Juliet Buck

April 16, 2020

ESP32 to Processing

      For this assignment, we are connecting our ESP32 hardware to Processing. Using what we have learned from the first section of the class, we will create physical controls that change parts of the screen. There is a button and a potentiometer that will control shapes, colors, and images.

This assignment was not as bad as I thought it was going to be. I am a bit rusty with processing, but I think with time and some studying I can get back on track. I enjoyed seeing how the physical controls changed parts of the screen and am looking forward to what other projects I can make with this.