

# 使用 Processing 实现新媒体艺术 作品

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#### 新媒体艺术



- https://www.bilibili.com/video/av74200592012 除夕夜北京地区短信数据的可视化作品
- Language: Processing
- Author: Tealeaf, Contra, AnYong Cui

## What is Processing



A flexible software sketchbook and a **language** for learning how to code within the context of the **visual arts**.

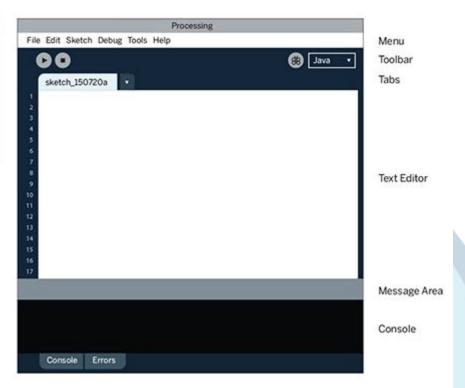
## A Programmer's Perspective



- 输出是图形或者动 画的编程语言
- 语法与 Java 类似 ,部分复用了 Java 的 compiler



Display Window



## What Could Processing Do?



- https://www.openprocessing.org/sketch/121526
- https://www.openprocessing.org/sketch/393093
- https://www.openprocessing.org/sketch/64754

#### Outline



- Installation
- HOWTO
  - 2D
  - Event System
  - 3D
  - Libraries
  - Multiple Languages
- Books and Online Resources

## About gaocegege



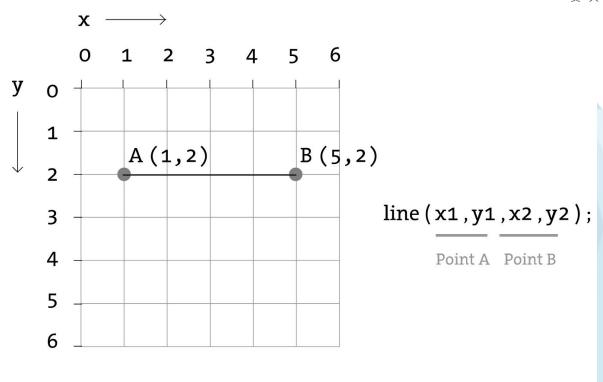
- 东岳 MOOC & Open Source 组组长Processing.R 作者

#### Installation



- Available for Linux, Mac OS X, and Windows
- 3.3.6 (4 September 2017)
- <a href="https://processing.org/download/">https://processing.org/download/</a>





Example: line (1,2,5,2);

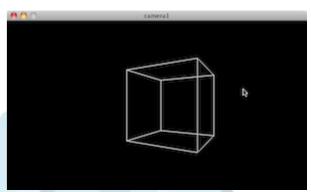
#### **Event**



```
void setup() {
  size(480, 120);
void draw() {
  if (mousePressed) {
    fill(0);
  } else {
    fill(255);
  ellipse(mouseX, mouseY, 80, 80);
```



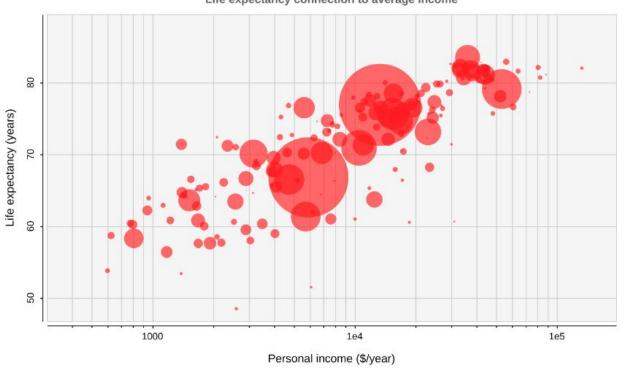
```
void setup() {
  size(640, 360, P3D);
void draw() {
  background(0);
  camera(mouseX, height/2,
    (\text{height/2}) / \tan(PI/6), \text{ width/2}, \text{ height/2}, 0, 0, 1, 0);
  translate(width/2, height/2, -100);
  stroke(255);
  noFill();
  box(200);
```



## Libraries

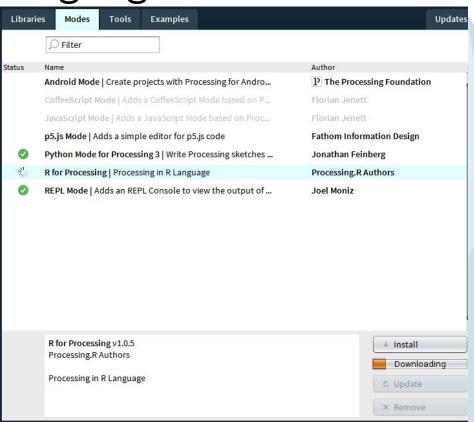






## Multiple Languages





## Example



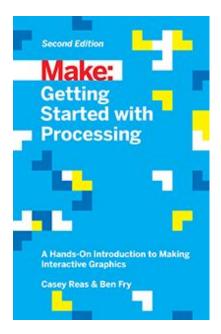
```
settings <- function() {</pre>
    size(500, 500, P3D)
setup <- function() {</pre>
    colorMode (RGB, 1)
    frameRate(24)
draw <- function() {</pre>
    frames <- 24 * 3
    t <- frameCount/frames
    background(1)
    perspective(0.5, 1, 0.01, 100)
    camera (0, 0, 25 + \sin(PI * 2 * t) * 3, 0, 0, 0, 0, 0, 0, 0)
1, 0)
    rotateX(-0.5 - 0.05 * sin(PI * 4 * t))
    rotateY(-0.5 - 0.05 * cos(PI * 2 * t))
```

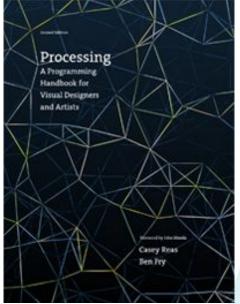
```
columns <- 8
for (ix in 1:columns - 1) {
    x < -ix - 0.5 * columns + 0.5
    for (iy in 1:columns - 1) {
        y < -iy - 0.5 * columns + 0.5
        for (iz in 1:columns - 1) {
            z < -iz - 0.5 * columns + 0.5
            d \leftarrow sqrt(x * x + y * y + z * z)
            s <- abs(sin(d - t * 4 * PI))
            pushMatrix()
            translate(x, z, y)
            box(s)
            popMatrix()
```

#### **Books and Online Resources**



- <a href="https://processing.org/books/">https://processing.org/books/</a>







# Thanks

Q & A