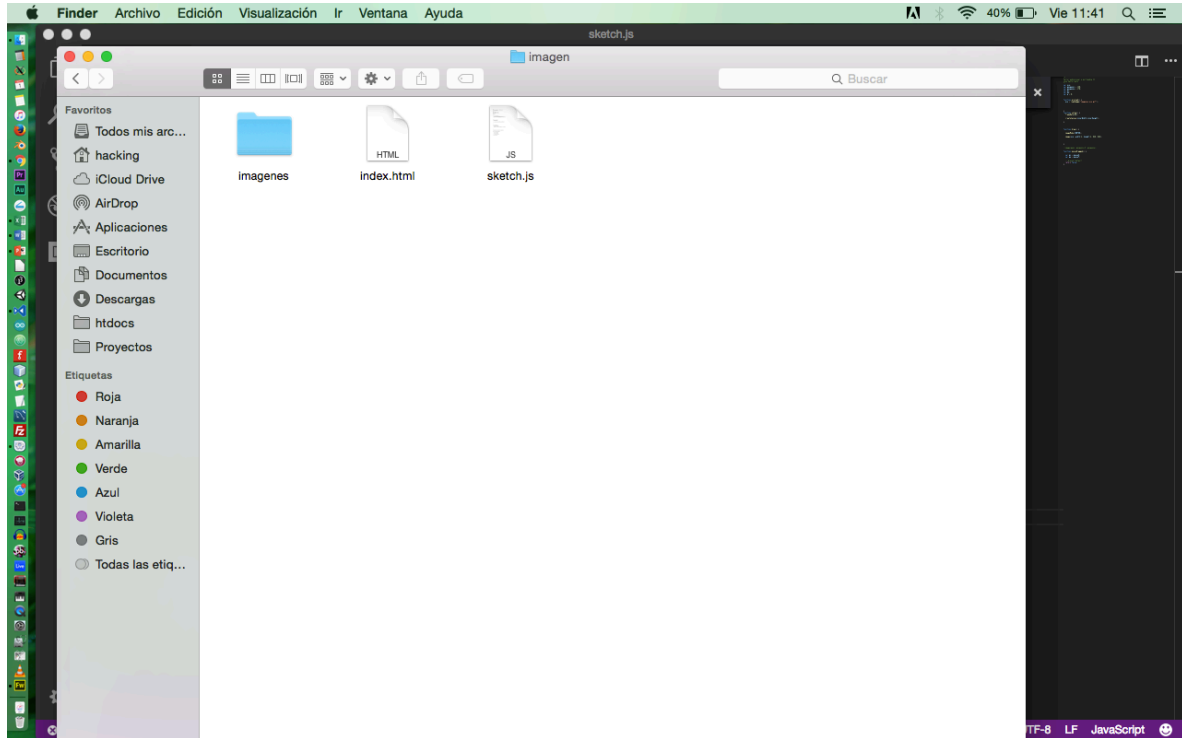
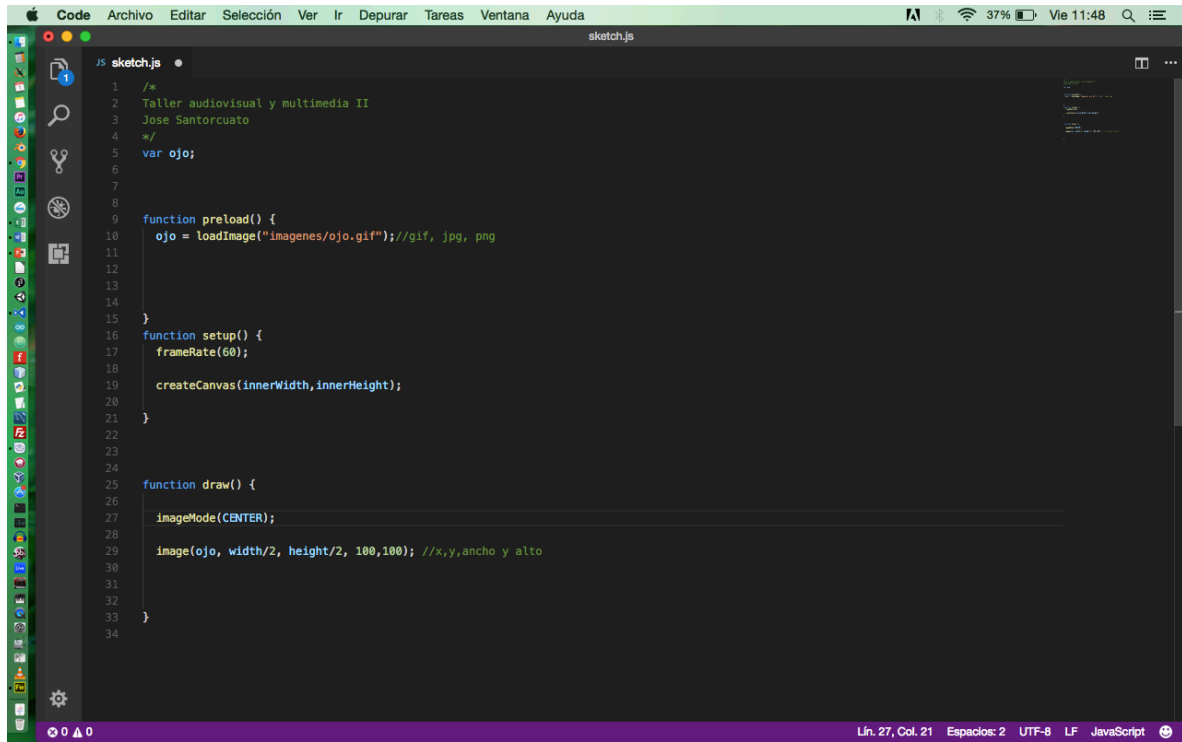


Programaciones sesión 5

Para trabajar con imágenes tu carpeta debe estar ubicada en un servidor y debe tener la siguiente estructura



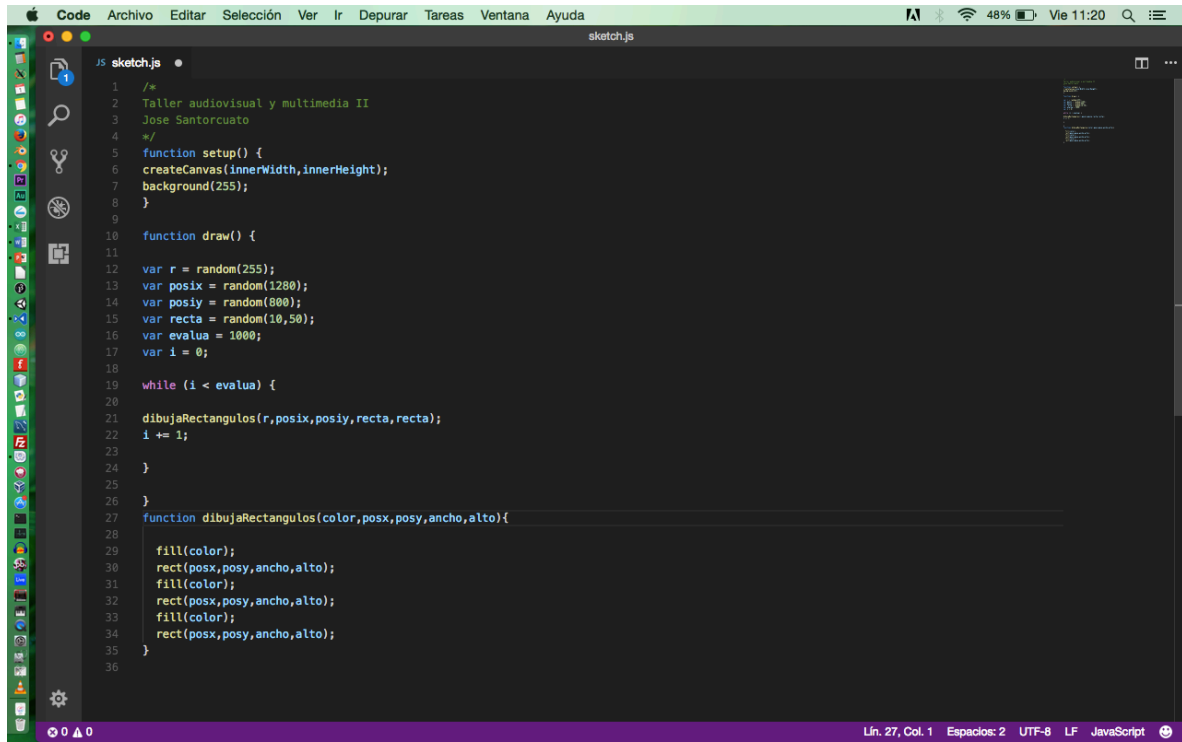
14_imagenes



```
1  /*
2  Taller audiovisual y multimedia II
3  Jose Santorcusto
4  */
5  var ojo;
6
7
8
9  function preload() {
10     ojo = loadImage("imagenes/ojo.gif");//gif, jpg, png
11
12
13
14
15
16  function setup() {
17     frameRate(60);
18
19     createCanvas(innerWidth,innerHeight);
20
21
22
23
24
25  function draw() {
26
27     imageMode(CENTER);
28
29     image(ojo, width/2, height/2, 100,100); //x,y,ancho y alto
30
31
32
33
34
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36
37
