

# PROCESSING WORKSHOP

## SESIÓN #1

Diego Montesinos / COCOLAB 2016



# ¿QUÉ ES PROCESSING?

*“Processing is a flexible software sketchbook and a language for learning how to code within the context of the visual arts. Since 2001, Processing has promoted software literacy within the visual arts and visual literacy within technology.”*

# SKETCHBOOK

# LENGUAJE DE PROGRAMACIÓN

# HISTORIA



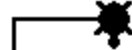
forward 50



right 90



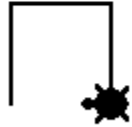
forward 50



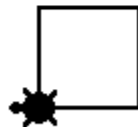
right 90



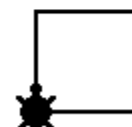
forward 50



right 90



forward 50



right 90



# BABY STEPS - PROGRAMACIÓN

# ¿QUÉ ES PROGRAMAR?

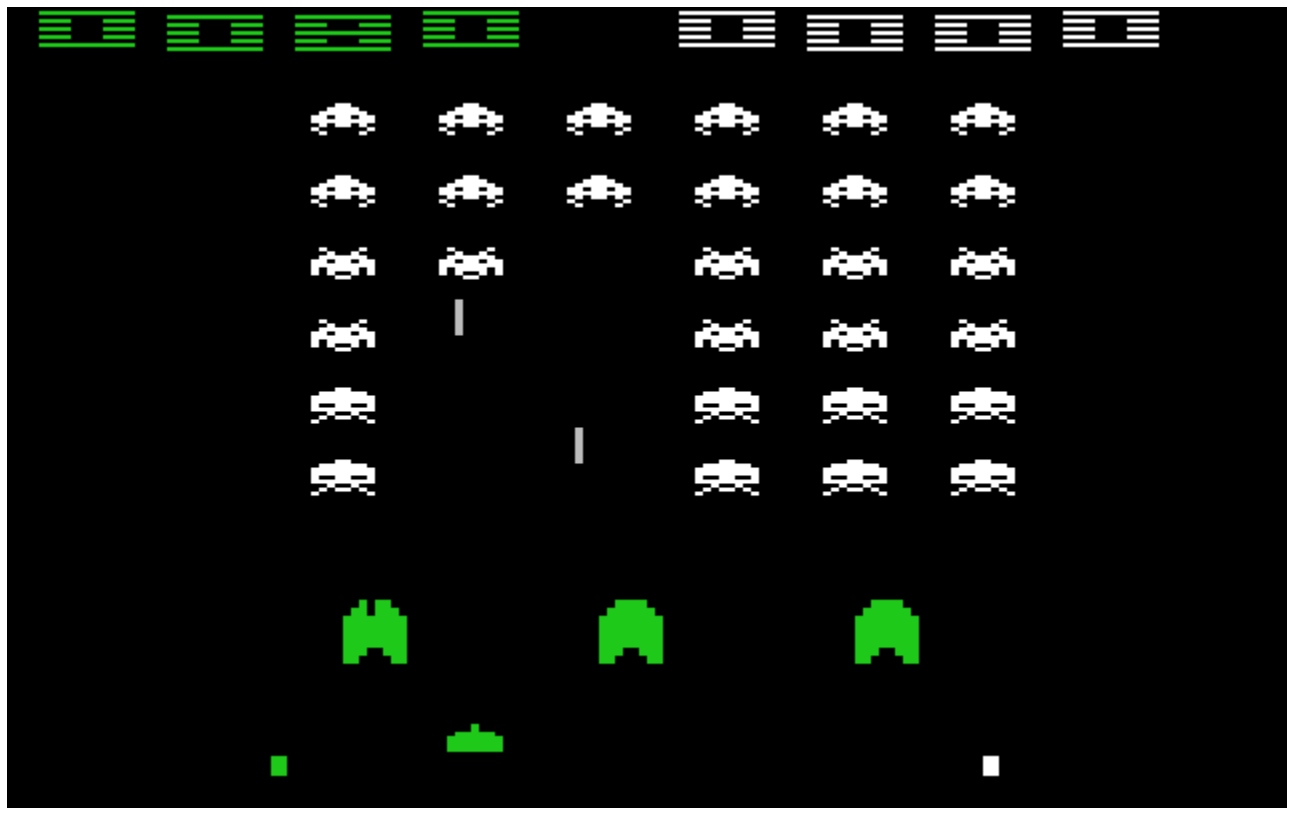
Programar es escribir algoritmos.



