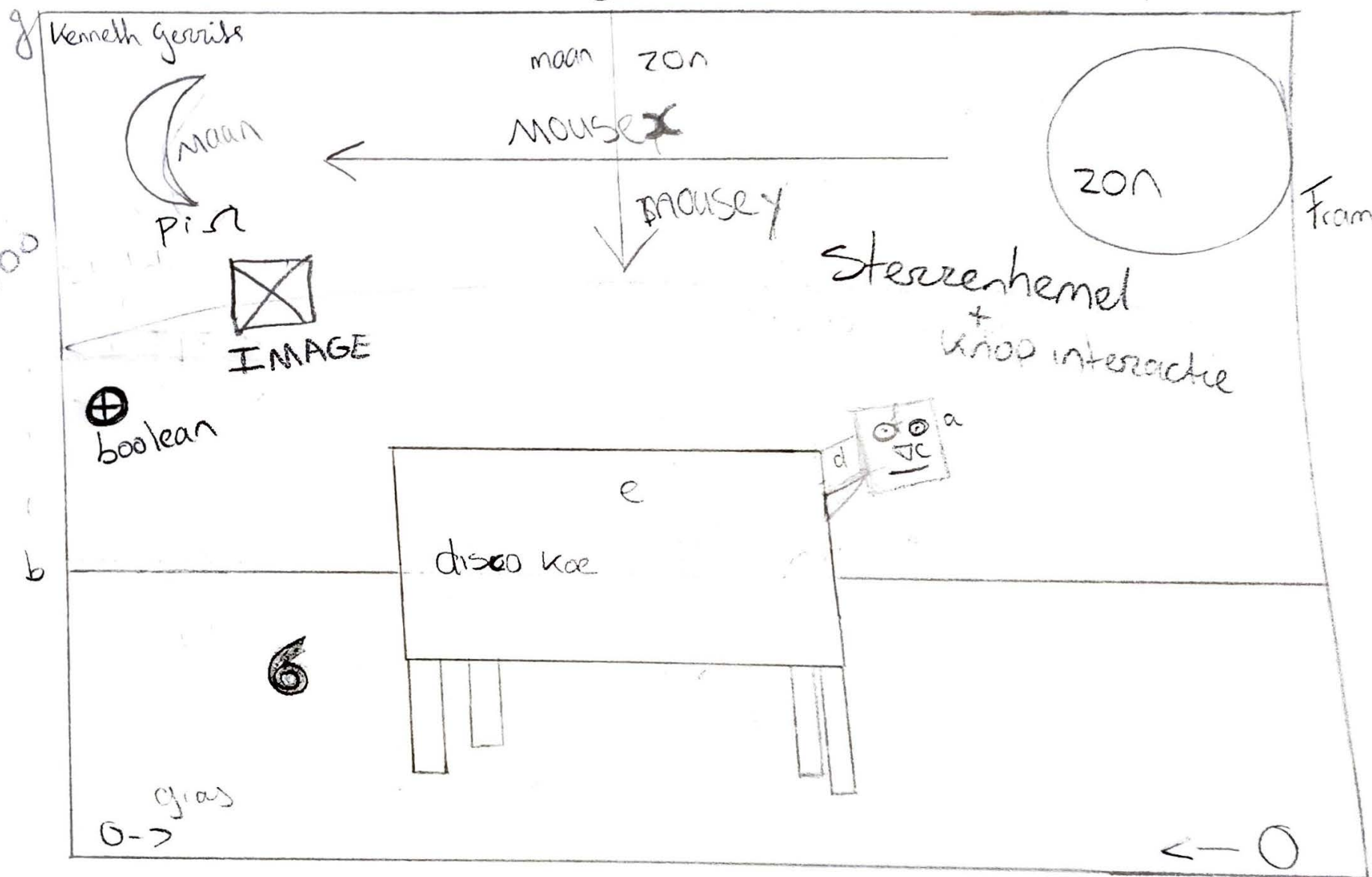


Scripting
Kenneth Gerrits

Width: 1300
50%

height: 800



Framerate = 60

3. punt a
 lijn b
 driehoek c
 vierhoek d
 Rechthoek e
 ellipse f
 tekst g

```
if (mouseX > width/2) {
  x = dag;
}
```

```
else { x = nacht; }
```

```
if (x = dag) { ... }
```

```
if (x = nacht) { ... }
```

