# Common Tools
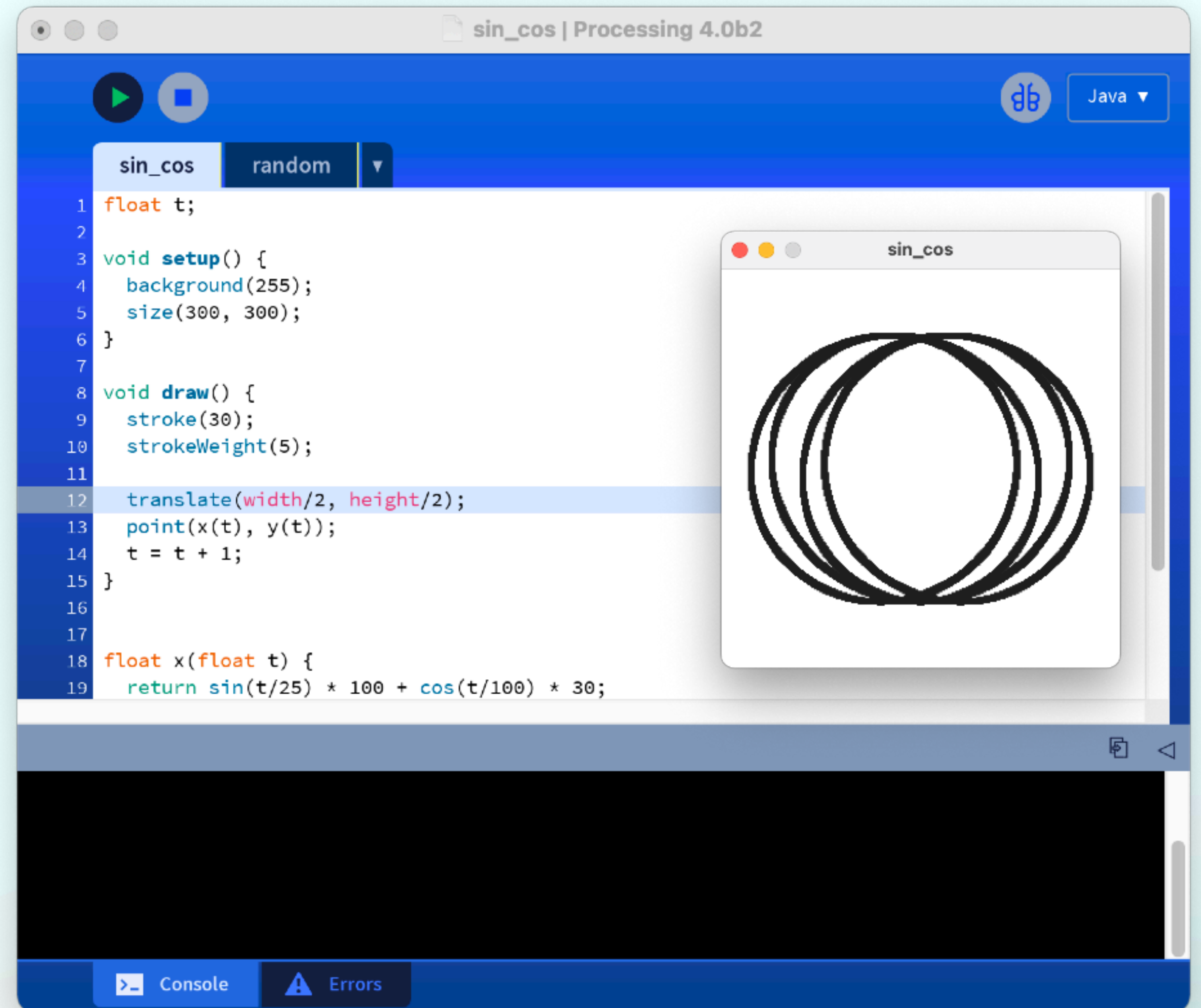
- Processing (Java, Android)

- 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 —>