



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.

A B C D E F G g

H I J K L M N k

O P Q R S T

U V W X Y Z z



Images in Processing

You must follow these steps in order!

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

- 2 Load the image using code:
`img = loadImage("puppy.jpg")`

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

- 3 Whenever you want the picture to show up, use:
`image(img, x, y, width, height)`

Like this:

```
image(img, 50, 100, 40, 60)
```

Hints:

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

