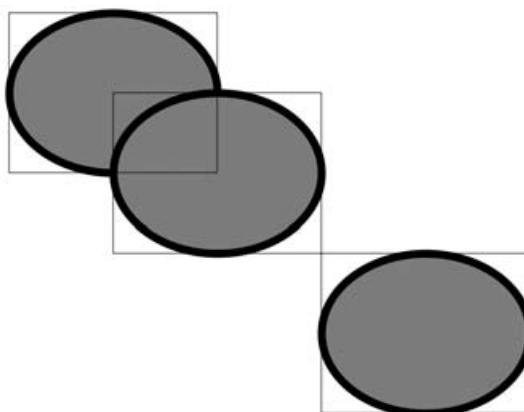


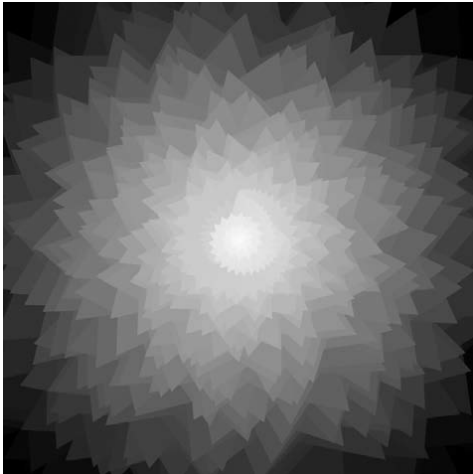
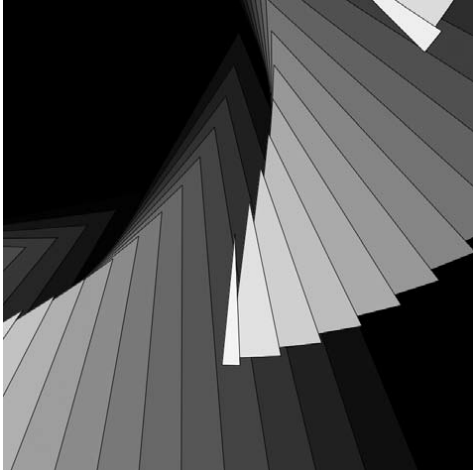
Figure 9-2. rectMode() example

```
size(400, 400);
background(255);
strokeWeight(10);
fill(127);
ellipseMode(CENTER_RADIUS);
ellipse(200, 200, 170, 170);
fill(255);
ellipseMode(CENTER);
ellipse(200, 200, 170, 170);
```



Ellipses with Bounding Boxes sketch

```
//Arcs with Bounding Boxes
void setup(){
  size(400, 400);
  background(255);
  strokeWeight(10);
  fill(127);
  arc(103, 120, 130, 100, 0, PI);
  ellipseMode(CORNER);
  arc(103, 120, 130, 100, 0, HALF_PI);
  ellipseMode(CORNERS);
  arc(233, 220, 363, 320, 0, TWO_PI-HALF_PI);
  // bounding boxes
  strokeWeight(1);
  noFill();
```



triangle flower

```
//Triangle Flower
Point[]p = new Point[3];
float shift = 1.0;
float fade = 0;
float fillCol = 0;
float rot = 0
```

```
//Toy Truck
int truckW = 300;
int truckH = 100;
int truckX = -truckW/2;
int truckY = -truckH/2;
void setup(){
  size(500, 200);
  background(0);
  smooth();
  //body1
  translate(width-truckW/2-50, height/2);
  rect(truckX, truckY, truckW, truckH);
  //body2
  translate(-width+316, 17);
  scale(.2, .65);
  rect(truckX, truckY, truckW, truckH);
  //body3
  translate(-width+250, 20);
  scale(.7, .59);
  noStroke();
  rect(truckX, truckY, truckW, truckH);
  //tires
  stroke(255);
  strokeWeight(7);
  scale(.70, .75);
  translate(160, 172);
  ellipse(truckX, truckY, truckW, truckH);
  translate(1300, 0);
  ellipse(truckX, truckY, truckW, truckH);
  translate(1800, 0);
  ellipse(truckX, truckY, truckW, truckH);
  translate(400, 0);
  ellipse(truckX, truckY, truckW, truckH);
  //window mask
  translate(-3355, -284);
  scale(.7, .9);
  noStroke();
  fill(0);
  triangle(truckX, truckY + truckH,
    truckX+truckW, truckY, truckX, truckY);
}
```

Propuesta formas: triángulos que conforman un círculo y giran alrededor de un centro formando una un círculo multi color y una vez es completado aparece el nombre del evento “Livecoding”

1



2



3



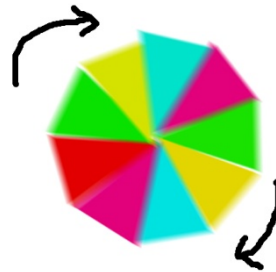
4



5



6



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