Table of Contents

About the Author	XV
About the Technical Reviewer	xvi
AcknowledgmentsIntroduction	xix
	XX
■Part I: First Steps with Processing for Android	1
■Chapter 1: Getting Started with the Android Mode	3
What Is the Processing Project?	3
The Processing Language	3
The Processing Development Environment	4
Extending Processing	6
The Contribution Manager	7
Processing for Android	8
Installing the Android Mode	9
Interface of the Android Mode	10
Running a Sketch on a Device	12
Running a Sketch in the Emulator	14
Summary	16
■Chapter 2: The Processing Language	17
A Programming Sketchbook for Artists and Designers	
The Structure of a Processing Sketch	

Drawing with Code	20
Coordinates	21
Form	23
Color	25
Applying Geometric Transformations	28
Responding to User Input	32
Coding a "Vine Drawing" App	35
Summary	38
■Chapter 3: From Sketch to Play Store	39
Sketching and Debugging	39
Getting Information from the Console	
Getting more information with logcat	41
Using the Integrated Debugger	41
Reporting Processing Bugs	42
Preparing a Sketch for Release	42
Adjusting for Device's DPI	43
Using the Emulator	46
Setting Icons and Bundle Name	48
Setting Package Name and Version	48
Exporting As Signed Bundle	49
Summary	51
Dort II. Drowing and Interaction	E2
■Part II: Drawing and Interaction	
Chapter 4: Drawing Graphics and Text	55
Drawing Shapes	55
More Types of Shapes	55
Curve Shapes	58
Using Bézier Curves	60
Shape Attributes	66
Shane Styles	67

Drawing Images	69
Drawing Text	70
Loading and Creating Fonts	70
Text Attributes	73
Scaling Text	73
Renderers in Processing	75
The PShape Class	76
Creating PShapes	76
Loading Shapes from SVG	79
Texturing Shapes	81
Summary	82
■Chapter 5: Touchscreen Interaction	83
Touch Events in Android	83
Basic Touch Events	83
Multi-touch Events	89
Touch-Based Interaction	93
Item Selection	93
Scrolling	95
Swipe and Pinch	97
Using the Keyboard	100
Summary	101
■Chapter 6: Live Wallpapers	103
Live Wallpapers	103
Writing and Installing Live Wallpapers	
Using Multiple Home Screens	105
Handling Permissions	107
Drawing with Particle Systems	111
Simulating Natural Motion	

An Image-Flow Wallpaper	120
Loading, Resizing, and Cropping Images	120
Putting Everything Together	121
Wrapping the Project Up	124
Summary	126
■Part III: Sensors	127
■Chapter 7: Reading Sensor Data	129
Sensors in Android Devices	129
Accelerometer	129
Gyroscope	130
Magnetometer	130
Location	130
Accessing Sensors from Processing	130
Creating a Sensor Manager	131
Adding a Sensor Listener	131
Reading Data from the Sensor	
Reading Data from Other Sensors	134
The Ketai Library	135
Installing Ketai	135
Using Ketai	136
Event Handlers in Ketai	138
Summary	140
■Chapter 8: Driving Graphics and Sound with Sensor Data	141
Using Ketai to Read Sensor Data	141
Measuring Acceleration	141
Shake Detection	142
Step Counter	143
Audio-visual Mapping of Step Data	144
Plaving Audio	149

Using the Magnetic Sensor	152
Creating a Compass App	152
The Gyroscope	156
Controlling Navigation with the Gyroscope	159
Summary	162
■Chapter 9: Geolocation	163
Location Data in Android	163
Using Location API in Processing	164
Location Permissions	165
Accessing Data from Multiple Threads	167
Location with Ketai	171
Using Additional Location Data	172
A Street View Collage	174
Using Google Street View Image API	175
Making a Simple Image Collage	177
Putting Everything Together	179
Summary	182
■Part IV: Wearables and Watch Faces	102
■Chapter 10: Wearable Devices	
From Activity Trackers to Smartwatches	
Smartwatches	
Running Watch Face Sketches	
Using a Watch	186
Using the Emulator	
Displaying Time	
Counting Steps	
Designing for Smartwatches	
Adjusting for Screen Shape	
Watch Face Preview Icons	
Summary	195