4. grayswaarden (Zwart + wit)

RGB

→ decimaal (255, 255, 255)

→ hexadecimal (#FFFFFF)

→ opacity(255, 255, 255, 255)

→ colorMode(HSB, 100)

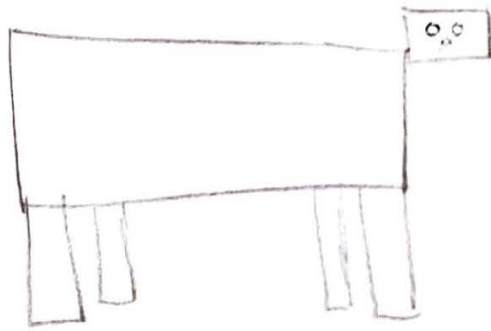
→ 255 = 100%

Switch (key)

case 'x': ...;

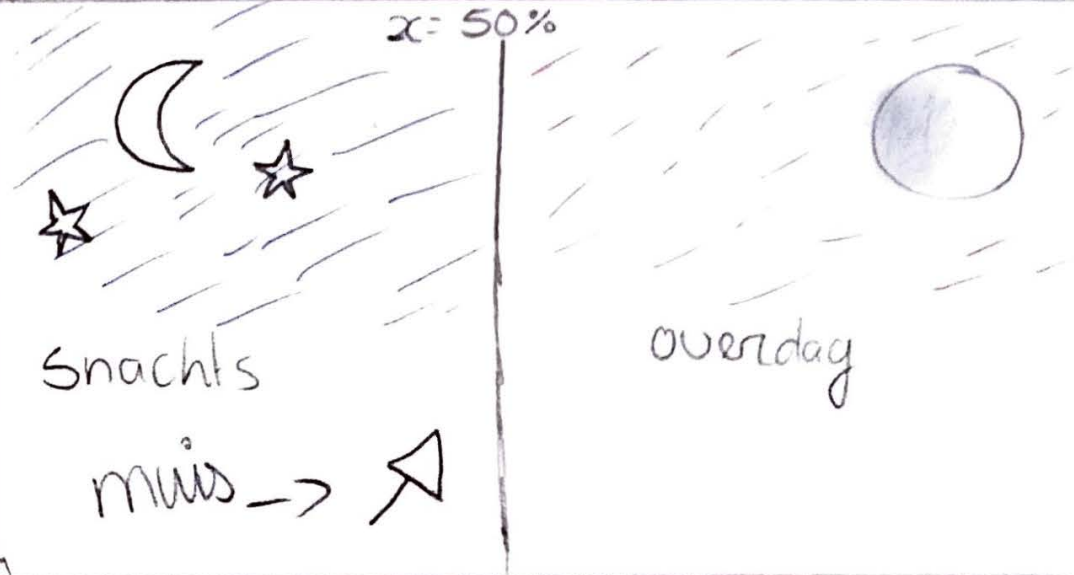
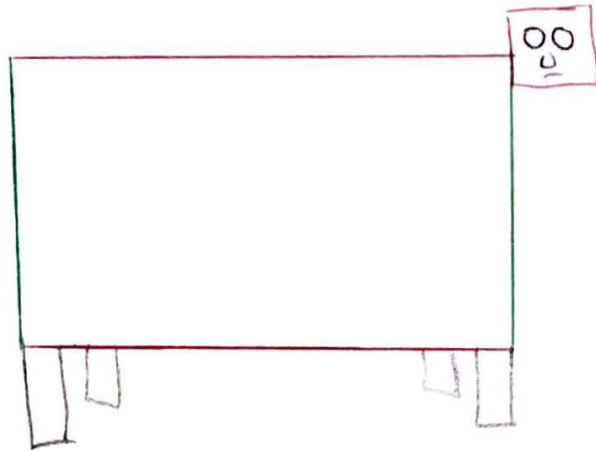
break

etc ...



1 2

heel veel verschillende kleuren



3 4

zelfstandige animatie:
Rollende bal

mouseX > mouseY
geeft x
anders y

5 6

0 ->