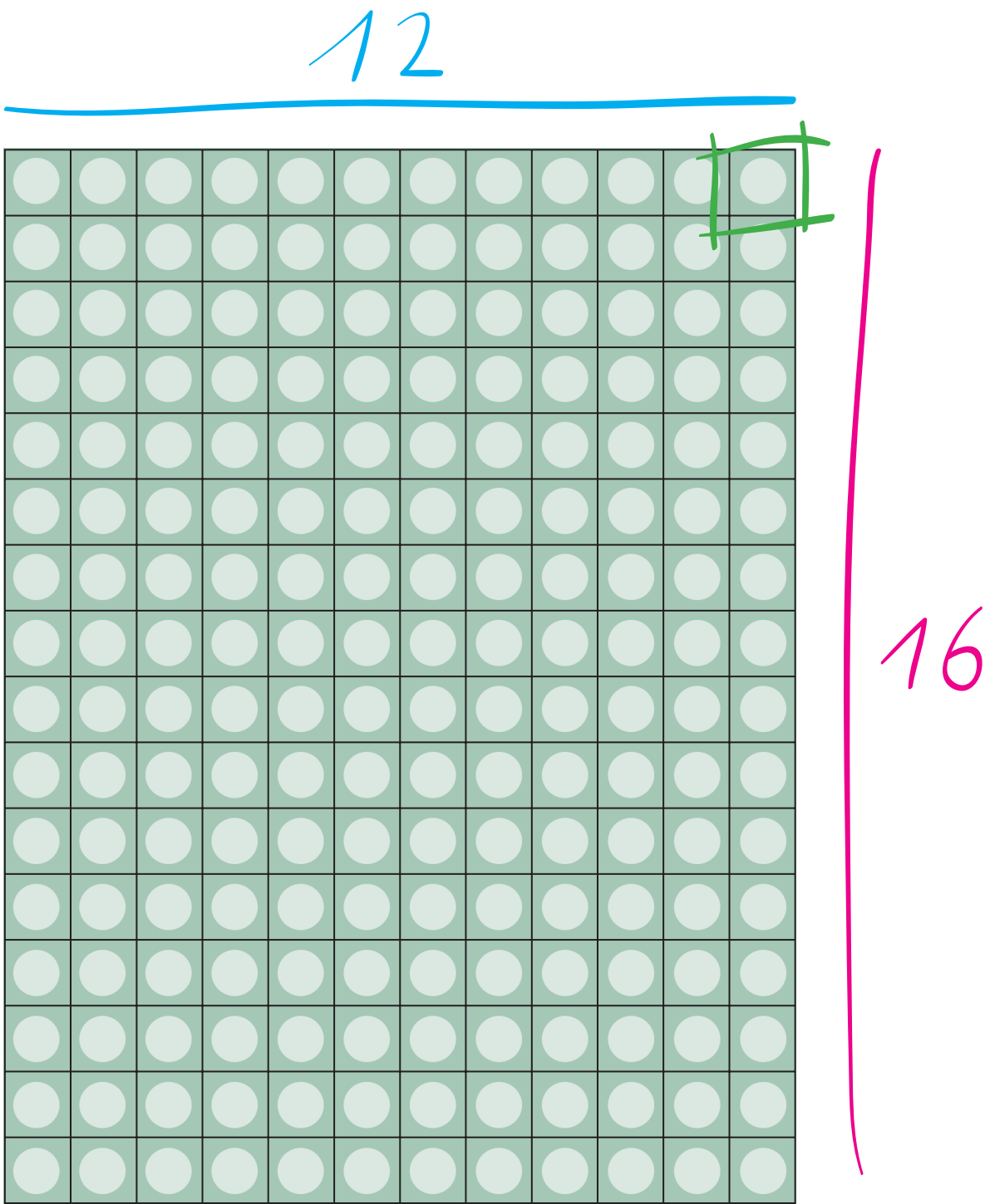
raster_sketch1.pde

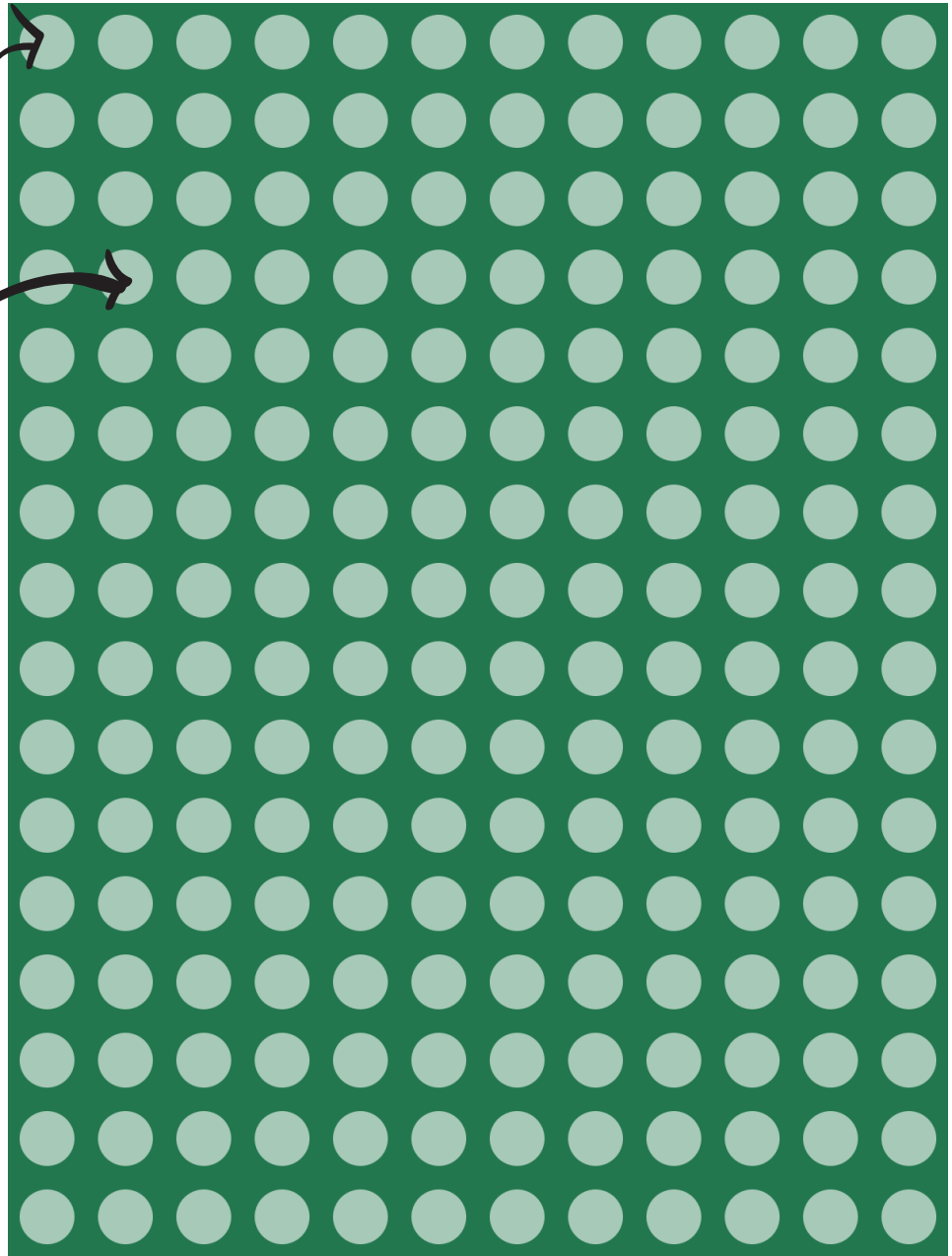



```
int gridX = 12;
int gridY = 16;
int gridSize = 32;


size( 12*32, 16*32);

size (384, 512);

size( gridX * gridSize,
      gridY * gridSize );
```

raster_sketch1.pde

i

i=0, i=1, i=2 ... ->



j=0, j=1, j=2 ... ->

j

```
for (int i = 0; i < gridX; i++) {
    for (int j = 0; j < gridY; j++) {
 .....
  }
}
```

