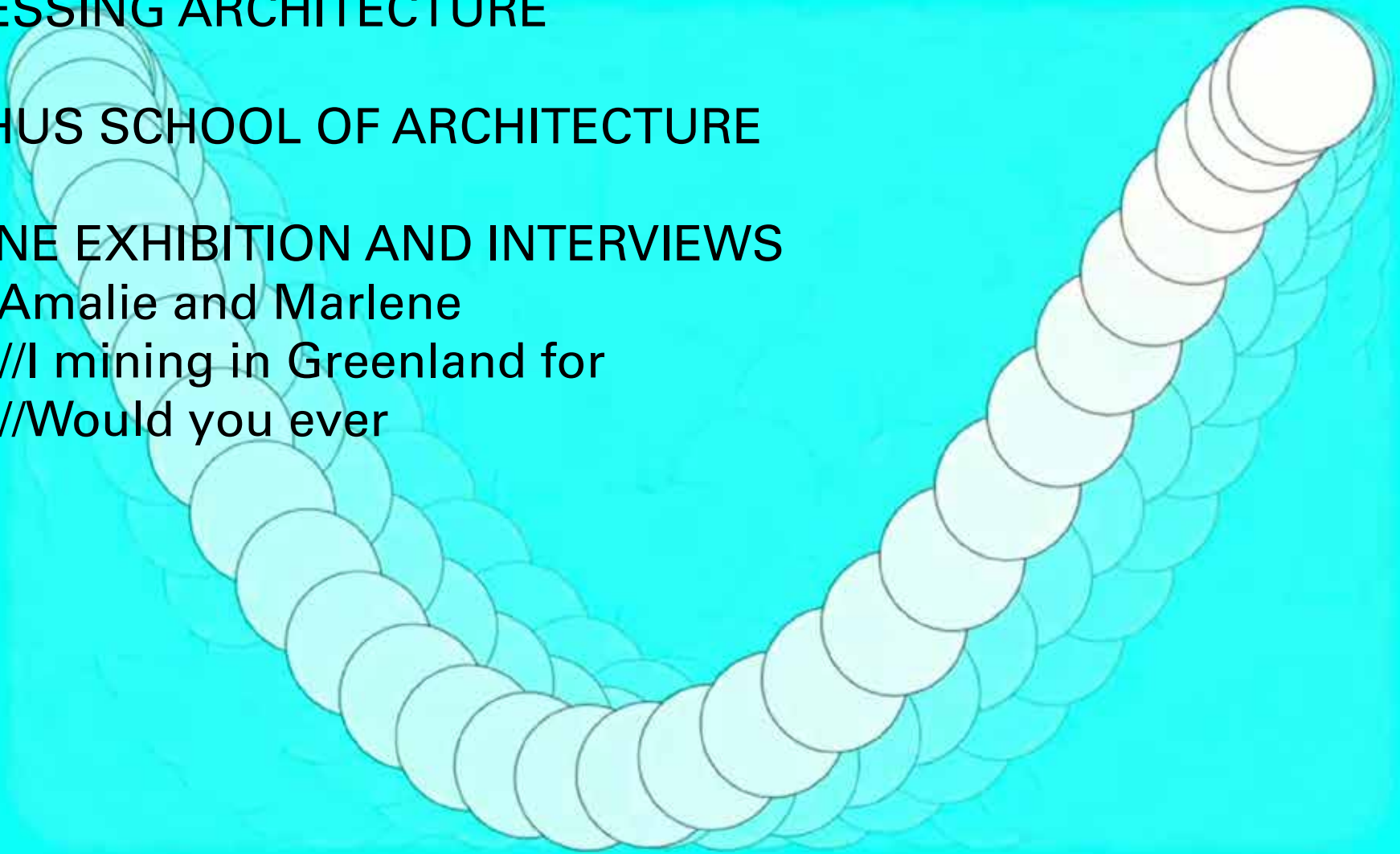
//AARHUS SCHOOL OF ARCHITECTURE

//ONLINE EXHIBITION AND INTERVIEWS

Amalie and Marlene

//I mining in Greenland for

