

p3_interfaz

elemento principal

onda

diseño en figma

cambio 1



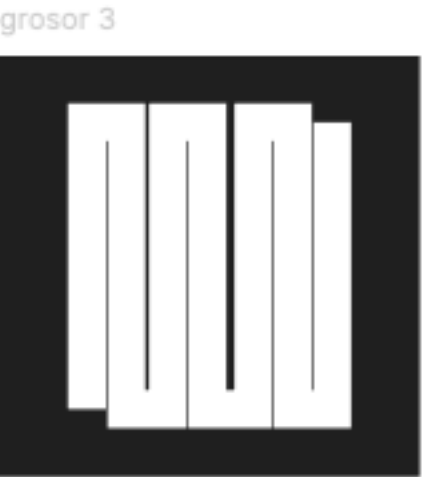
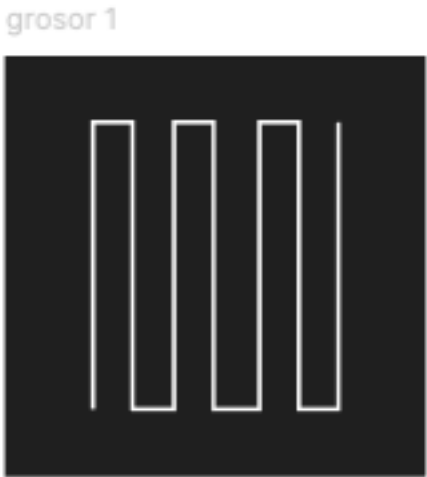
cambio del tipo de onda



cambio del tipo de onda



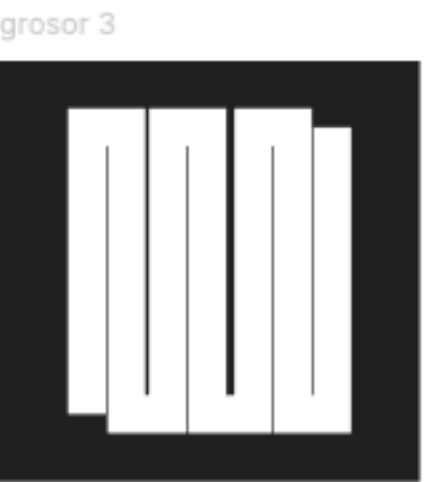
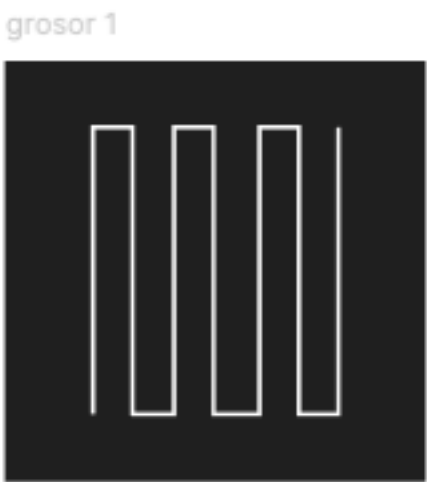
cambio en el grosor



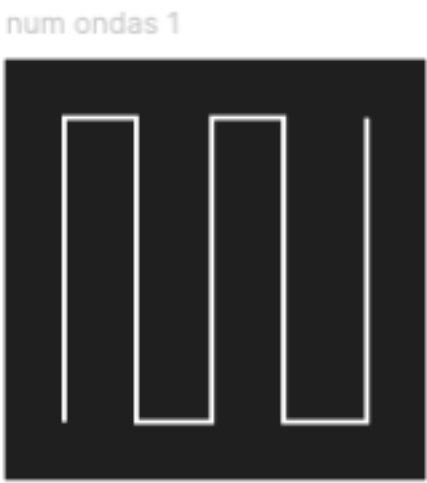
cambio del tipo de onda



cambio en el grosor



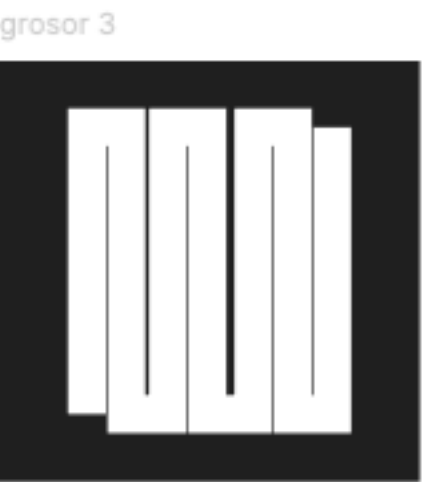
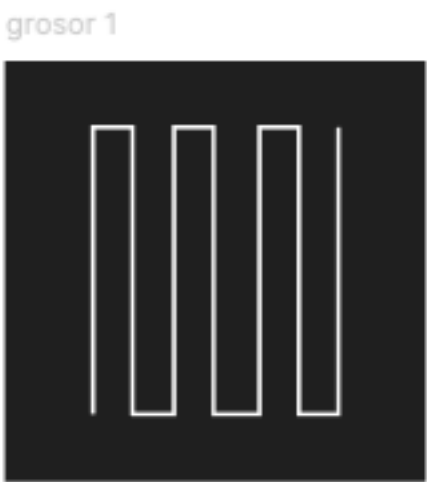
cambio en el nº de ondas



