3rd October 2017

Linear interpolation:

Finds percentage distance between values

Mapping:

Convert a value from input to output range

Var newVal;

newVal = map(oldVal, inputMin, inputMax, outputMin, outputMax);

Constain:

Limits values

constrain(value, min, max);

Matrix transformation:

Push/Pop

“Creates” a new matrix (original canvas replica) that can be messed with without affecting the original canvas

Can use in tandem with rotate function since the rotate function is based off the canvas(0,0) origin

Therefore, by ‘creating a new canvas’, we get to ‘create a new origin’ and therefore individually control the rotation of different objects