

```
color fg=0;
color bg=255;

void setup() {
  size(1080 ,1920);
}

void draw() {
  background(bg);
  noStroke();
  fill(fg);
  rectMode(CORNER);

  for (int i = 1; i < max(1, mouseX); i++)
  {
    push();

    translate(width/2, height/2);
    rotate(radians(i*20)+(i*frameCount*0.0005));
    rect(mouseX * 0.02 * i, 10 ,100 ,0);
    ellipse(mouseX * 0.02 * i + 15 ,15 ,30 , 30);

    pop();
  }

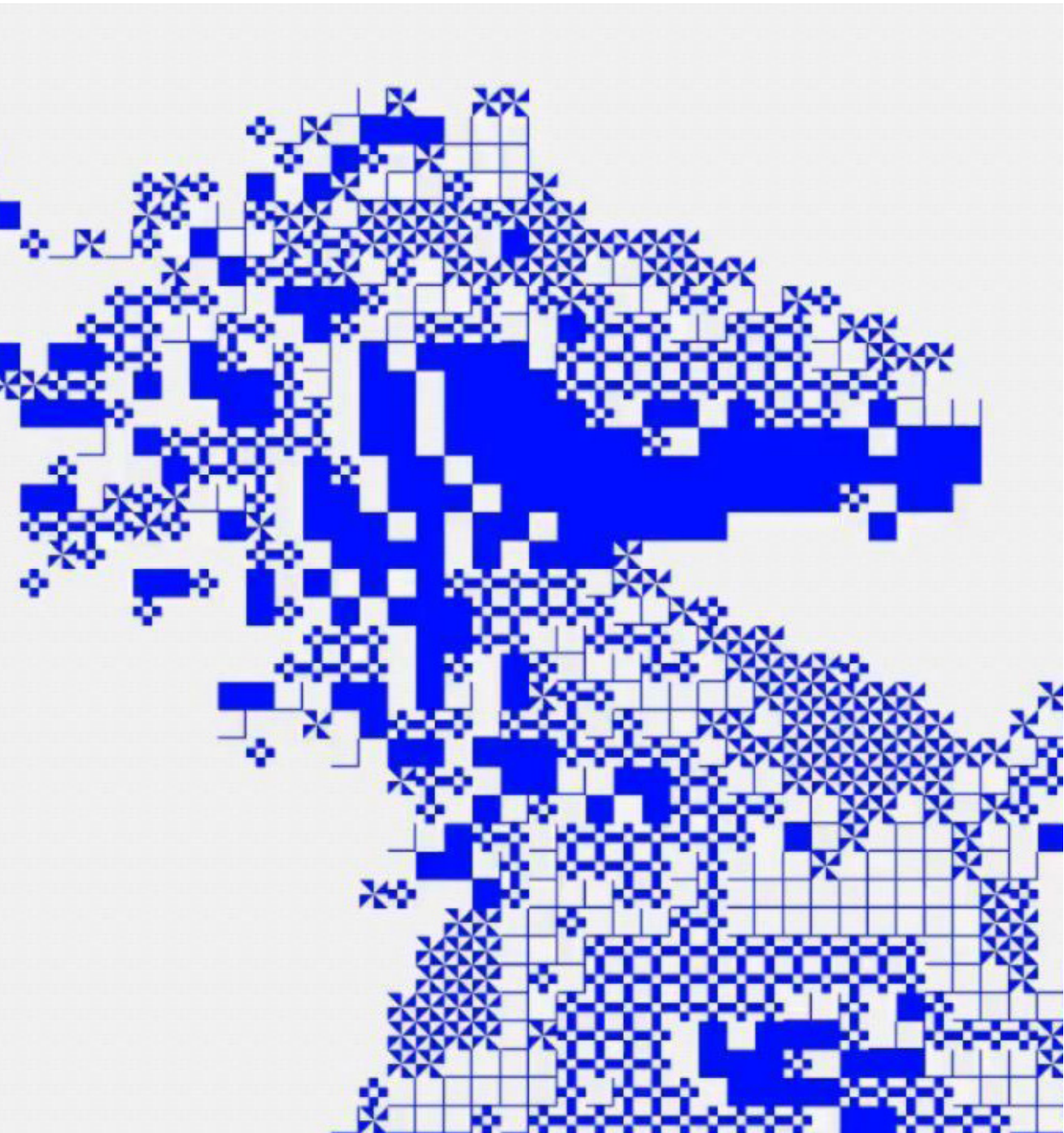
  translate(mouseX, mouseY);
  triangle(30 ,0 ,20 ,20 ,0 ,0);

  if (frameCount == 50) {
    saveFrame(«../» + sketchname + «.png»);
  }
}
```

# Creative Coding

An iterative graphic design process where computer code is the primary medium; resonating through the form of interaction.