# ALGORITMOS

algorithm  
*noun*

Word, used by programmers  
When they do not want to  
Explain what they did.



# EJERCICIO

	<h2>Gordon Ramsay Omelette</h2>
<b>You will need</b>	<b>The method</b>
<ul style="list-style-type: none"><li>▪ 2 fucking eggs</li><li>▪ some fucking salt and pepper</li><li>▪ fucking chives</li><li>▪ 1 fucking knob of fucking butter</li></ul>	<p>Heat the fucking butter in a fucking omelette pan.</p> <p>Fucking break the fucking eggs into a fucking bowl.</p> <p>Fucking whisk the fuckers and add some fucking salt and fucking pepper to taste.</p> <p>When the fucking butter is hot, add the fucking mixture to the pan.</p> <p>When cooked take the fucking thing out.</p> <p>Eat the fucker.</p>

# BABY STEPS - PROCESSING

# ¿ALGORITMO PARA DIBUJAR UNA LÍNEA?

1. Toma una hoja de papel
2. Toma un lápiz
3. Dibuja una línea
4. Listo!

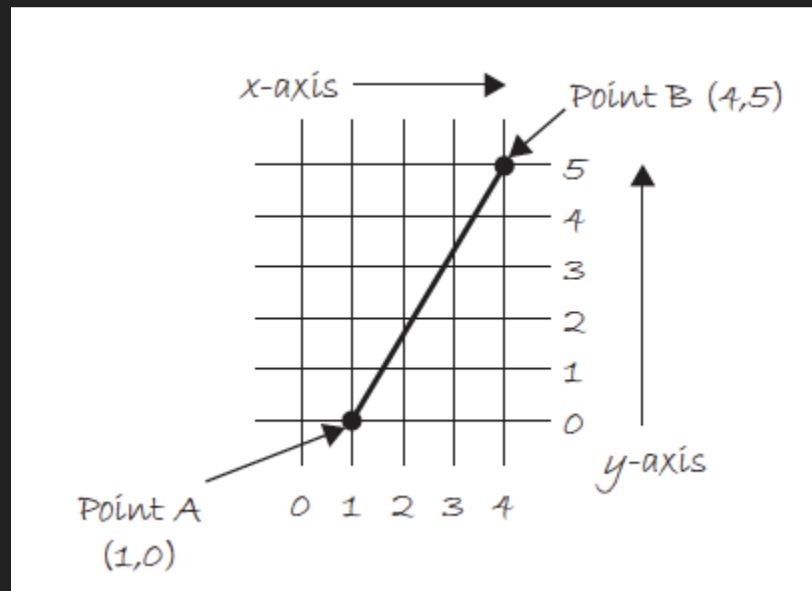
# PROGRAMA PARA DIBUJAR UNA LÍNEA

```
line(?,?,?,?);
```