raster_sketch1.pde

i

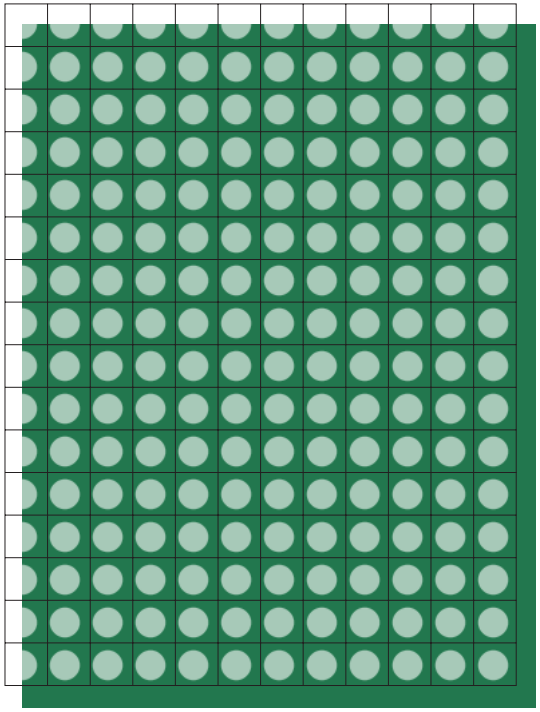
i=0, i=1, i=2 ... ->

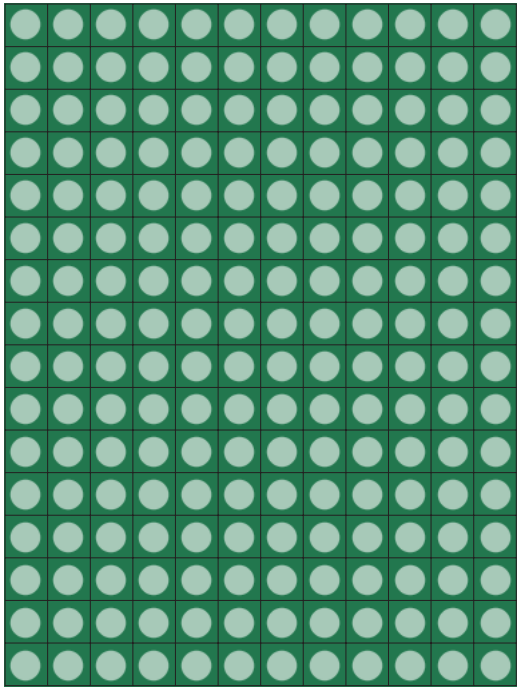
j=0, j=1, j=2 ... ->

```
for (int i = 0; i < gridX; i++) {
    for (int j = 0; j < gridY; j++) {

      ...
      ellipse(i*gridSize, j*gridSize,
       gridSize*0.7, gridSize*0.7);
      ...

  }
}
```

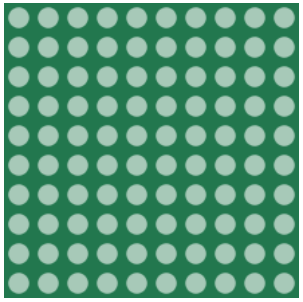
j

```
translate(gridSize/2, gridSize/2);
verschieb alles um ein halbes “Kästchen”
```