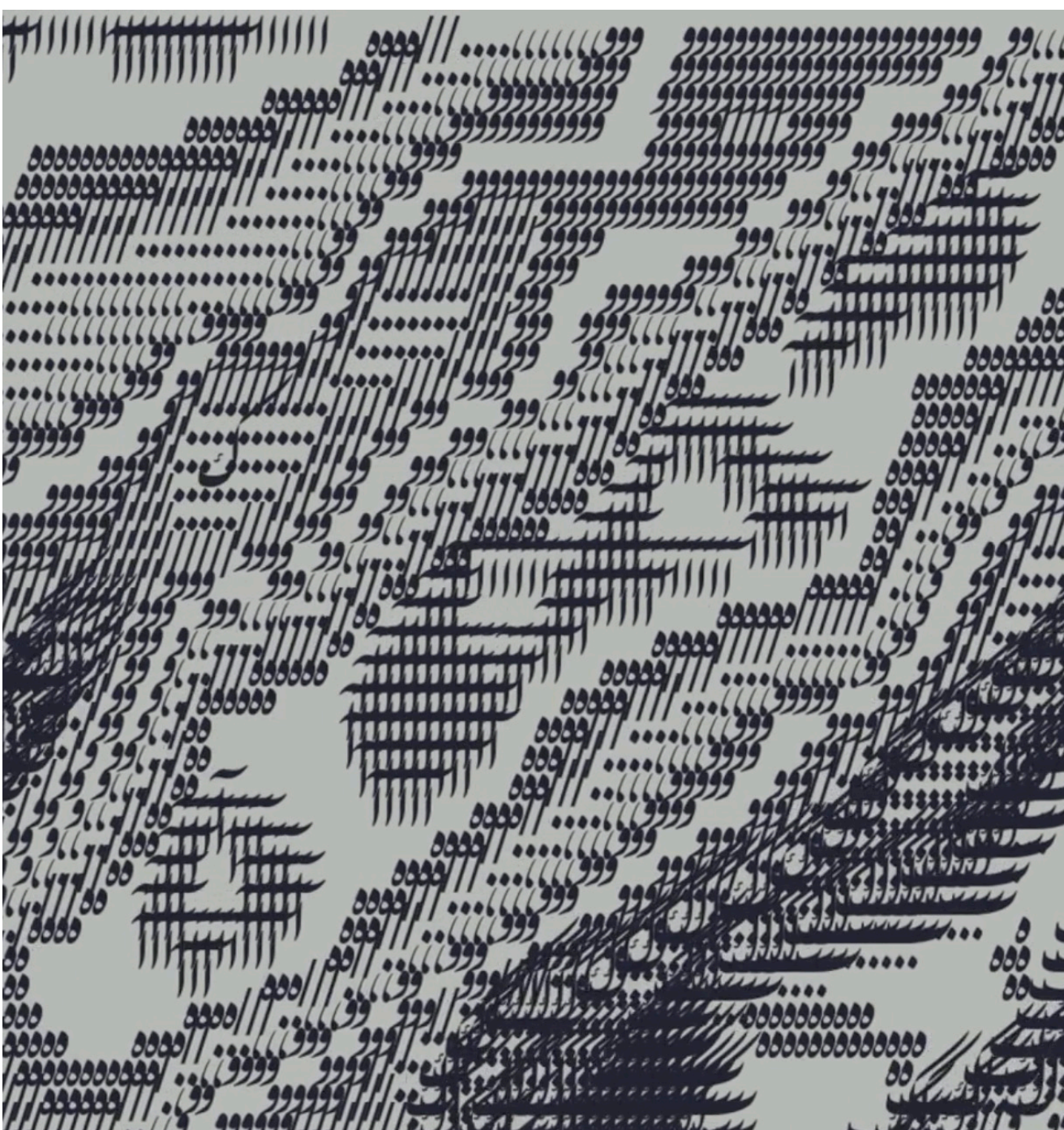
## Precedents



Tameem Sankari



Tim Rodenbröker



Omid Nemaalhabib