cambio del tipo de onda



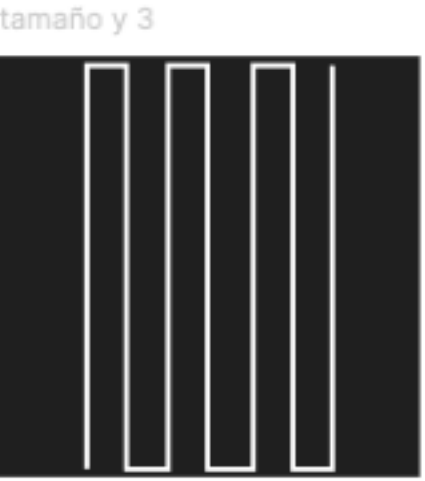
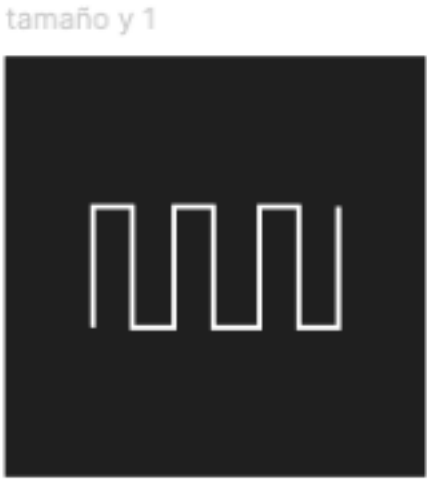
cambio en el grosor



cambio en el nº de ondas



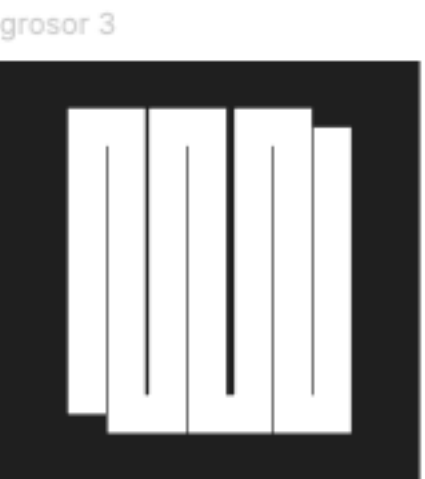
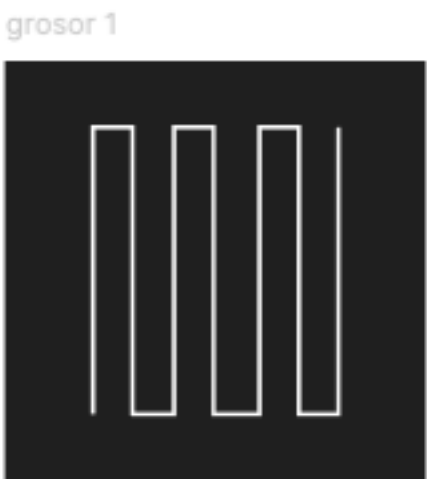
cambio en tamaño



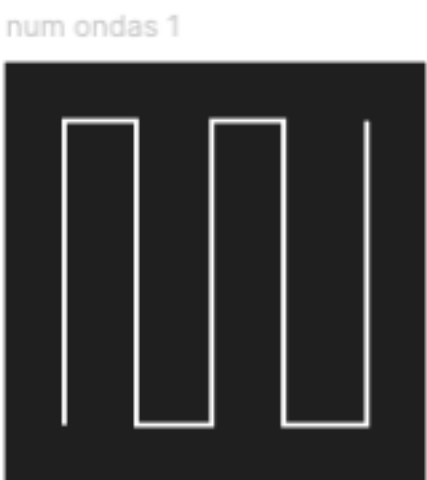
cambio del tipo de onda



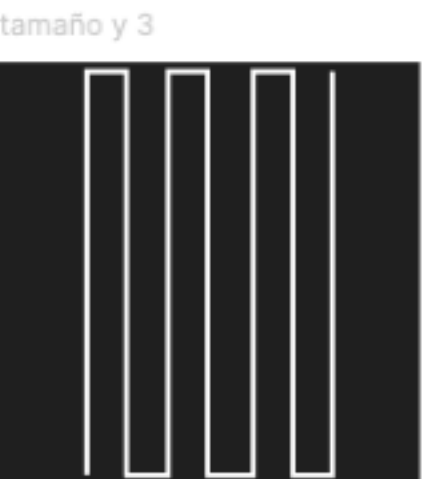
cambio en el grosor



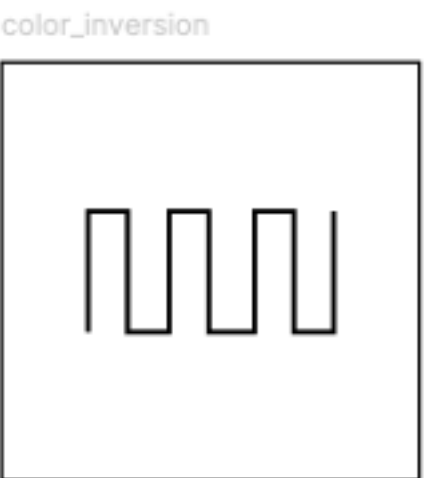
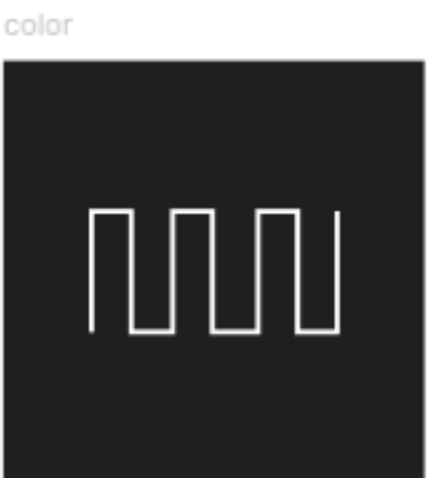
cambio en el nº de ondas