Chapter 11: Visualizing Time	197
From Sundials to Smartwatches	197
Using Time to Control Motion	198
Square vs. Round Watch Faces	200
Working with a Watch Face Concept	203
Elapsed/Remaining Time	204
Adding Interaction	206
Loading and Displaying Images	207
Summary	209
■Chapter 12: Visualizing Physical Activity	211
Body Sensors	
Step Counter	
Heart Rate	211
Visualizing Physical Activity in Real Time	212
Simple Step Counter	
Accessing the Heart Rate Sensor	214
Visualizing Step Count Data	215
A Beating Heart	217
Sensor Debugging	219
Grow a Tree As You Exercise!	223
Generating a Tree with a Particle System	223
Incorporating Step Count Data	226
Tweaking the Watch Face	228
Blooming the Tree	229
Summary	235
Dort V. 2D and Shadara	007
■Part V: 3D and Shaders	
Chapter 13: 3D in Processing	239
The P3D Renderer	239
Hello World in 3D	230

3D Transformations	240
Combining Transformations	241
3D Shapes	243
Custom Shapes	245
The Camera	246
Immediate vs. Retained Rendering	249
Custom PShape Objects	250
Loading OBJ Shapes	253
Summary	255
Chapter 14: Lighting and Texturing	257
Making 3D Scenes more Realistic with Lights and Textures	257
Light Sources and Material Properties	257
Texture Mapping	261
Putting Everything Together	265
Summary	267
Chapter 15: GLSL Shaders	269
What Is a Shader?	
The Graphics Pipeline: Vertex and Pixel Shaders	269
The PShader Class	272
Anatomy of a Simple Shader	274
Defining Custom Uniforms	277
Types of Shaders in Processing	279
Color Shaders	279
Texture Shaders	280
Light Shaders	283
Texlight Shaders	286
Image Postprocessing Filters	288
Day-to-Night Earth Shader and Live Wallpaper	292
Summary	301

■ Part VI: Extended Reality: VR and AR	303
■Chapter 16: Basics of VR	305
Brief History of VR	305
Google Cardboard	305
Hardware Requirements	306
VR in Processing	306
Stereo Rendering	307
Monoscopic Rendering	309
VR Interaction	310
Eye and World Coordinates	311
The Line of Sight	313
Selecting a Shape with Screen Coordinates	315
Bounding Box Selection	318
Movement in VR	322
Automatic Movement	323
Unconstrained Movement	325
Summary	328
■Chapter 17: Basics of AR	329
A Brief History of AR	
AR on Android	330
Requirements	331
Getting Started	331
Drawing Trackables	332
Using Anchors	335
Hitting Trackables	337
Adding a User Interface	340
Using Custom Shaders in AR	343
Drawing in AR	346
Summary	350

Chapter 18: Creating XR Experiences	351
Challenges with XR Apps	351
Drawing in VR	352
Initial Sketches	353
A Simple VR UI	354
Drawing in 3D	359
Flying Around	366
Final Tweaks and Packaging	371
Intro Text	371
Icons and Package Export	372
Summary	373
■Part VII: Appendixes	275
Chapter 19: Appendix A: Gradle and Android Studio Integration	
Google Tools for Android Development	
Exporting a Sketch As a Gradle Project	
Importing into Android Studio	
Adding a Processing Sketch to a Layout	384
■Chapter 20: Appendix B: Processing Libraries for Android	389
Extending Processing with Libraries	389
Installing Libraries with the Contribution Manager	389
Installing Libraries Manually	392
Writing New Libraries	393
Indov	207