

Shapes & Code: Recipes for building visuals (an introduction to Processing)

About

In this workshop we will be introduced to [Processing](#) - a programming language and environment developed "to promote literacy within the visual arts and visual literacy within technology". Processing is used across a variety of communities but has had particular success within the art and design community (and data visualization community) for its strength in generating visual and interactive output. We will use Processing to:

1. Become familiar with the fundamental concepts of programming visual outputs with code.
2. Build our confidence in using code as a material/tool to turn our ideas into something tangible.
3. Learn about the process of deconstructing tasks into modular steps (don't worry if this doesn't mean anything to you yet!).
4. Explore the ways in which code can create accountability for the visualization process.

What You'll Need

- Download [Processing](#) for your specific operating system.
- The confidence, curiosity and enthusiasm to learn and the drive to teach yourself and the patience to help those around you.

Workshop Topics Covered:

1. Introduction to form and code and visualizations
2. Introduction to Processing, the environment, and the Community
3. Basic programming fundamentals in Processing
4. How to google search and read documentation

Assignment (to be started in class)

- Draw the PROUN by El Lissitzky in Processing:
 - Add 3 unique features to your image - play with fill colors, stroke, shape size, etc.

