Python - Text in Processing

1 You can enter text on the screen, using the command:

text("Blah blah blah", 50, 100)

Note that:

50 is the x coordinate 100 is the y coordinate The color is determined by your **fill()** color.

- 2 You can add a font by:
 - -Click on Tools > Create Font
 - -Pick a font you like
 - -Before you click OK, copy the name of the font (Ctrl C)
 - -Click OK
- 3 Use the font in your program:

font = loadFont("AgencyFB-Reg-48.vlw")
textFont(font)

Note: *AgencyFB-Reg-48* is what I copied and pasted from step **2**. Be sure to add **.vlw** to the file name.

You can have more than one font in your program.

Just repeat step 2 and add another variable for step 3 like this:

font2 = loadFont("AgencyFB-Reg-48.vlw")
textFont(font2)

Whenever you want to switch fonts, just use textFont(font)

Want to make text move?

Just change the x, or y coordinates to a variable and make them change!

Want to make text fade?

You'll need to use a different fill command:

fill(255, 255, 0, a)

and then change a.

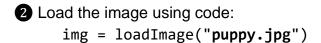
a can be 0 to 100.

ABCDEFGg HIJKLMMk NOPQRST TUVWXYZ z

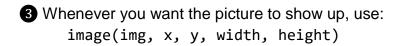
Images in Processing

You must follow these steps in order!

Load the image into the Sketch folder: Sketch > Add File...Add your file, click OK



Note: **puppy.jpg** is your file name



Like this:

Hints:

If you want to edit your picture, use something like: pixilart.com