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```

Ln. 27, Col. 21 Espacios: 2 UTF-8 LF JavaScript

15_funciones



The image shows a screenshot of a code editor window titled "sketch.js". The editor contains the following JavaScript code:

```
1  /*
2  Taller audiovisual y multimedia II
3  Jose Santorcusto
4  */
5  function setup() {
6    createCanvas(innerWidth, innerHeight);
7    background(255);
8  }
9
10 function draw() {
11
12   var r = random(255);
13   var posX = random(1280);
14   var posY = random(800);
15   var recta = random(10,50);
16   var evalua = 1000;
17   var i = 0;
18
19   while (i < evalua) {
20
21     dibujaRectangulos(r,posx,posiy,recta,recta);
22     i += 1;
23   }
24 }
25
26
27 function dibujaRectangulos(color,posx,posy,ancho,alto){
28
29   fill(color);
30   rect(posx,posy,ancho,alto);
31   fill(color);
32   rect(posx,posy,ancho,alto);
33   fill(color);
34   rect(posx,posy,ancho,alto);
35 }
36
```

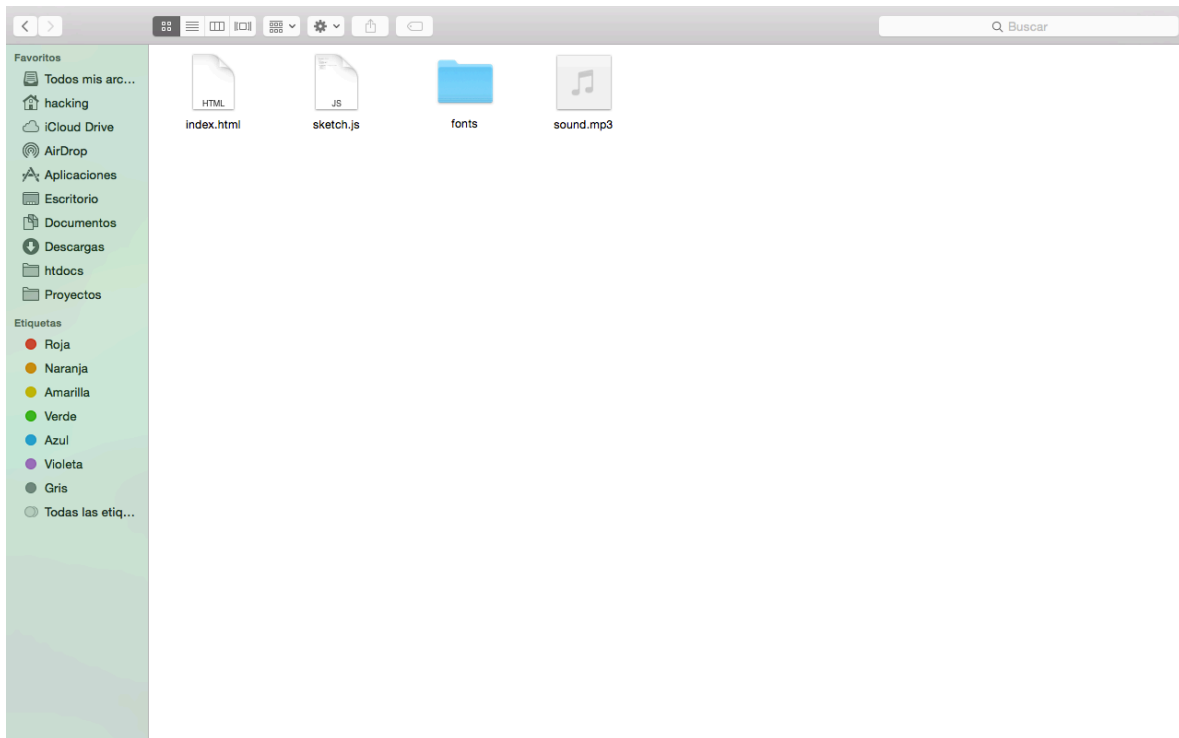
The code is written in JavaScript and defines a sketch. It includes a `setup()` function that creates a canvas and sets the background to white. The `draw()` function contains a `while` loop that repeatedly calls `dibujaRectangulos` to draw rectangles. The `dibujaRectangulos` function takes a color, position, and dimensions as arguments and uses `fill` and `rect` to draw the rectangles. The status bar at the bottom indicates the current line and column (Lín. 27, Col. 1), the number of spaces (Espacios: 2), the encoding (UTF-8), the line feed (LF), and the language (JavaScript).