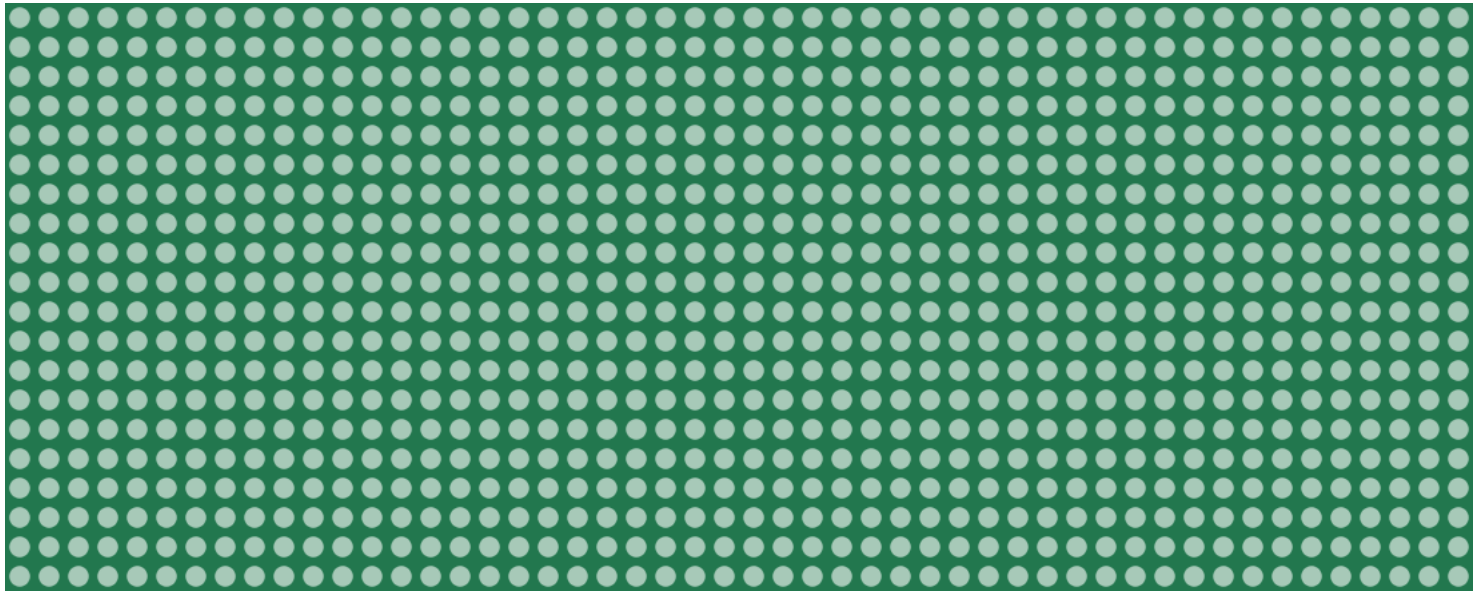




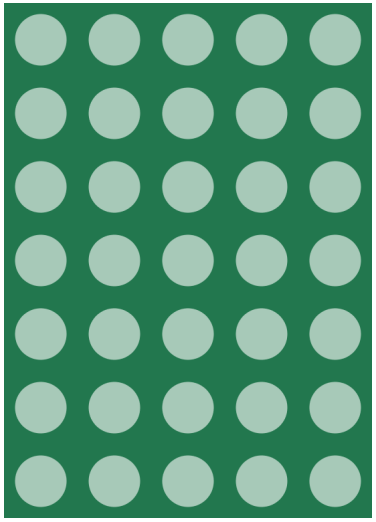
```
int gridX = 10;
int gridY = 10;
int gridSize = 22;
```