# ~~PROGRAM~~SKETCH PARA DIBUJAR UNA LÍNEA

```
line(?,?,?,?);
```

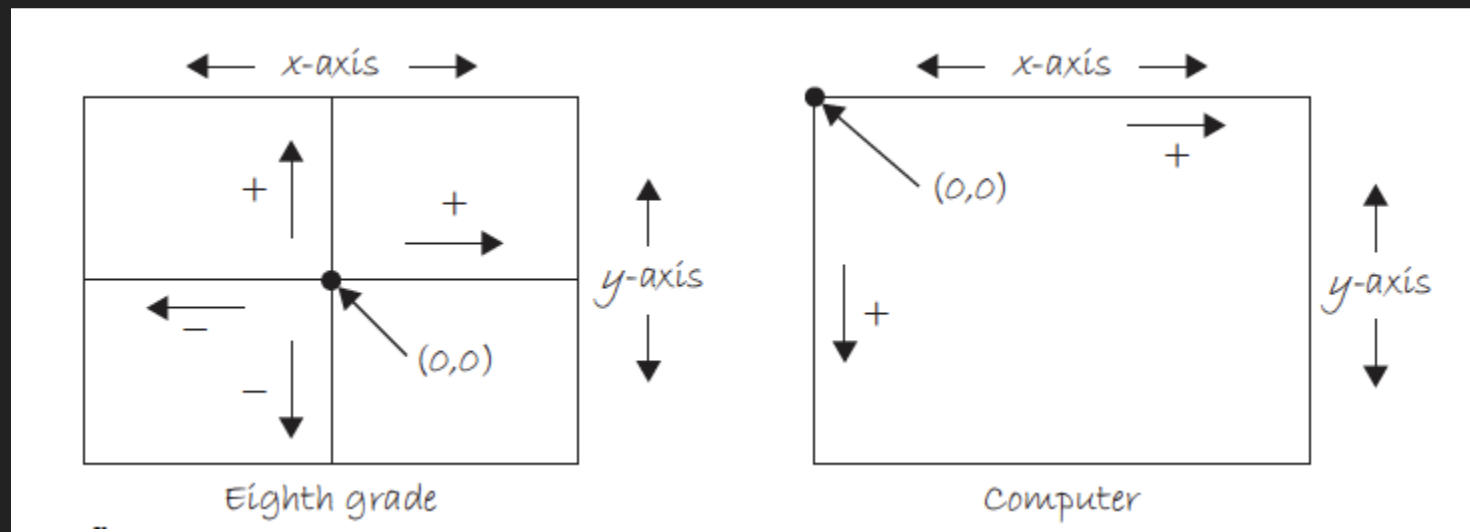
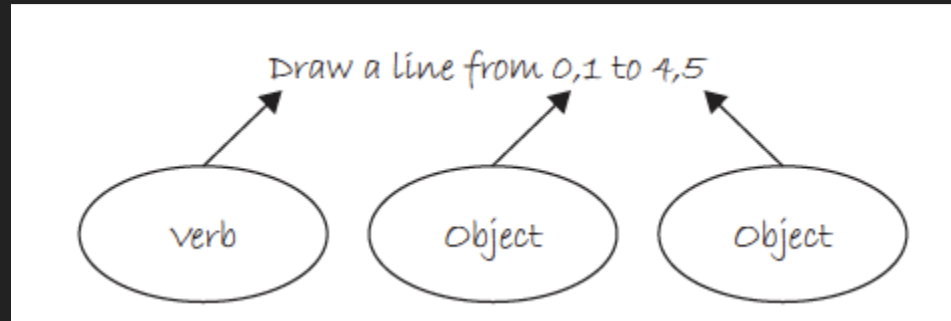
# ¿QUÉ LINEA?