16_sonidos y fuentes

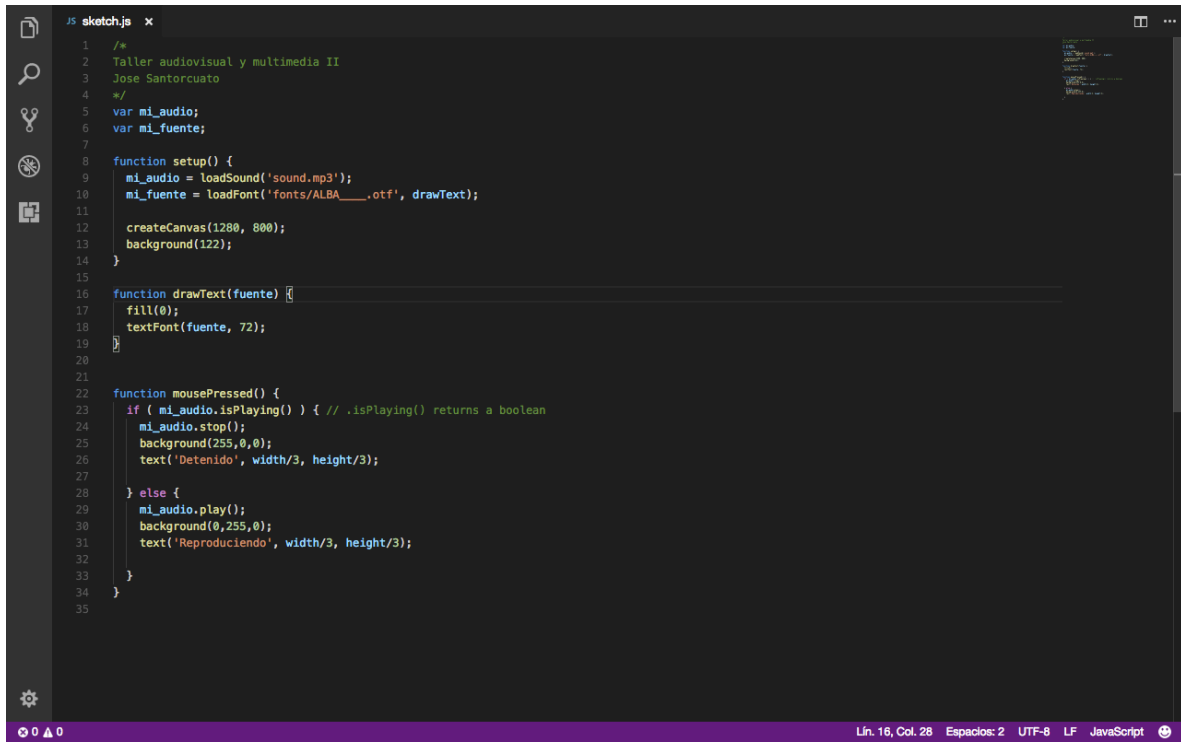
Puedes descargar fuentes desde acá <http://www.1001fonts.com/soft-fonts.html> , puedes convertirlas a otf desde <https://everythingfonts.com/ttf-to-otf>

Puedes descargar sonidos desde <http://www.musicradar.com/news/tech/free-music-samples-download-loops-hits-and-multis-627820> , te recomiendo convertirlos a mp3 con audacity <http://www.audacityteam.org/download/>

La carpeta en el servidor debe verse así:



15_fuentes_sonidos



```
1  /*
2  Taller audiovisual y multimedia II
3  Jose Santorcuato
4  */
5  var mi_audio;
6  var mi_fuente;
7
8  function setup() {
9    mi_audio = loadSound('sound.mp3');
10   mi_fuente = loadFont('fonts/ALBA____.otf', drawText);
11
12   createCanvas(1280, 800);
13   background(122);
14 }
15
16 function drawText(fuente) {
17   fill(0);
18   textFont(fuente, 72);
19 }
20
21
22 function mousePressed() {
23   if ( mi_audio.isPlaying() ) { // .isPlaying() returns a boolean
24     mi_audio.stop();
25     background(255,0,0);
26     text('Detenido', width/3, height/3);
27   } else {
28     mi_audio.play();
29     background(0,255,0);
30     text('Reproduciendo', width/3, height/3);
31   }
32 }
33
34 }
```

Ln. 16, Col. 28 Espacios: 2 UTF-8 LF JavaScript