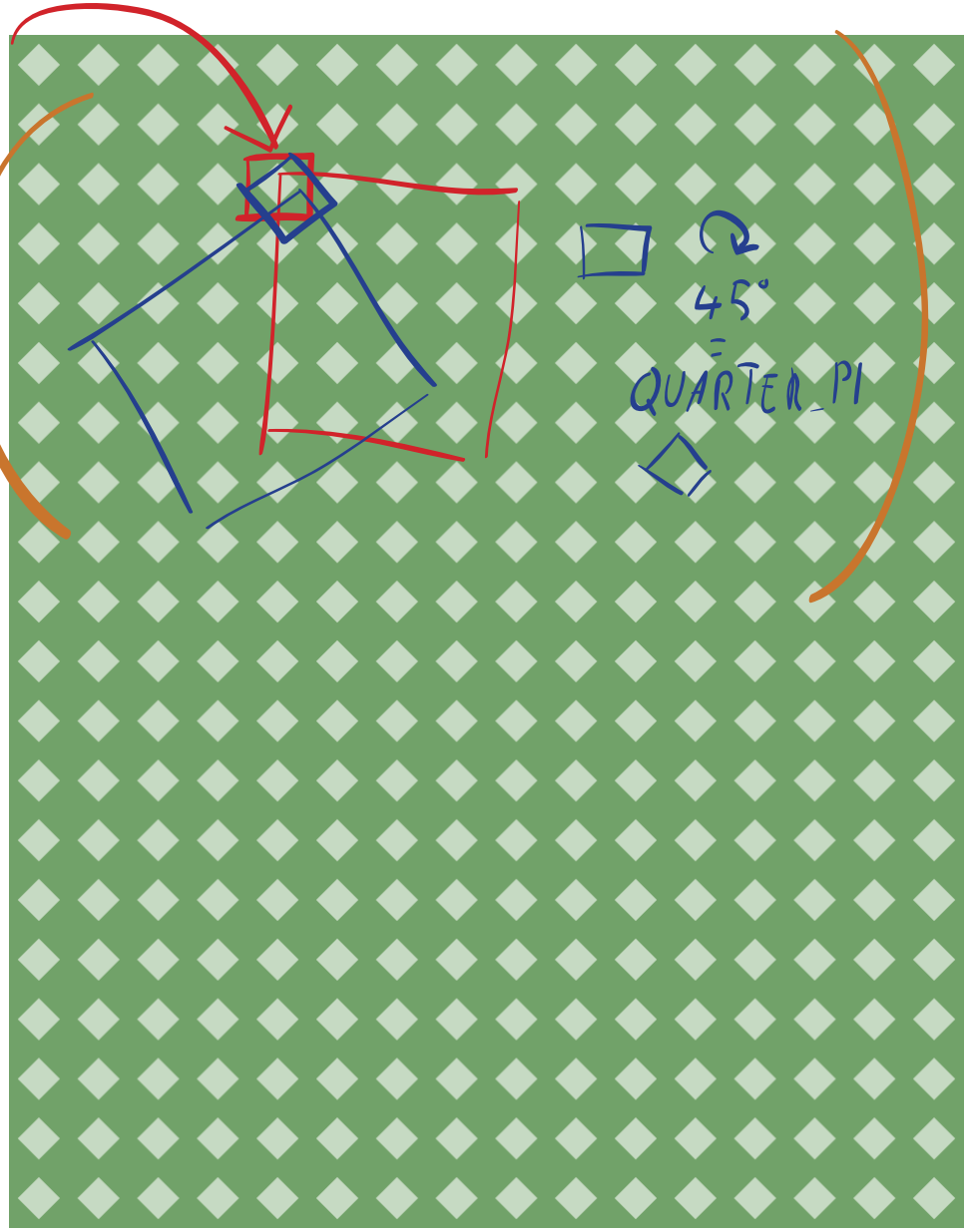
```
int gridX = 50;
int gridY = 20;
int gridSize = 22;
```



```
int gridX = 5;
int gridY = 7;
int gridSize = 110;
```