cambio en tamaño



inversión del color



layout

CONTROLADORES

DIBUJO

processing

chatgpt



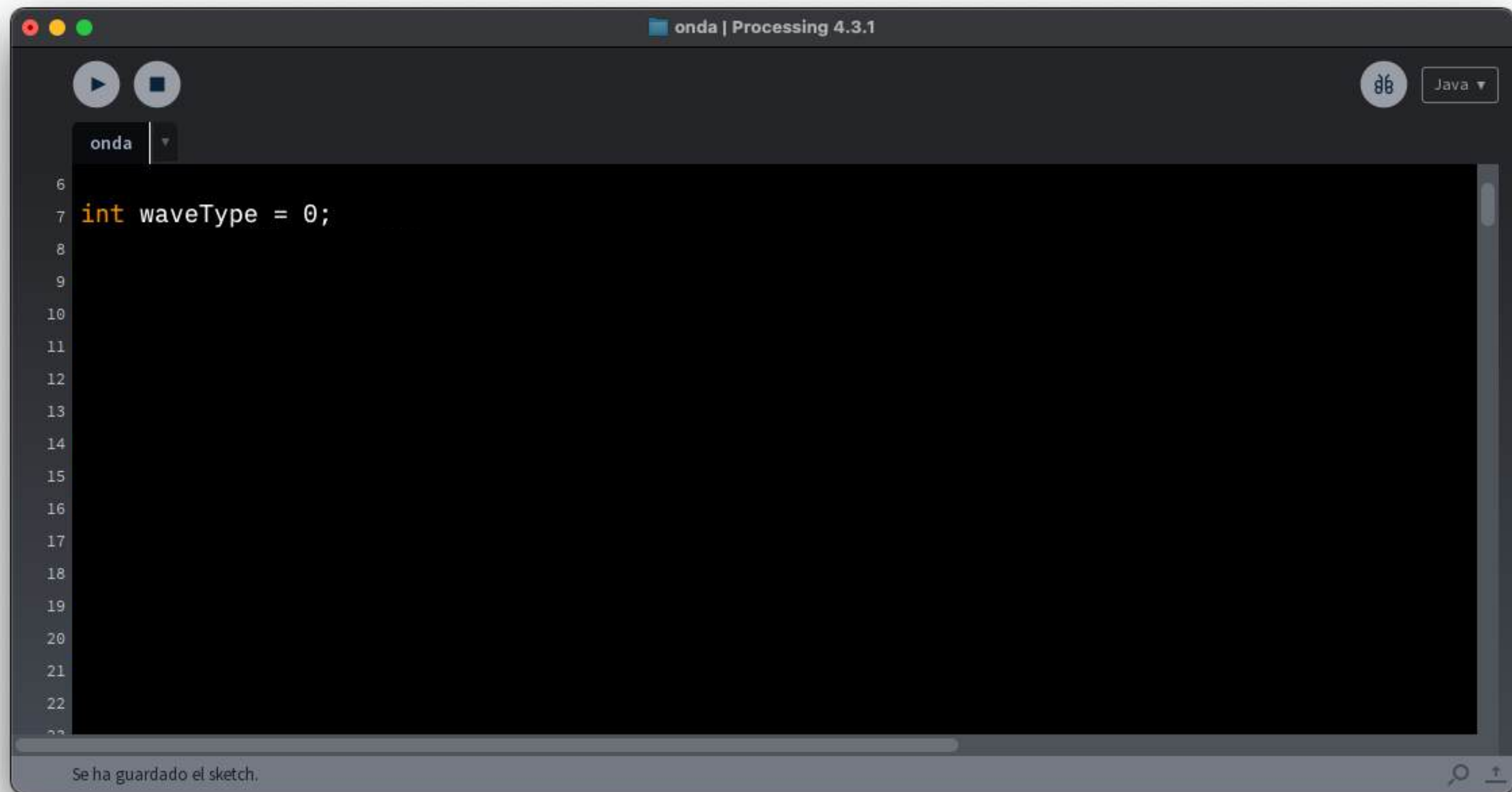
nosotrxs

chatgpt

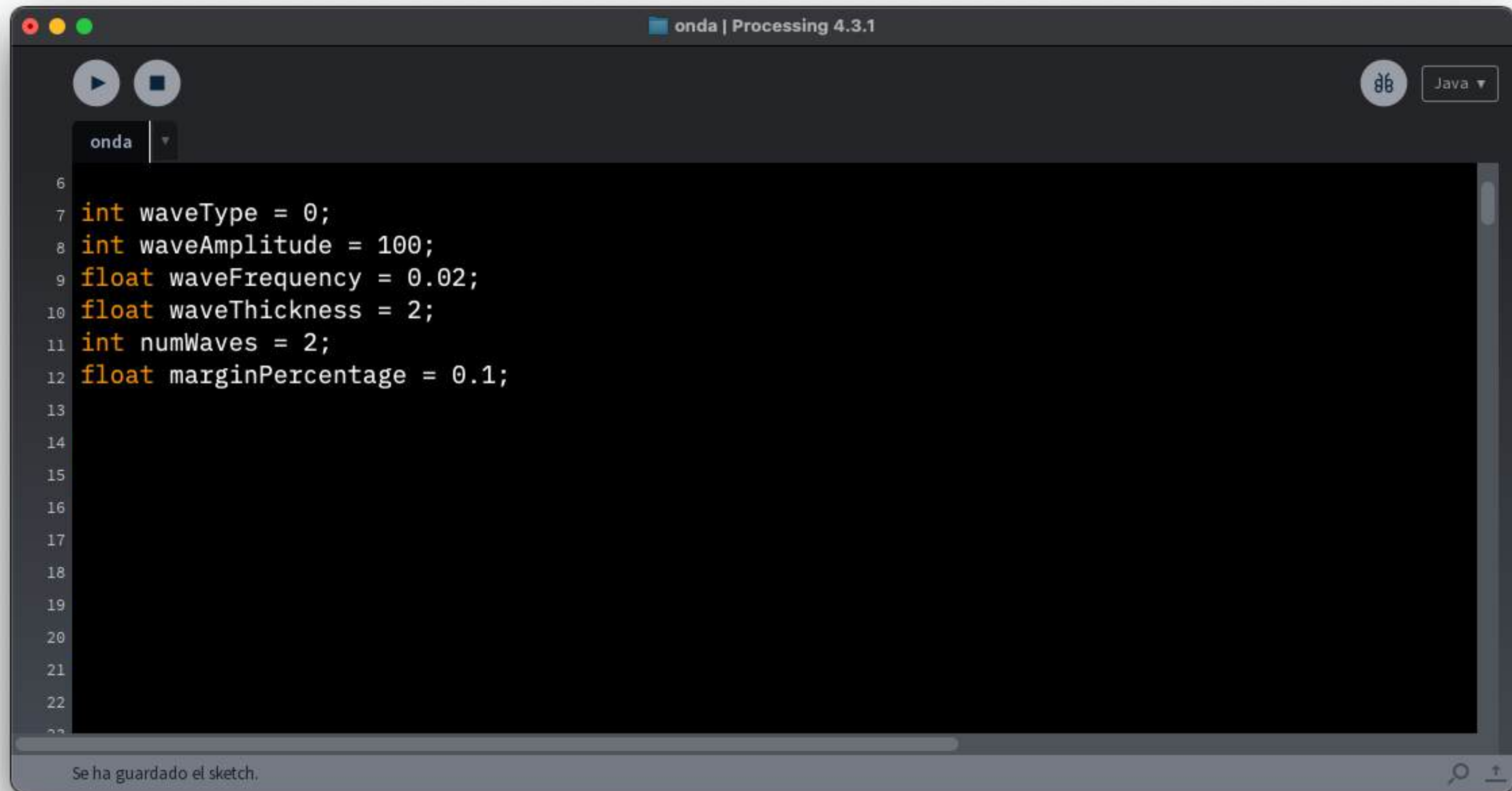


nosotrxs

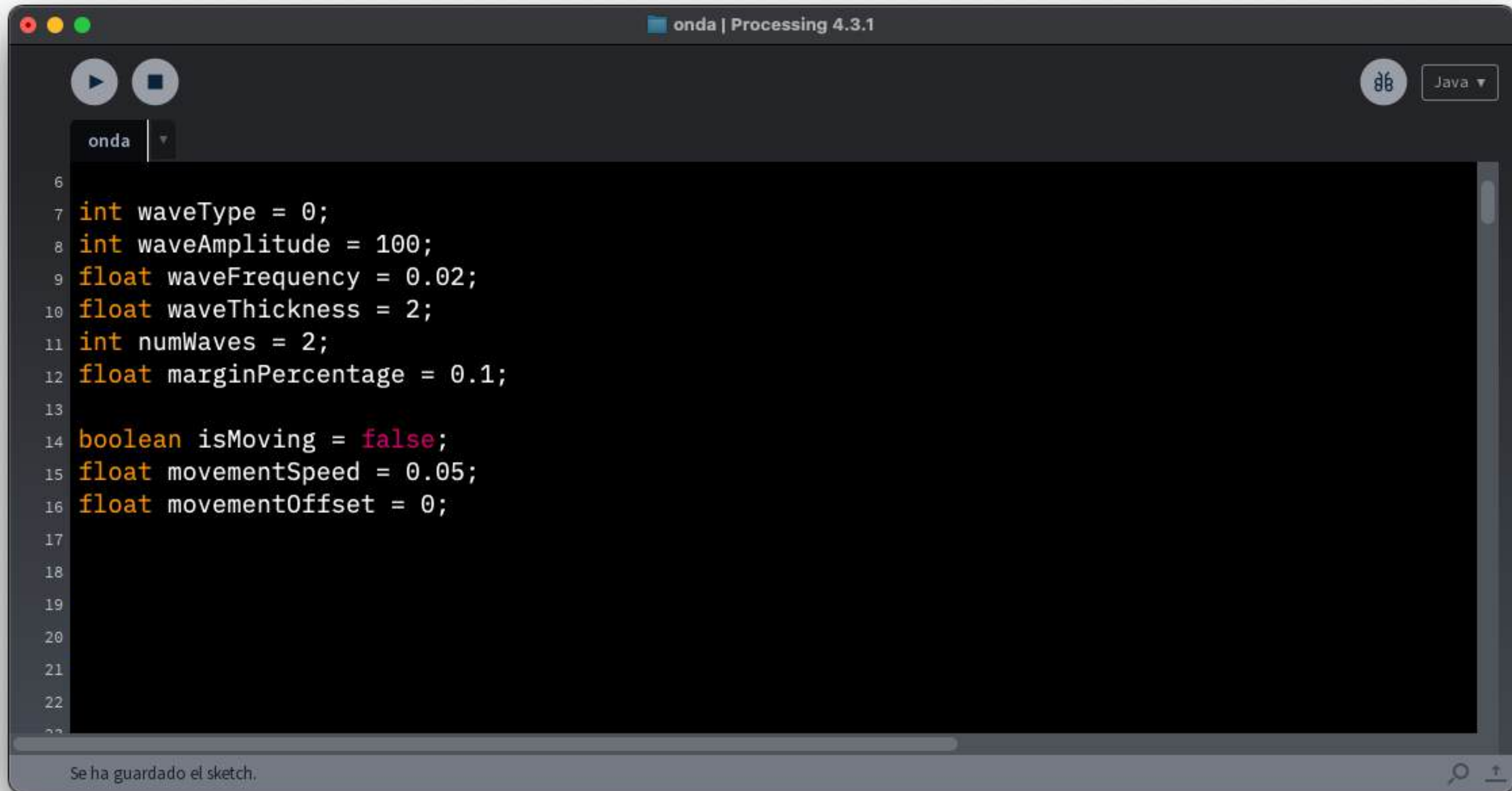
1. definir variables



tipo de onda