# SKETCH PARA DIBUJAR UNA LÍNEA

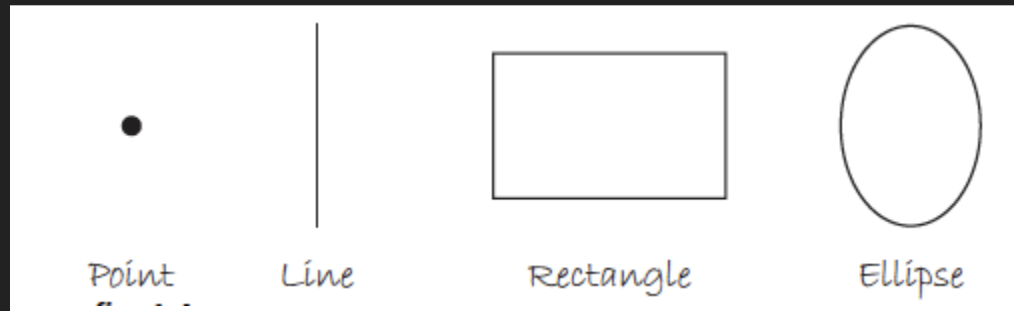
```
line(1,0,4,5);
```



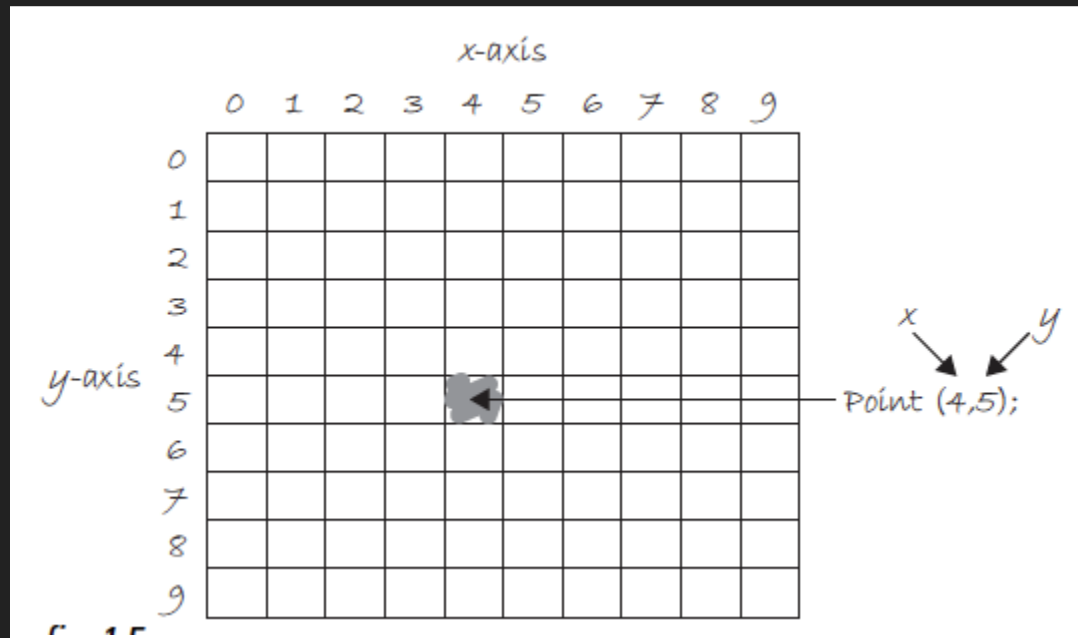
**PDE**

**PROCESSING DEVELOPMENT  
ENVIRONMENT**

