

# 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