

An Introduction to Ruby-Processing

gem install ruby-processing

github.com/jcasimir/code_of_art



Our Goals

- *Define ruby-processing
- *Understand execution with setup & draw
- *Write a first sketch

gem install ruby-processing

The Plan

- *What is Processing?
- *What can it do?
- *And Ruby-Processing?
- *Intro Tutorial

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Processing

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Branching Morphogenesis by Sabin+Jones LabStudio

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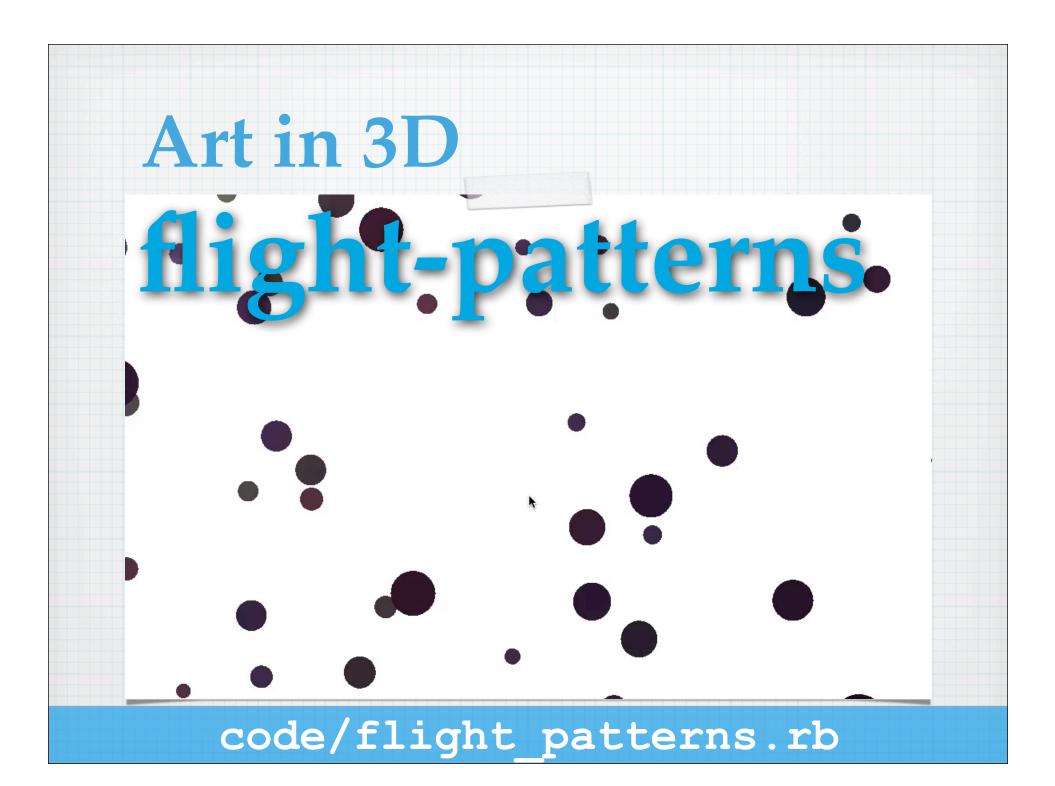
Processing is an open source programming language and environment for people who want to program images, animation, and interactions. It is used by students, artists, designers, researchers, and hobbyists for learning, prototyping, and production. It is created to teach fundamentals of computer programming within a visual context and to serve as a software sketchbook and professional production tool.

Processing is free to download and available for GNU/Linux, Mac OS X, and Windows. To contribute to the project's development, please visit http://dev.processing.org/, which includes bug tracking and instructions for building the code, downloading the source, and creating libraries and tools.

What is Processing?

Art in 2D pointilism

code/pointilism.rb



Art with Video



code/witness protection.rb

Art with Interaction

pong

code/pong.rb

JEREMY/ASHKENAS

Code as literature. Give it a read.

Choose a Project:

Ruby-Processing

A Face for Stephen Hawking

Context-Free

Ruby-Processing lets you ditch Processing's crusty ol' Java syntax for a new pair of Ruby slippers. Processing is a framework for doing drawings, animations, and beautiful interactions with code — and now you can code them in Ruby. The project can be used to make web applets and cross-platform applications, and is fully open source. If you'd like to download it and get started, or even contribute, then I'll kindly direct you to the <u>GitHub repository</u>. For comprehensive instructions and aid, check out <u>the wiki</u>.

Ruby-Processing

Let's Do It!

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