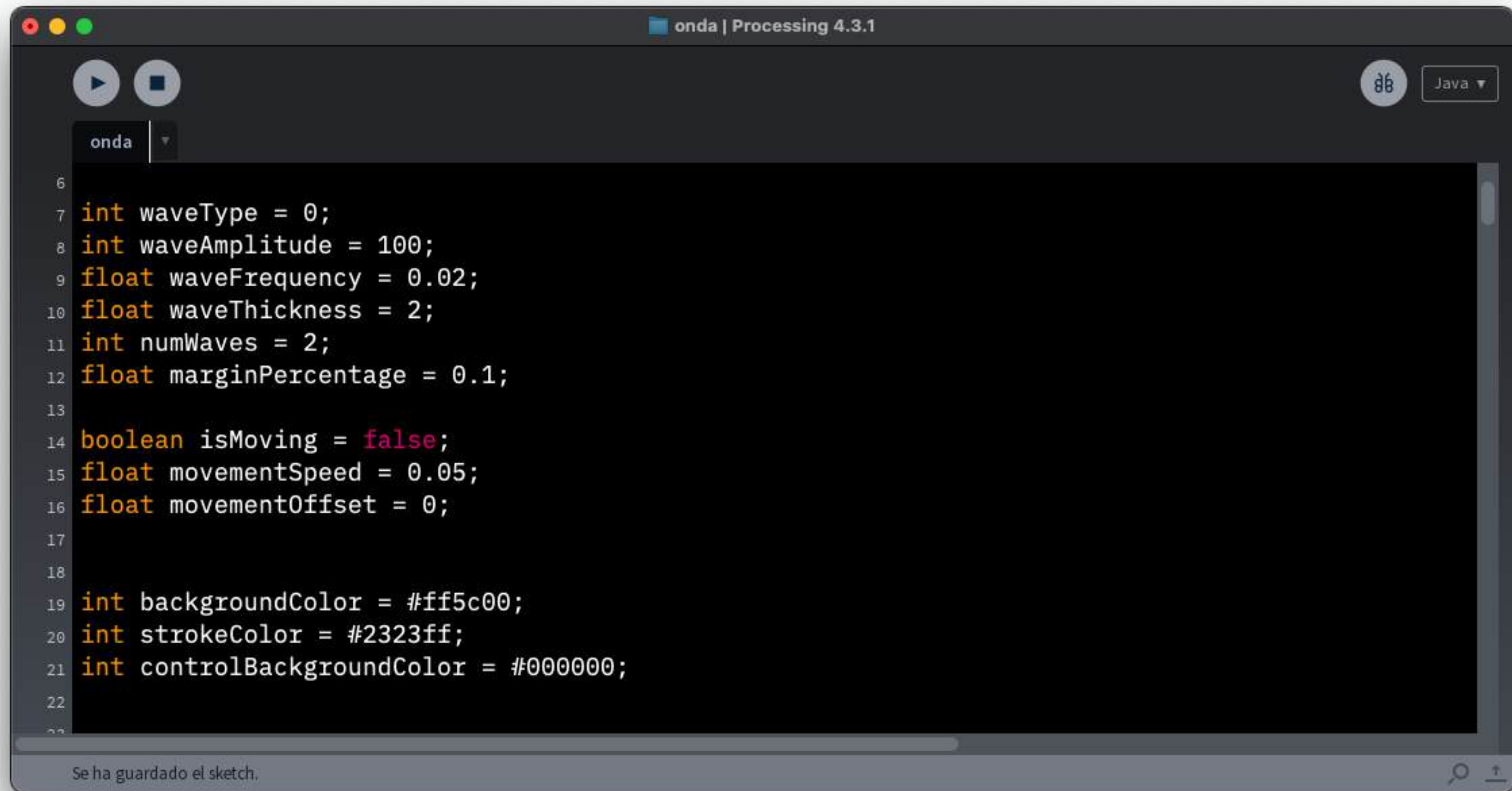
características de la onda

A screenshot of the Processing IDE interface. The window title is 'onda | Processing 4.3.1'. The top toolbar contains a play button, a square button, and a 'Java' dropdown menu. The code editor shows a sketch named 'onda' with the following code:

```
6  
7 int waveType = 0;  
8 int waveAmplitude = 100;  
9 float waveFrequency = 0.02;  
10 float waveThickness = 2;  
11 int numWaves = 2;  
12 float marginPercentage = 0.1;  
13  
14 boolean isMoving = false;  
15 float movementSpeed = 0.05;  
16 float movementOffset = 0;  
17  
18  
19  
20  
21  
22  
23
```

