

# CREATIVE CODING **\*\*3D\*\*** - 25/11/17

<https://openprocessing.org/sketch/942962>

## ## 00-10. 3D Canvas

- [PDE] *\_not so flat\_* **\*\*ME\*\*** <boxerDog09.pde>
- [KEY] **\*\*3D GRAPHICS\*\*** - commands

## ## 10-20. 3D Art / Expression - KUSAKARI

- [Web] *\_show\_* **\*\*ME\*\*** <kusakari>
- [Web] *\_play\_* **\*\*DO\*\*** <kusakari>
- [Web] *\_camera\_* **\*\*DO\*\*** <kusakari>
- [PDE] *\_examples\_* **\*\*ME\*\*** <boxCity3D.pde>

## ## 20-30. 3D GRAPHICS

- [KEY] Coordinates

## ### 2. GOING FROM 2D TO 3D

- [KEY] show *\_coordinate image\_* BRIEF
- [Moo] show *\_coordinate image\_* BRIEF

## ### 3. RENDER MODES (P3D)

- [Moo] **\*\*DO\*\*** *\_Hang On\_* (rotate)
- [PDE] **\*\*DO\*\*** <bookDataVis.pde>

## ### 4. BUILT IN 3D SHAPES

- [Moo] **\*\*DO\*\*** Translate Thinking *\_yellow\_*
- [Moo] **\*\*DO\*\*** Translate Thinking *\_blue\_*

## ## 30-45. Game

- [Moo] Transformation Matrix : push / pop

## ### 5. Copyright