//Would you ever





PROCESSING ARCHITECTURE

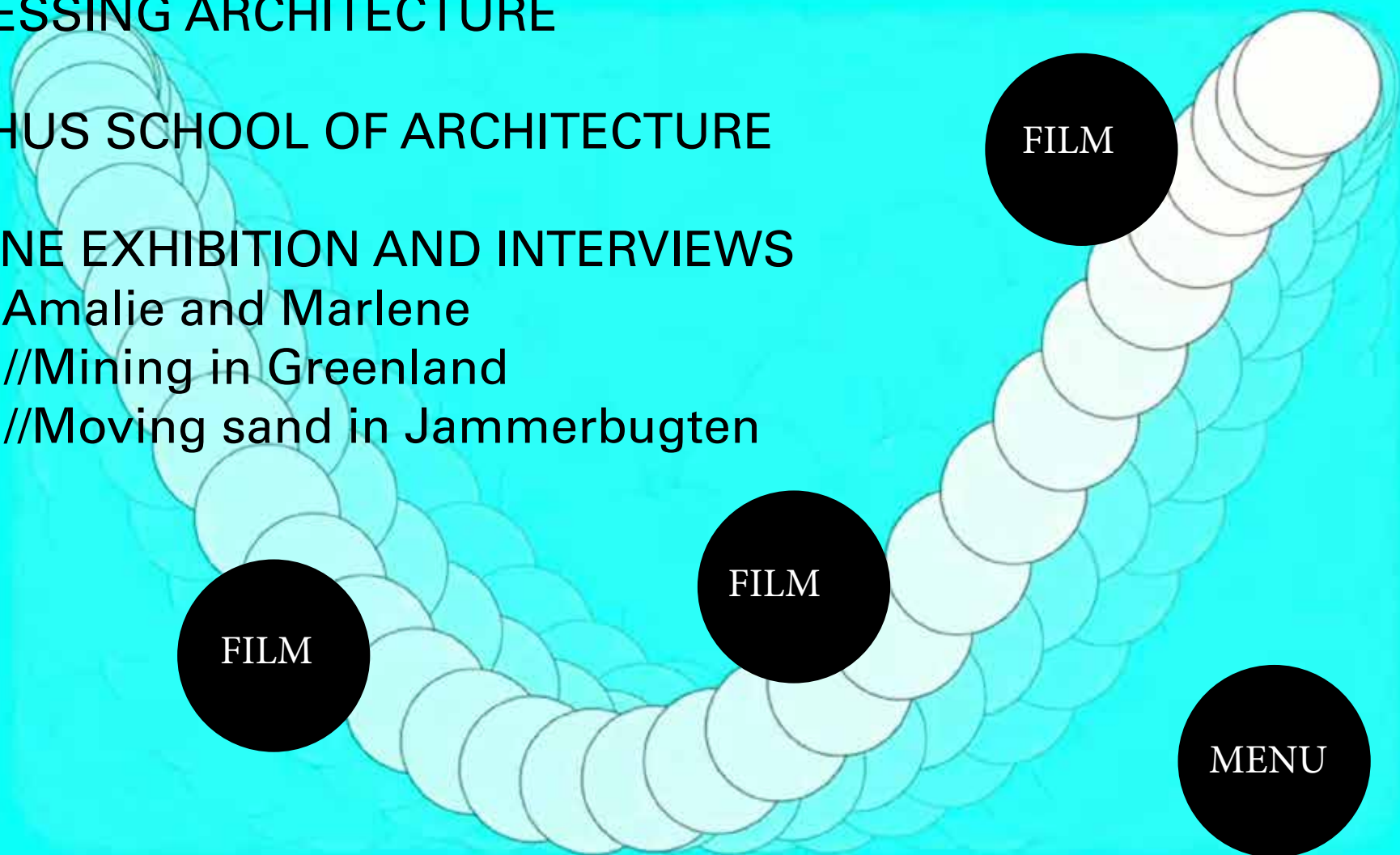
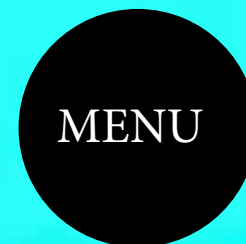
//AARHUS SCHOOL OF ARCHITECTURE