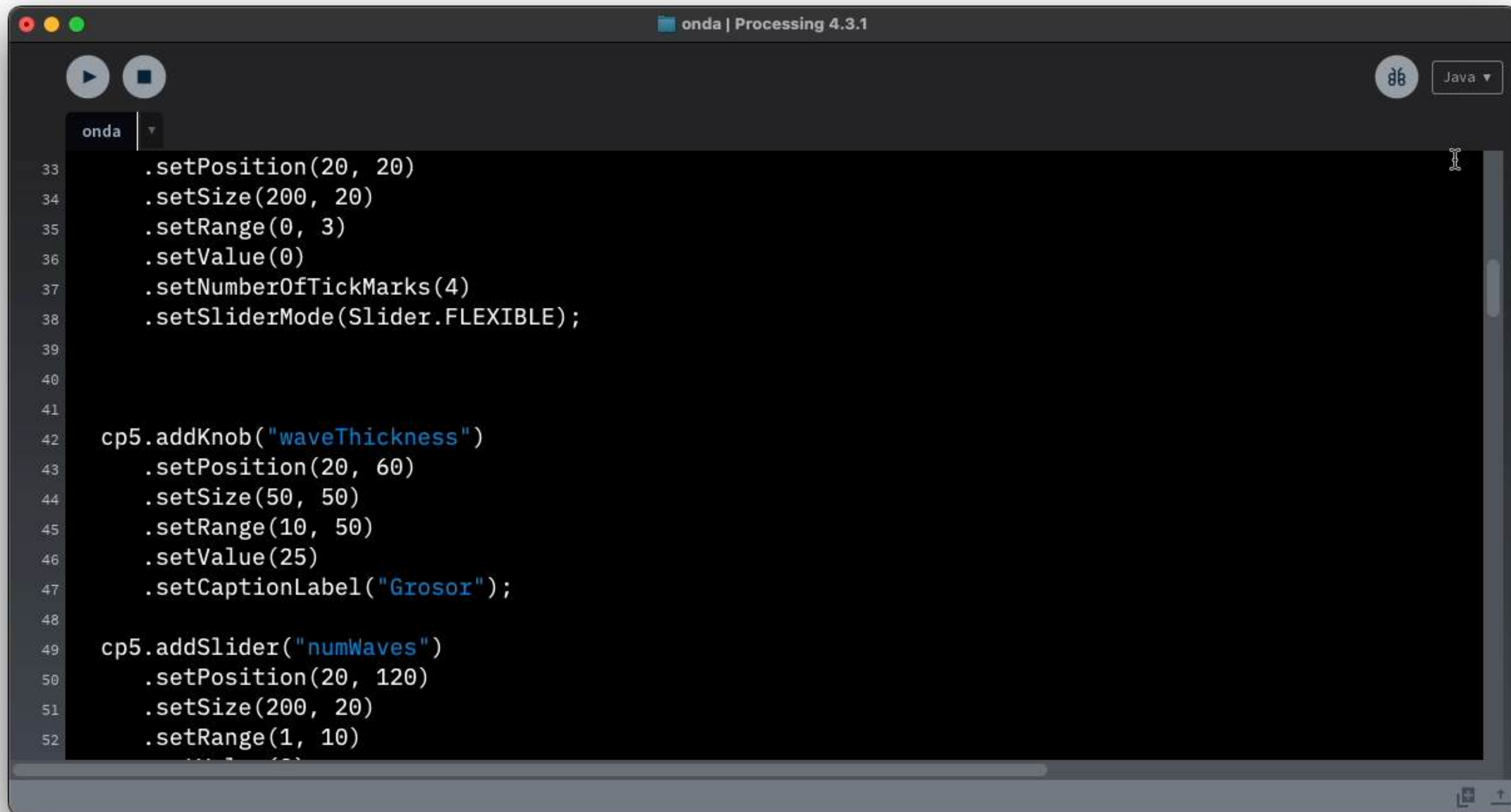
The status bar at the bottom indicates 'Se ha guardado el sketch.' (The sketch has been saved).

