26th September 2017

p5 Basics:

function setup(){

   createCanvas(600,600);

   background(150);

}

function draw(){

   fill(0);

   ellipse(mouseX, mouseY, 100, 100);

   fill(150,150,150,40);

   rect(0,0,600,600);

}

Note that by creating a rectangle with opacity over the ellipse, the ellipse has a ‘fade’ effect.

for loops:

function draw(){

    var i;

   for(i = 0; i <= 500; i++){

      ellipse(i\*10, yPos, diam, diam)

   }

}

Constantly updates the values as the frames go by.

Changing values inside these for loops, and nesting them, can create a grid:

function draw(){

   for(var i = 0; i <= 10; i++){

      for(var j = 0; j <= 10; j++){

          ellipse(i\*10, j\*10, diam, diam);

      }

   }

}

While loops function similar to if loops (same structure/syntax)