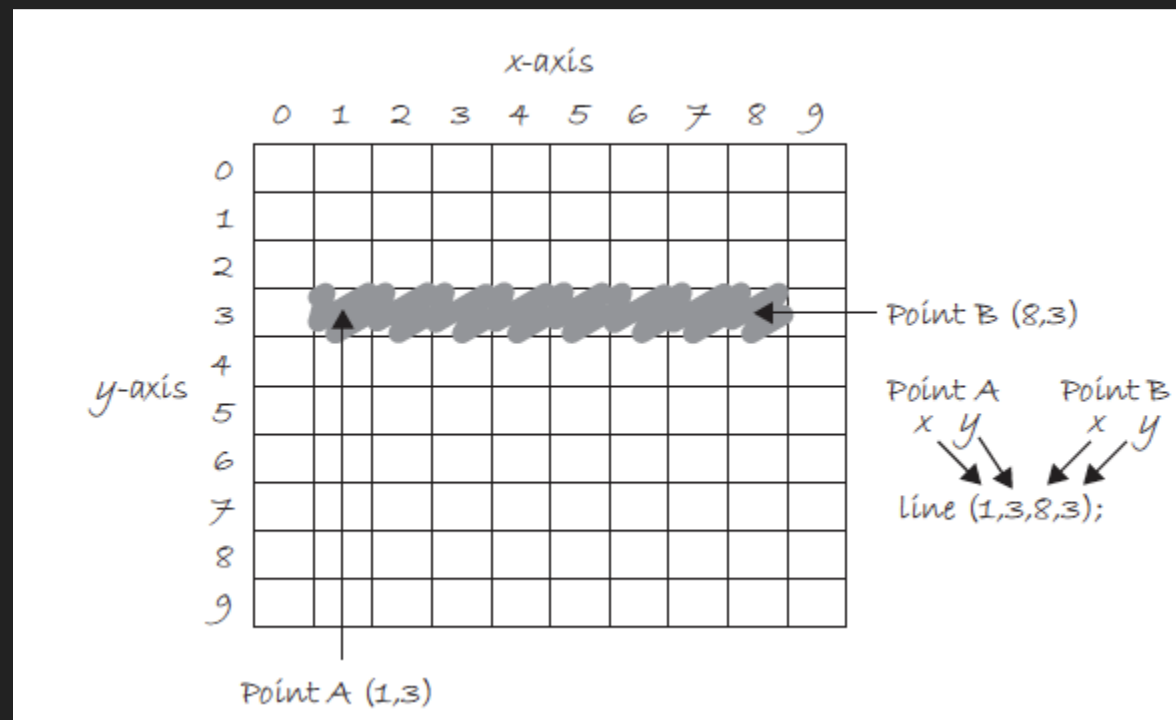
# BASIC SHAPES



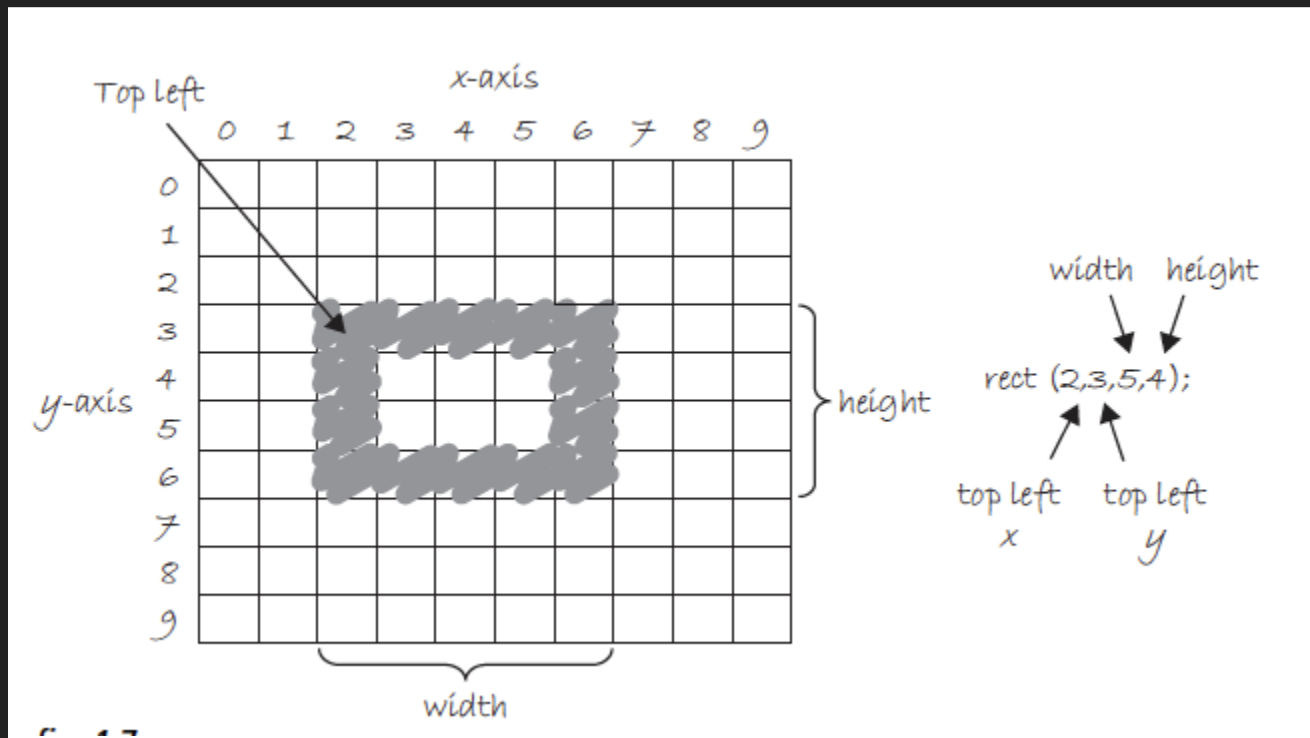
# PUNTO



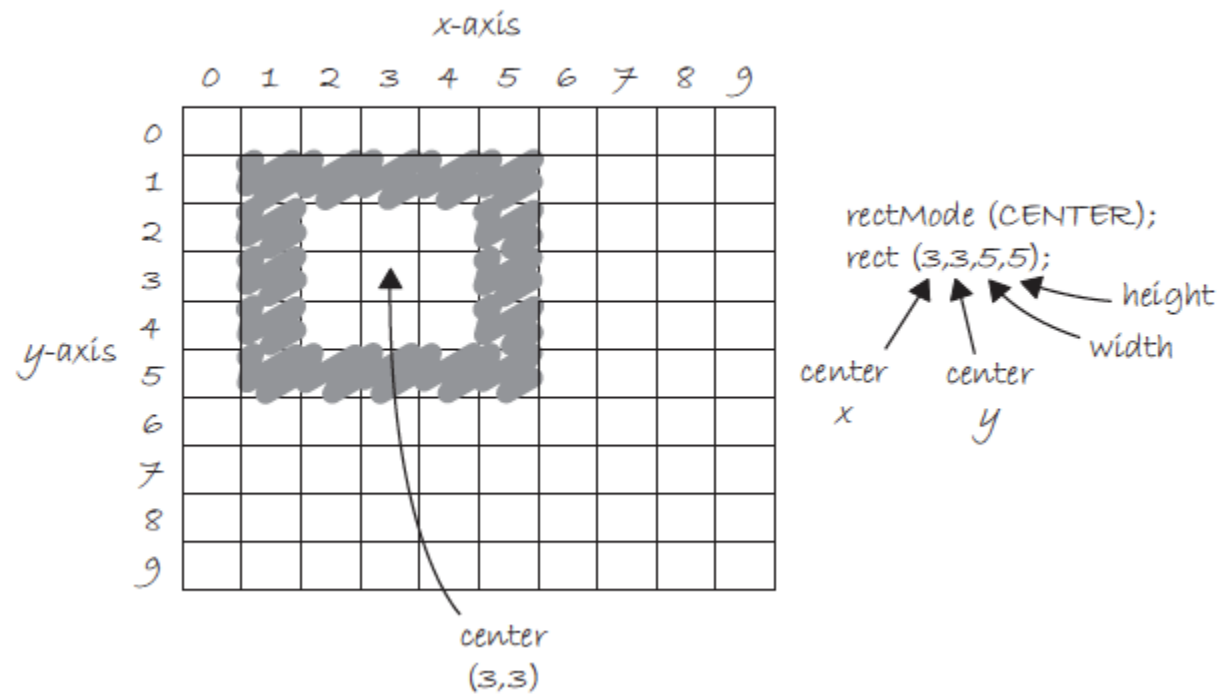