movimiento de la onda



color de la onda

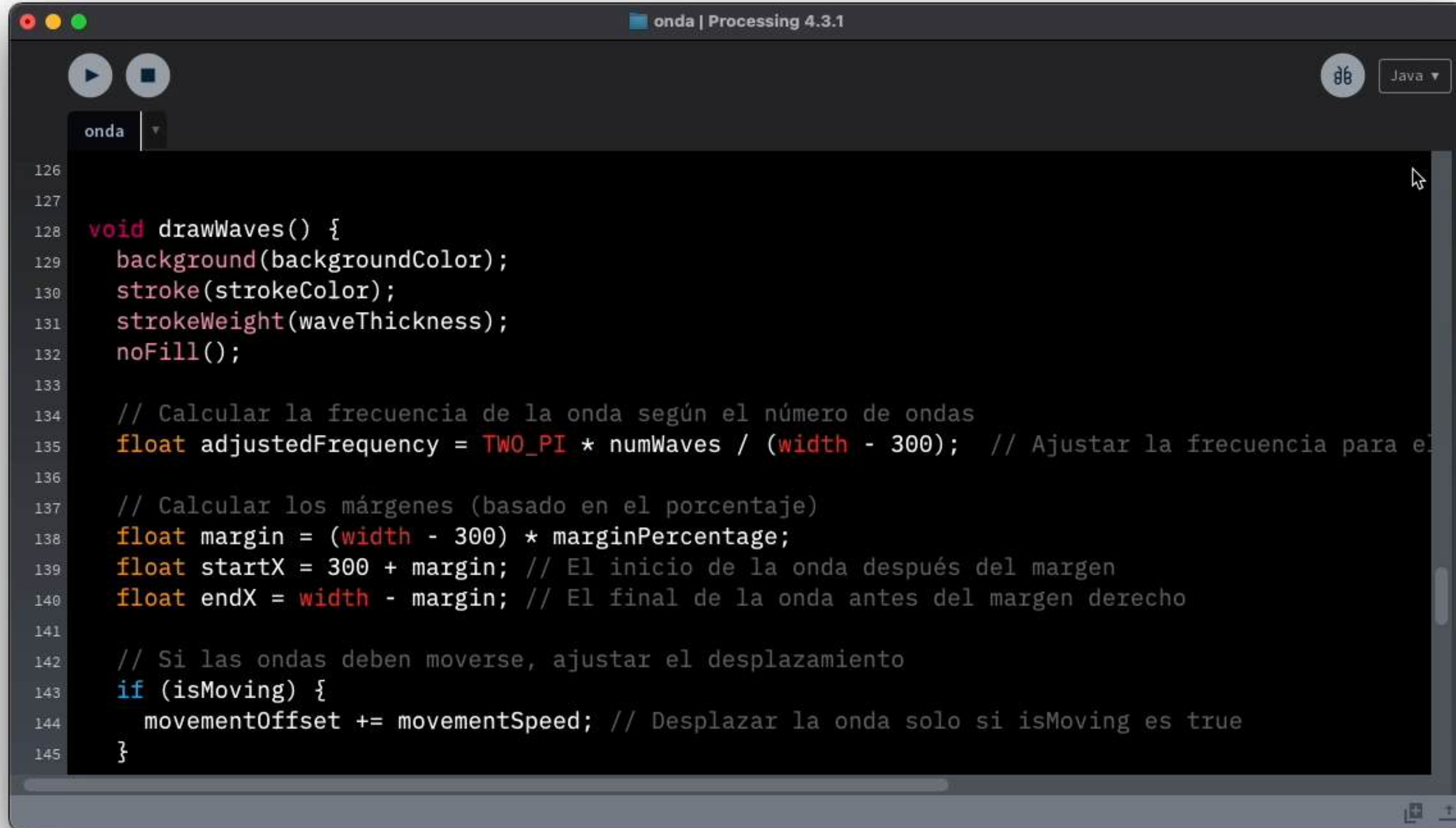
2. control p5

A screenshot of the Processing IDE window titled 'onda | Processing 4.3.1'. The interface includes a toolbar with a play button and a square button, a tab labeled 'onda', and a language dropdown set to 'Java'. The main code area has a dark background with white text. The code defines several UI elements: a slider (lines 33-38), a knob (lines 42-47), and another slider (lines 49-52). Line numbers 33 through 52 are visible on the left margin. The code uses the 'cp5' library for creating interactive elements.

```
33 .setPosition(20, 20)
34 .setSize(200, 20)
35 .setRange(0, 3)
36 .setValue(0)
37 .setNumberOfTickMarks(4)
38 .setSliderMode(Slider.FLEXIBLE);
39
40
41
42 cp5.addKnob("waveThickness")
43   .setPosition(20, 60)
44   .setSize(50, 50)
45   .setRange(10, 50)
46   .setValue(25)
47   .setCaptionLabel("Grosor");
48
49 cp5.addSlider("numWaves")
50   .setPosition(20, 120)
51   .setSize(200, 20)
52   .setRange(1, 10)
```

sliders, knobs, y botones

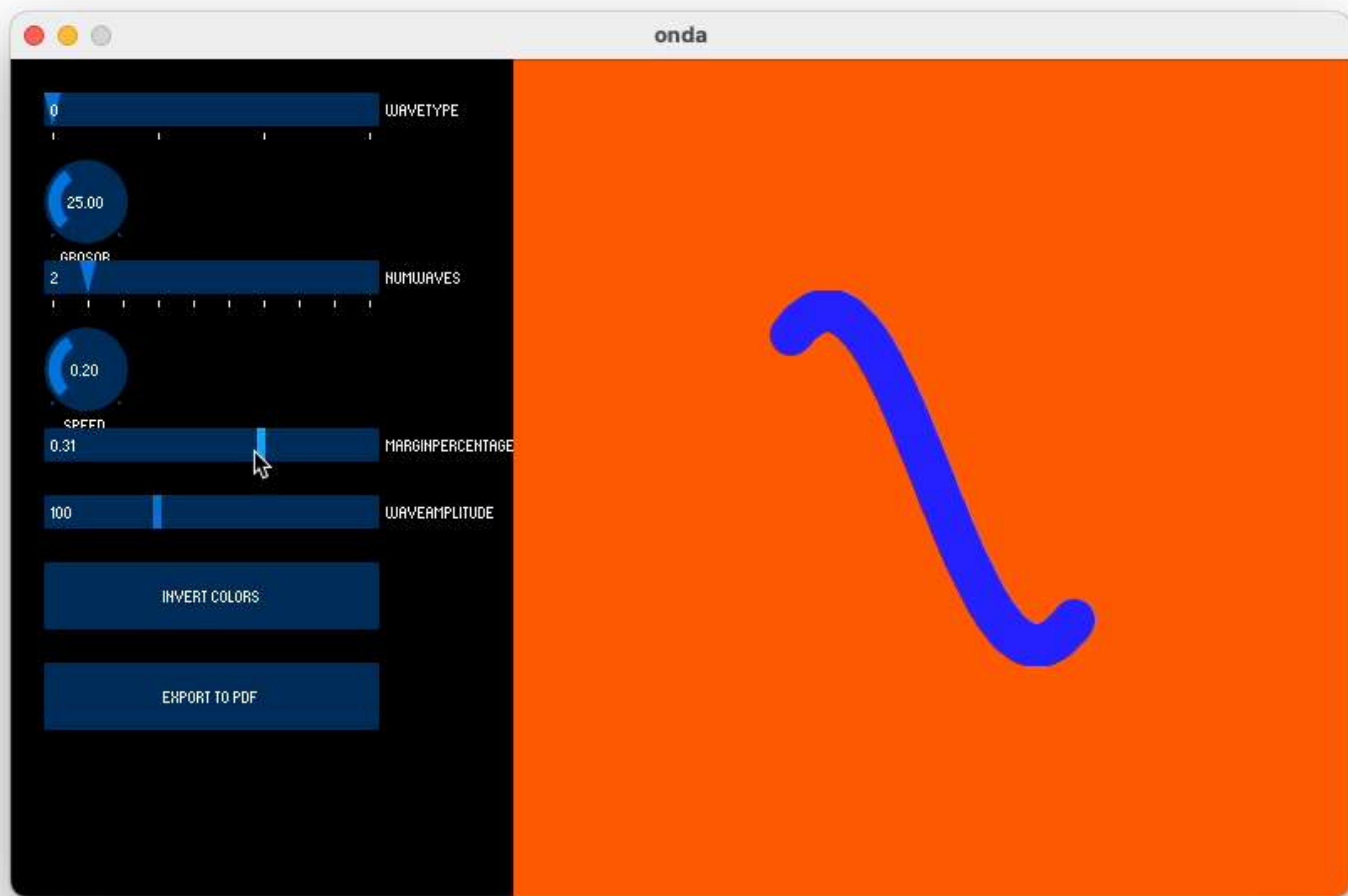
3. cálculo y dibujo de ondas



```
126
127
128 void drawWaves() {
129     background(backgroundColor);
130     stroke(strokeColor);
131     strokeWeight(waveThickness);
132     noFill();
133
134     // Calcular la frecuencia de la onda según el número de ondas
135     float adjustedFrequency = TWO_PI * numWaves / (width - 300); // Ajustar la frecuencia para el
136
137     // Calcular los márgenes (basado en el porcentaje)
138     float margin = (width - 300) * marginPercentage;
139     float startX = 300 + margin; // El inicio de la onda después del margen
140     float endX = width - margin; // El final de la onda antes del margen derecho
141
142     // Si las ondas deben moverse, ajustar el desplazamiento
143     if (isMoving) {
144         movementOffset += movementSpeed; // Desplazar la onda solo si isMoving es true
145     }
```

