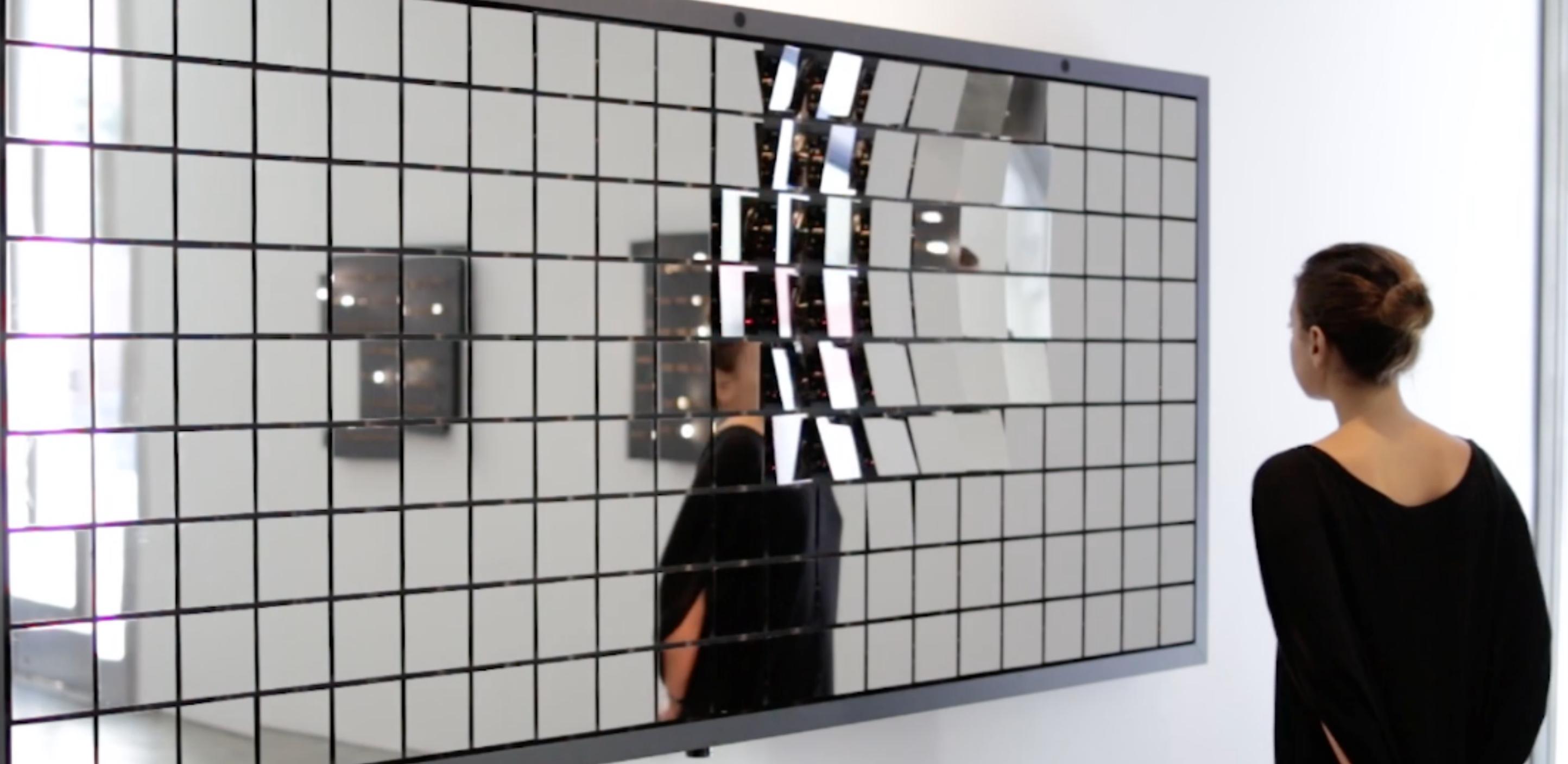


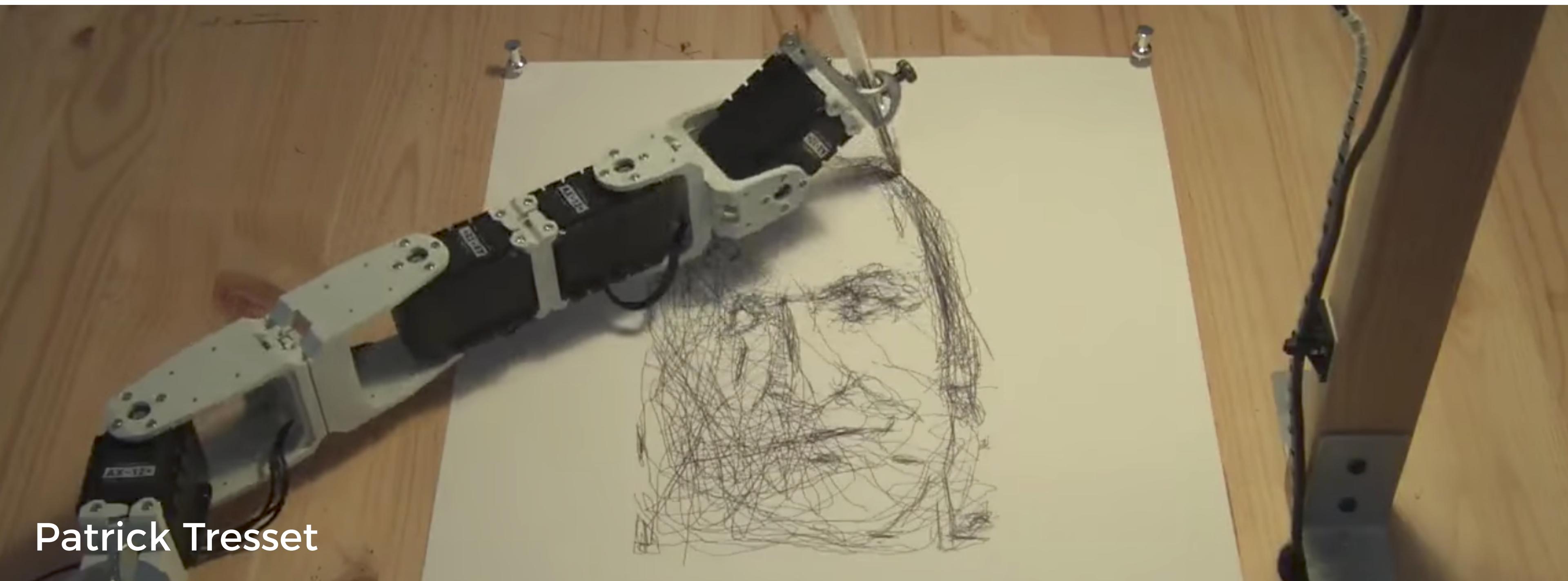
# Creative Coding

Dr Dave Meckin  
Dr Simon Emberton

Random  
International

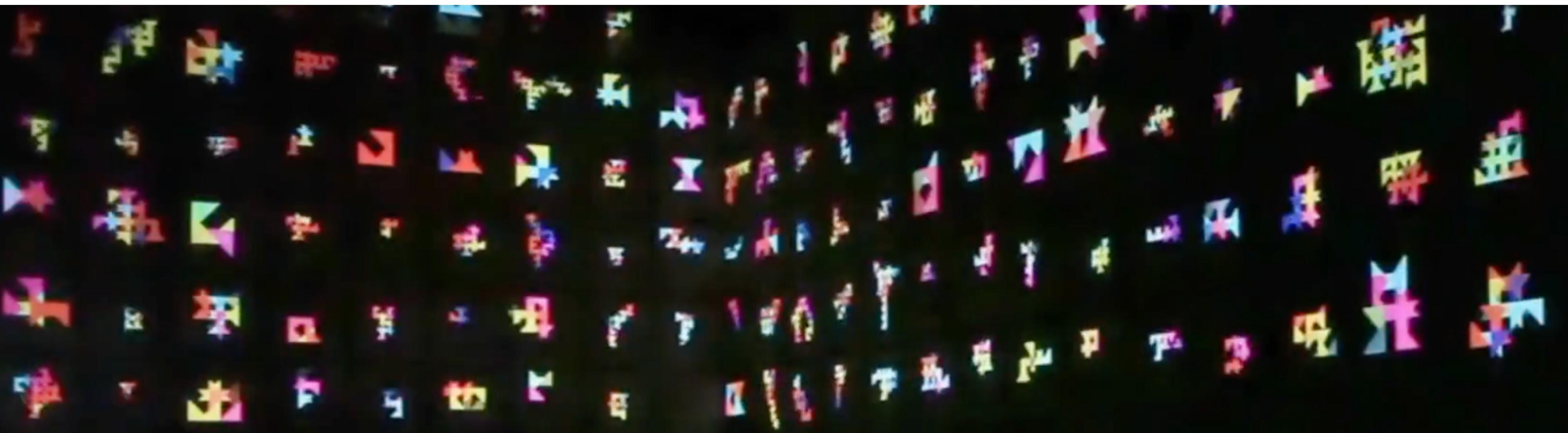


Patrick Tresset





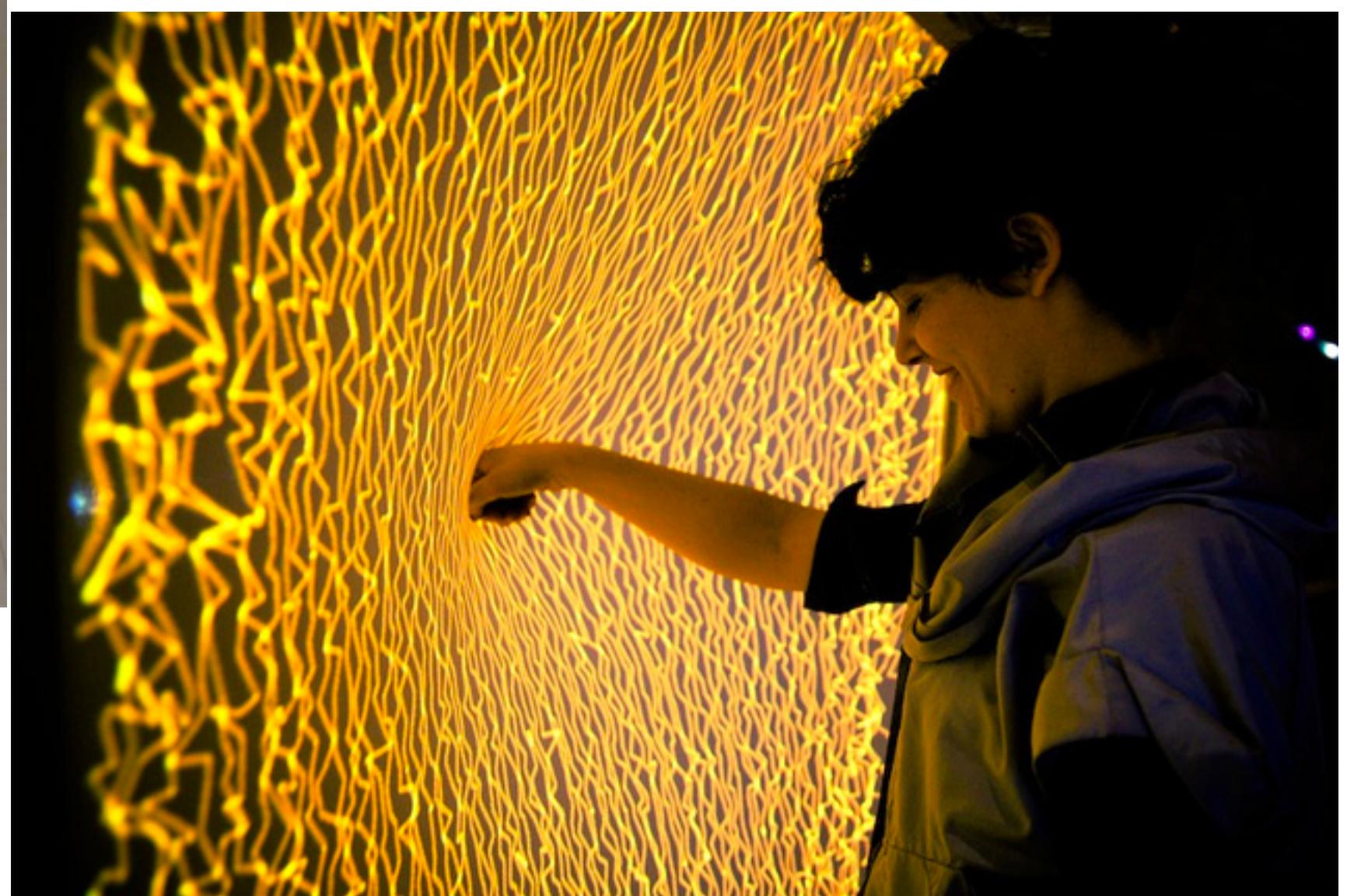
United Visual Artists



Universal Everything



[http://www9.atpages.jp/~niceview/index.php?  
plugin=ref&page=FrontPage&src=woodenmirrormu  
seum.jpg](http://www9.atpages.jp/~niceview/index.php?plugin=ref&page=FrontPage&src=woodenmirrormuseum.jpg)



<http://www.thisiscoLOSSAL.com/wp-content/uploads/2012/12/firewall-1.jpg>



# Practical Taster



**<https://github.com/davemeckin/>**

**Click on the Applicant\_Day link**

# Stage 1

Find stage 1 in the setup() function and add this code

```
for (var i = 0; i < 5; i++) {  
    bubbles[i] = new Bubble(random(50,width-50),random(50,height-50), radius, speed, firstColour);  
}
```

# Stage 2

Find stage 2 in the draw() function and add this code

```
for (var i = 0; i < bubbles.length; i++) {  
    bubbles[i].move();  
    bubbles[i].display();  
}
```

# Stage 3

Find the stage 3 label and add this code underneath

```
function mousePressed() {  
    var colour = color(random(150,255),random(150,255),random(150,255));  
    bubbles.push(new Bubble(mouseX,mouseY, random(1, radius), random(1,speed), colour));  
}
```

# Stage 4

Find stage 4 in the setup() function and add this code

```
gui = createGui('slider-range');
gui.addGlobals('radius', 'speed');
```