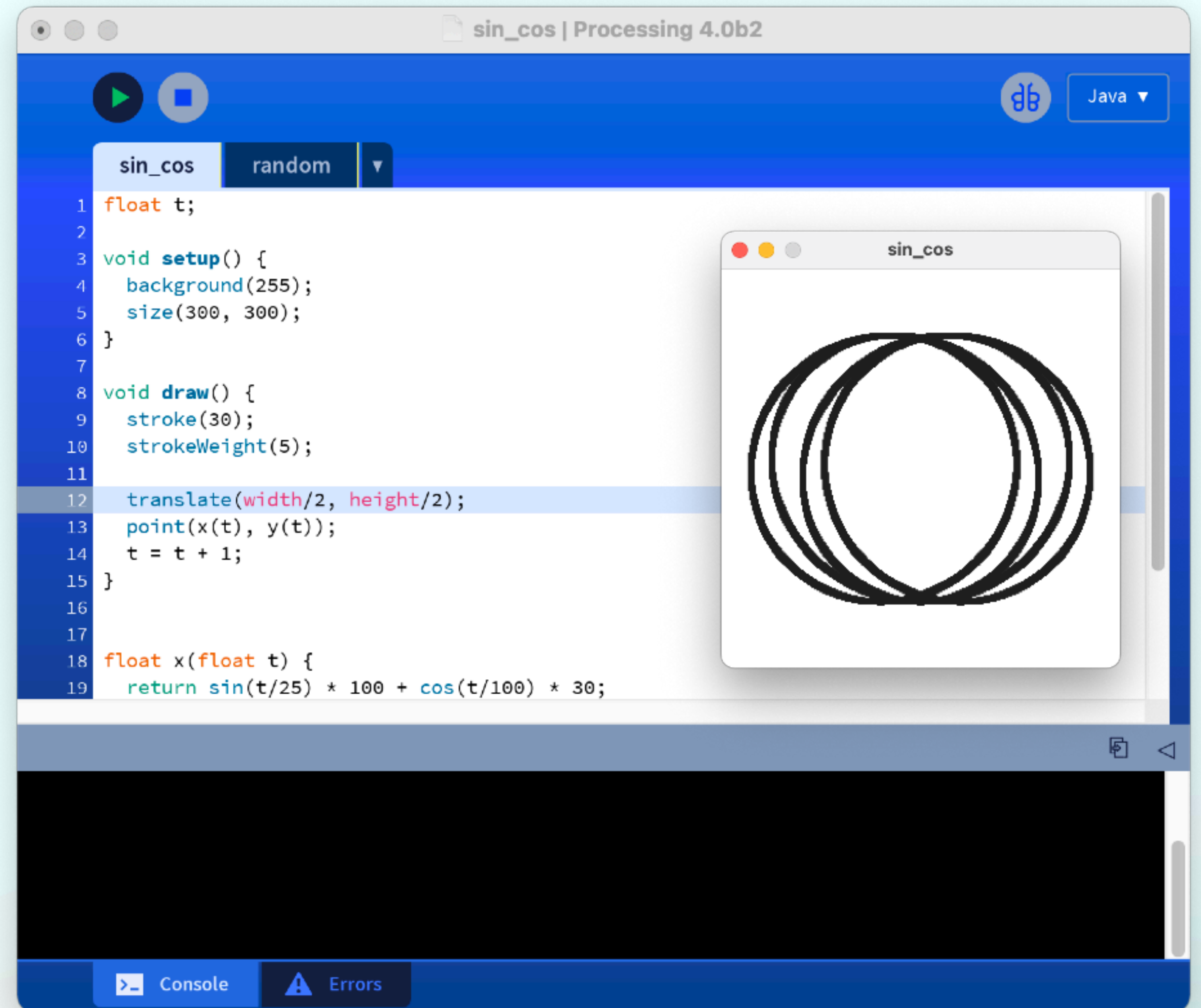


# Common Tools

- Processing (Java, Android)
- OPENRNDR (Kotlin)
- p5.js, three.js
- glsl (openGL Shading Language) + shaders...



*Processing 4 + Java*

# Using Compose

- compose makes graphics declarative, too
- less cumbersome, more efficient compared to Views
- using Compose —>