una buena liada

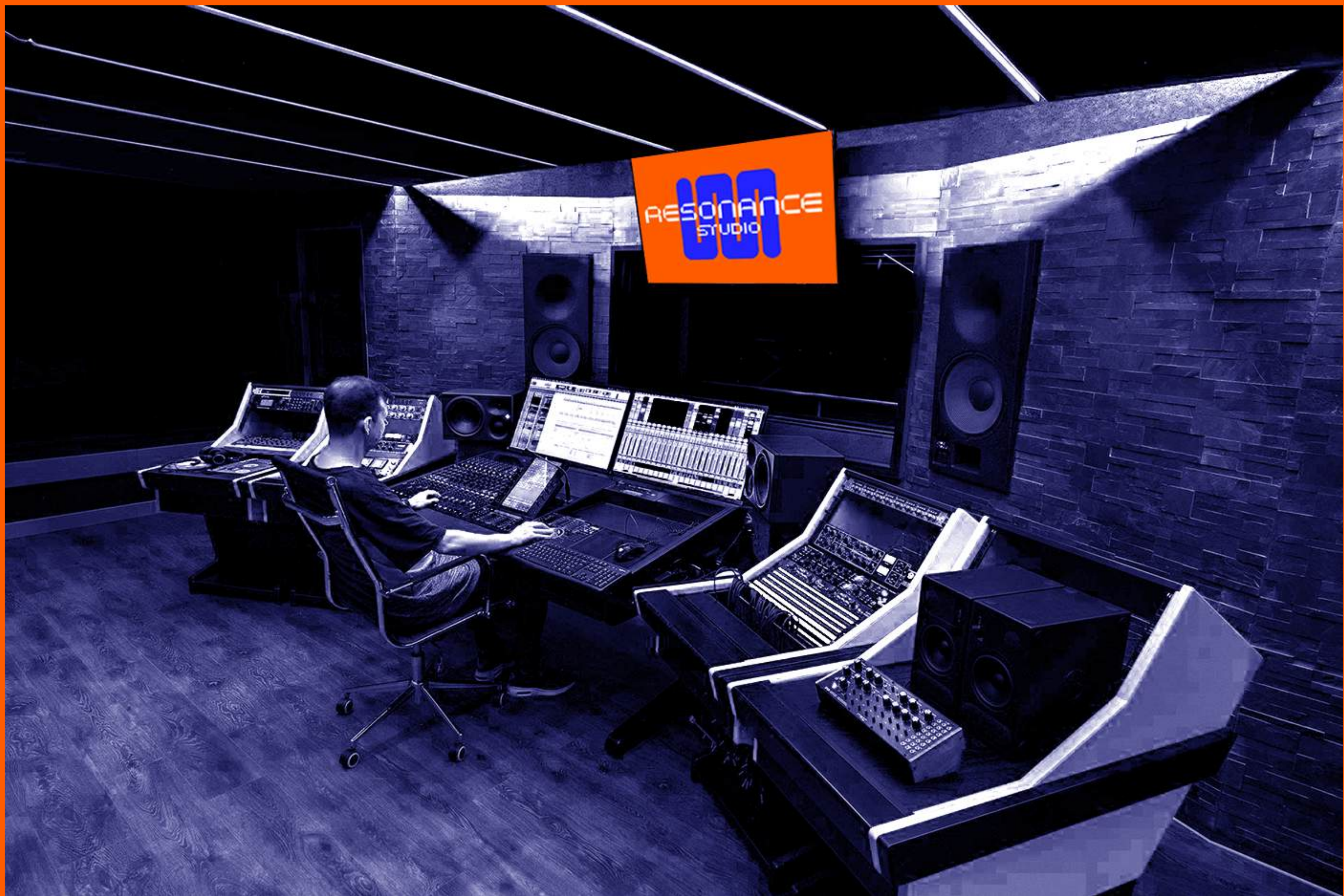
resultado final



mockups













¡Gracias!