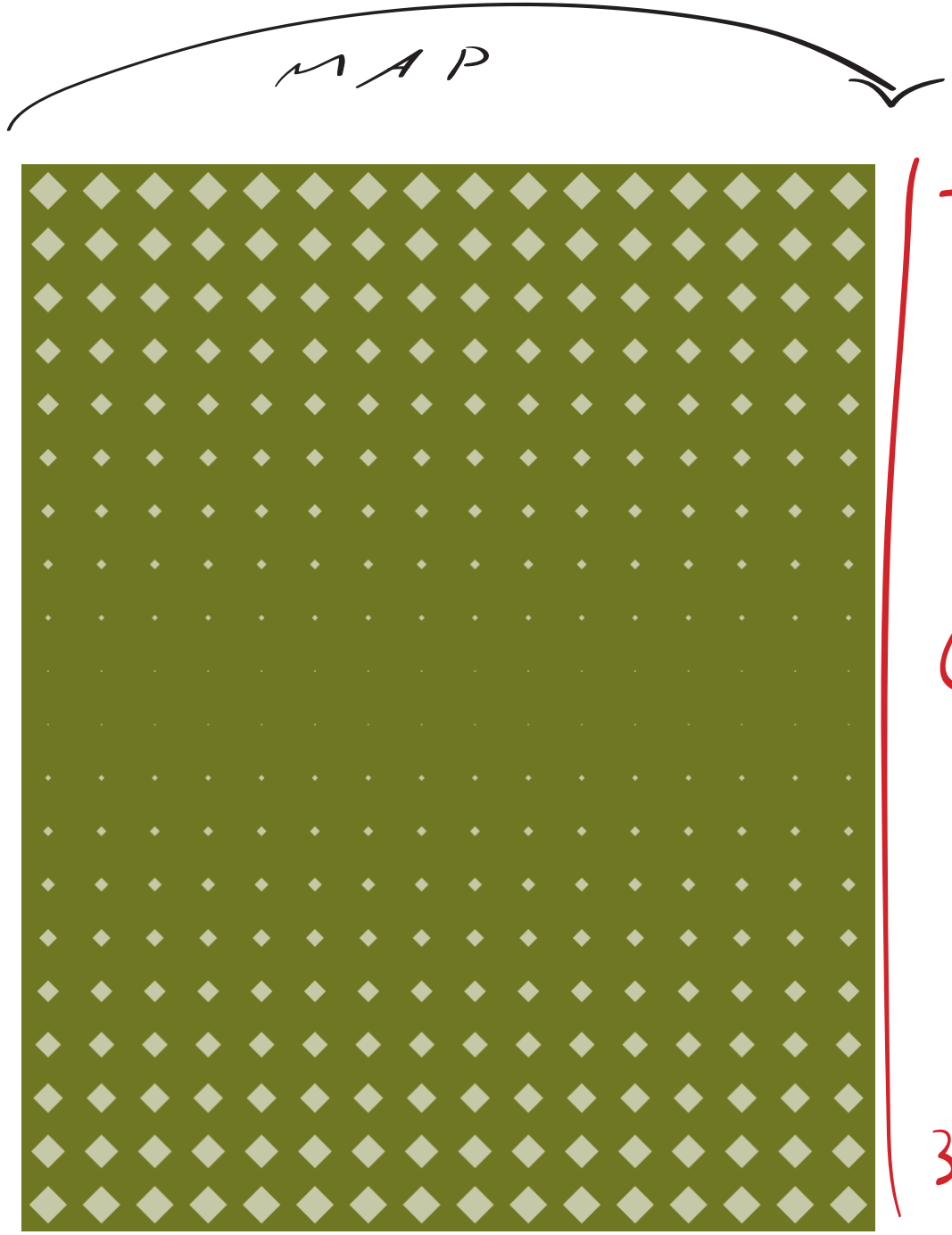


raster_sketch2.pde




```
for (int i = 0; i < gridX; i++) {
    for (int j = 0; j < gridY; j++) {

        ...

      pushMatrix();

      translate(i*gridSize, j*gridSize);
      rotate(QUARTER_PI);

      fill(farbe2);
      rect(0, 0, gridSize*0.5, gridSize*0.5);

      popMatrix();

        ...

  }
}
```

