

# Code of Art

An Introduction to Ruby-Processing

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```
gem install ruby-processing
```

```
github.com/jcasimir/code_of_art
```



# Our Goals

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

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# The Plan

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


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# Processing

Search processing.org:

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## Exhibition



[Branching Morphogenesis](#)  
by Sabin+Jones LabStudio

## >> Download Processing

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 in 3D

# flight-patterns



`code/flight_patterns.rb`



# Art with Video

WPP



`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 GitHub repository. For comprehensive instructions and aid, check out the wiki.



# Ruby-Processing

# Let's Do It!

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