# LINEAS



# RECTANGULOS

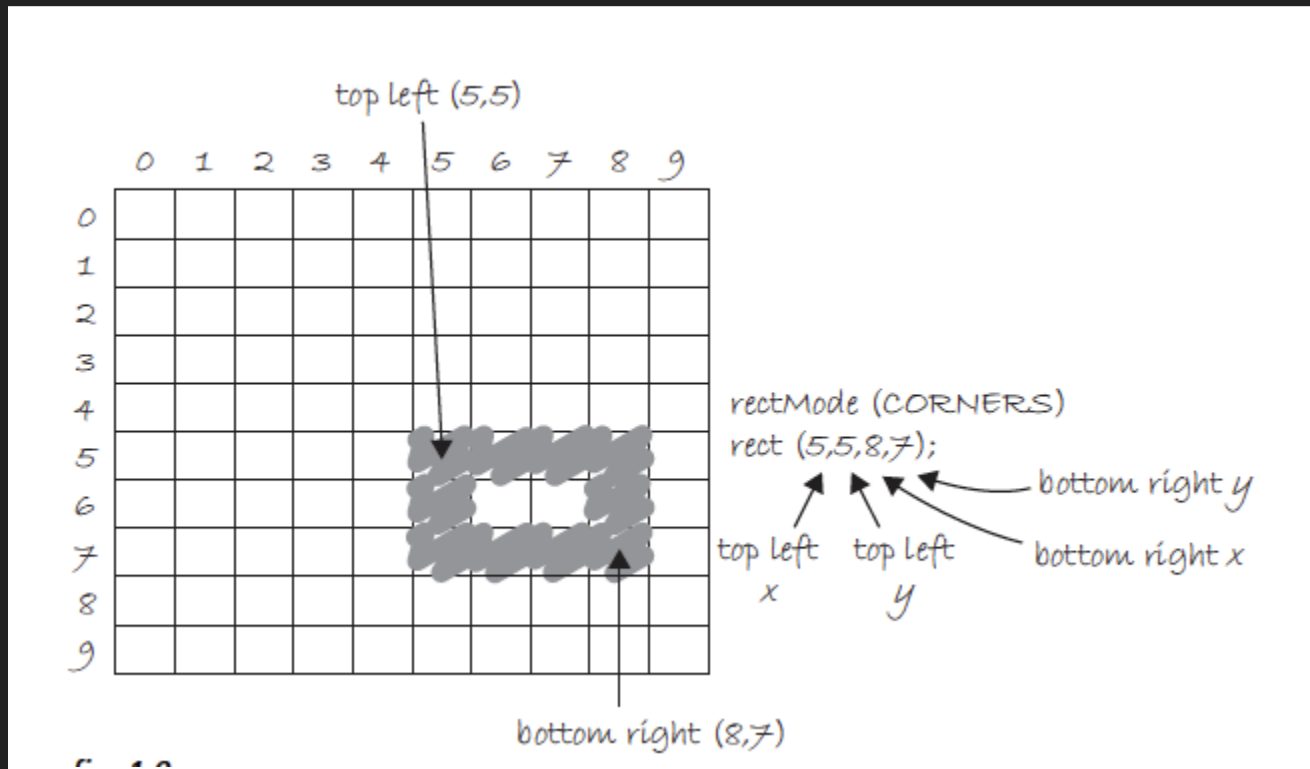


# RECTANGULOS





# RECTANGULOS



# ¿ELIPSES?

```
ellipse(1, 5, 10, 10);  
ellipseMode(CENTER);  
ellipseMode(CORNER);
```

# EJERCICIO

```
line(0,0,9,6);  
point(0,2);  
point(0,4);  
rectMode(CORNER);  
rect(5,0,4,3);  
ellipseMode(CENTER);  
ellipse(3,7,4,4);
```