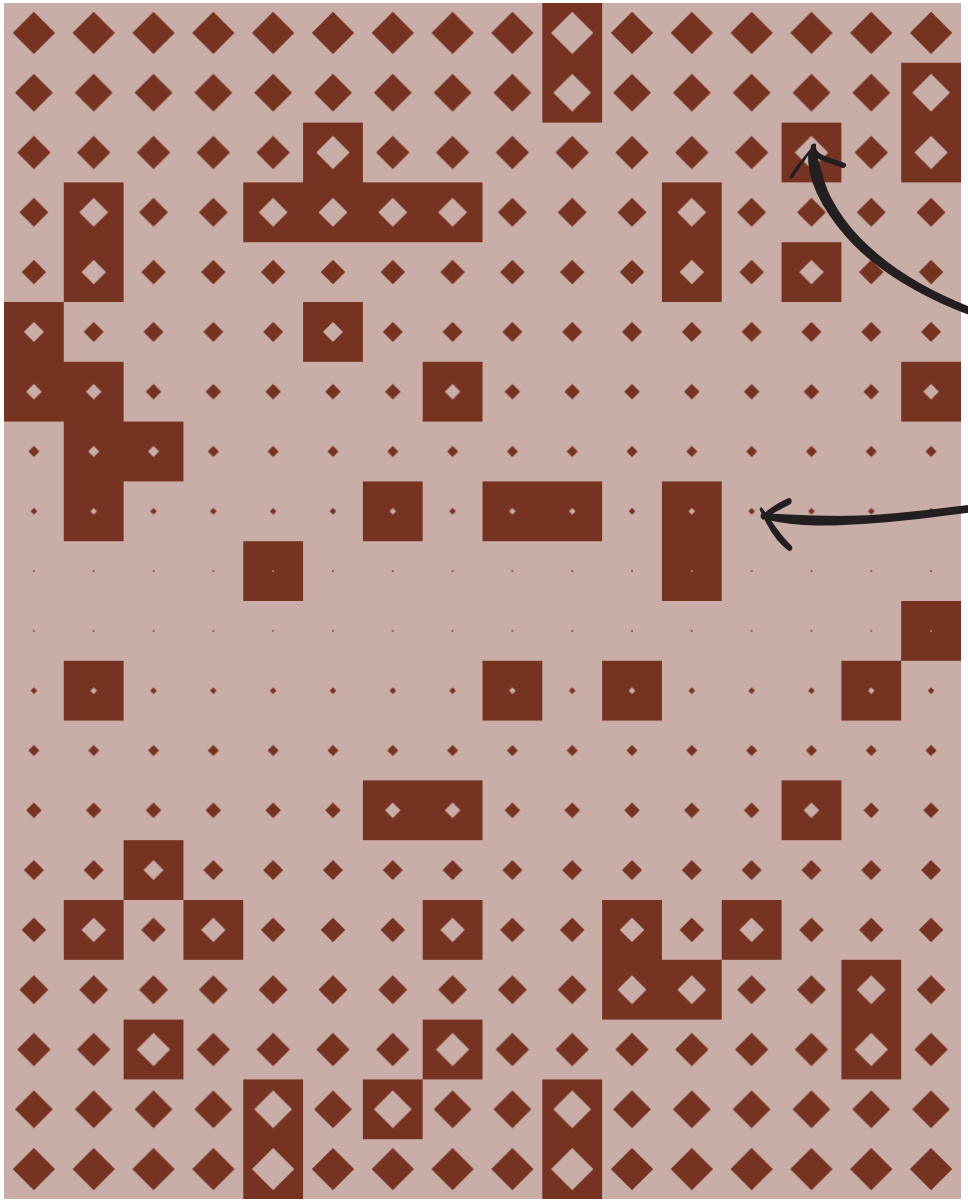
raster_sketch3.pde




```
for (int i = 0; i < gridX; i++) {
    for (int j = 0; j < gridY; j++) {


      float objectSize;
      objectSize = map(j, 0, gridY-1,
       -gridSize, gridSize );

      pushMatrix();

      translate(i*gridSize, j*gridSize);
      rotate(QUARTER_PI);

      fill(farbe2);
      rect(0, 0, objectSize*0.5, objectSize*0.5);

      popMatrix();

  }
}
```

```
0 <-> 15
map(...)
-32 <-> 32
```

raster_sketch4.pde



```
for (int i = 0; i < gridX; i++) {
    for (int j = 0; j < gridY; j++) {

     float randomNumber = random(0, 100);

        if (randomNumber > 80) {
          fill(farbe1);
        }
        else {
          fill(farbe2);
        }
      ...

       rect(...);

  }
}
```

raster_sketch5.pde

```
for (int i = 0; i < gridX; i++) {
  for (int j = 0; j < gridY; j++) {

    if ( (i > 1) && (i < gridX-2) && (j > 1) && (j < gridY-2) ) {
    ...
    } else {
    ...
    }
```