//ONLINE EXHIBITION AND INTERVIEWS

Amalie and Marlene

//Mining in Greenland

//Moving sand in Jammerbugten





FILM

+ book zoom, go live, fuld pdf + manchete
på ny subsite

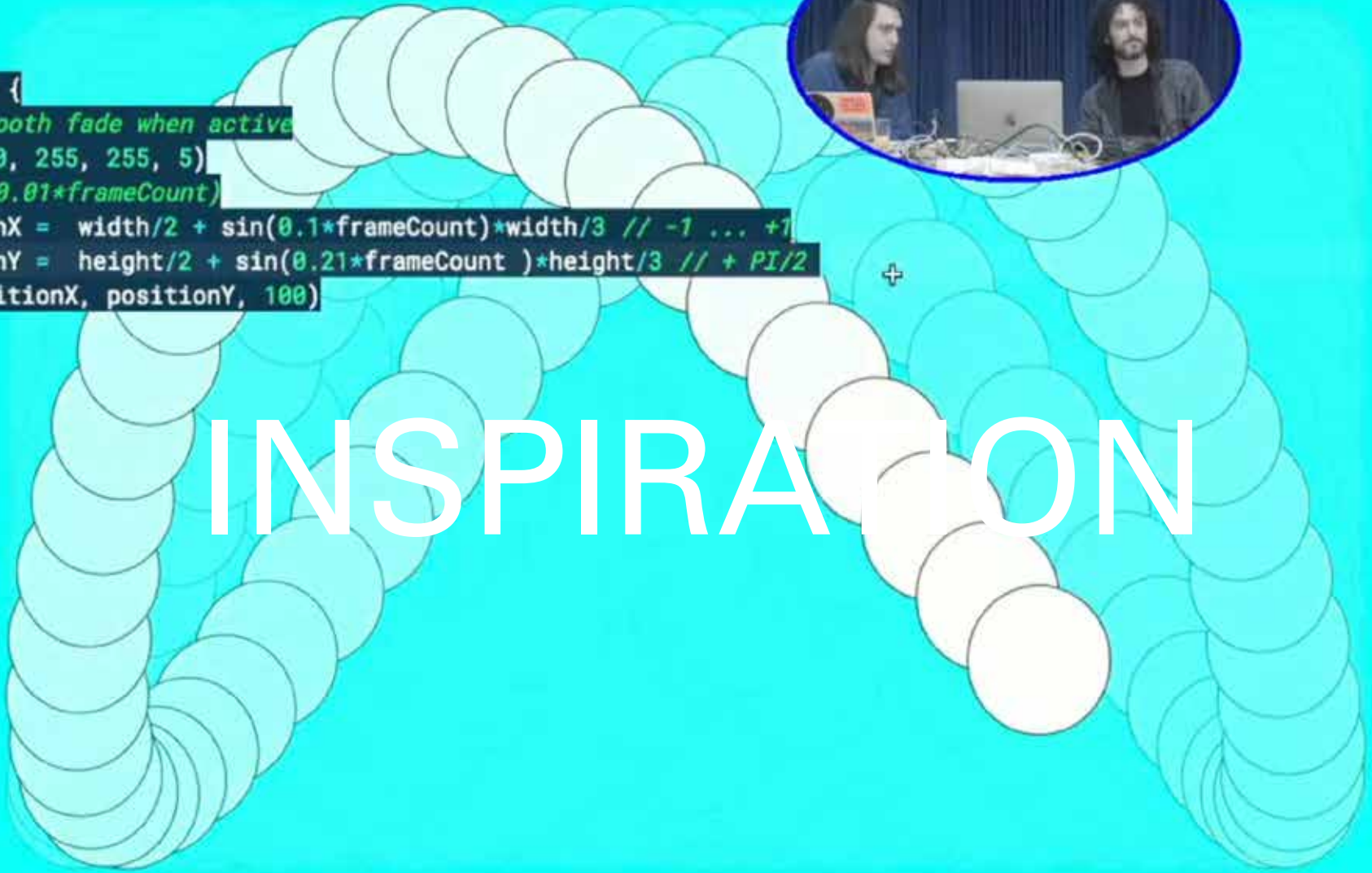


```
function setup() {  
  createCanvas(windowWidth, windowHeight);  
}
```

```
function draw() {  
  // gives smooth fade when active  
  background(0, 255, 255, 5)  
  // println(0.01*frameCount)  
  let positionX = width/2 + sin(0.1*frameCount)*width/3 // -1 ... +1  
  let positionY = height/2 + sin(0.21*frameCount)*height/3 // + PI/2  
  ellipse(positionX, positionY, 100)  
}
```



INSPIRATION



```
// base1.codes/2020

function setup() {
  createCanvas(windowWidth, windowHeight);
}

function draw() {
  background(0, 255, 255, 10)
  fill(100, frameCount%240, random(255))
  let rectanglePosition = 500;
  // rect(rectanglePosition, 100, mouseX, mouseY);
  // println(frameCount)
  if (mouseX < width/2){
    fill(0)
  } else {
    fill(255)
  }

  ellipse(random(width), random(height), random(100, 300))
  stroke(mouseY%255, frameCount%255, 0)
  // strokeWeight(mouseX)
  // line(mouseX, mouseY, pmouseX, pmouseY);
}
```



P5LIVE



COCODING



SKETCHES



▼ Filter


070707


learning-primitives_6

learning-primitives

base1.codes spinning ty

DEMONSTRATION

 new _META

 _meta_P5LIVE

meta_P5LIVE_C0C001

 _meta_basel.codes

_MATH

 _WEBGL

TYPO

GUT

1 YPS

☐ -L100
☐ -L1000

☐ _AUDIO☐ _INPUT **_HARDWARE**