Week 3: The Field Excursion

Thank you for joining me at the NGV last week. This week, as part of Week 3, we're going to cross off our weekly sketch with some fast tips.
What inspired you at the exhibition? Hopefully, something did! If not, you can use your lack of inspiration as the inspiration ;)

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Uploading an image

We will learn more about the fabulous ways of manipulating an image in Week 5 but for now we will learn simply how to upload an image.

Last week we learnt about some common datatypes like **String** and **int**. In order to upload an image, we will use an image datatype called **PImage**. Note the capital "P" and "I" - computers don't care about "what you meant to type" - they're black and white and therefore, extremely case-sensitive.

Local image

Make a folder called "data" where your Processing sketch is stored. Place your artwork file inside here. Processing can display .gif, .jpg, .tga, and .png images.

```
//Declare your variable
PImage artwork;

void setup(){
  size(300,300);
  //Load 'artwork' from file path
  artwork = loadImage("data/filename.png");
}

void draw(){
  //Draw 'artwork' to canvas + optionally give a width and
height
  image(artwork,0,100,300,200);
}
```

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Hosted image via a URL

```
PImage artwork;

void setup(){
  size(300,300);
  //Create a String variable for your URL
  String url = "http://website.com/imagefile.png";
  //Load 'artwork' from file path
  artwork = loadImage(url,"png");
}

void draw(){
  image(artwork,0,0);
}
```

When you're using images in openProcessing, you will need to upload your image in the side panel by selecting the "more options" icon ie. three vertical ellipsis in the top right, under "Save.

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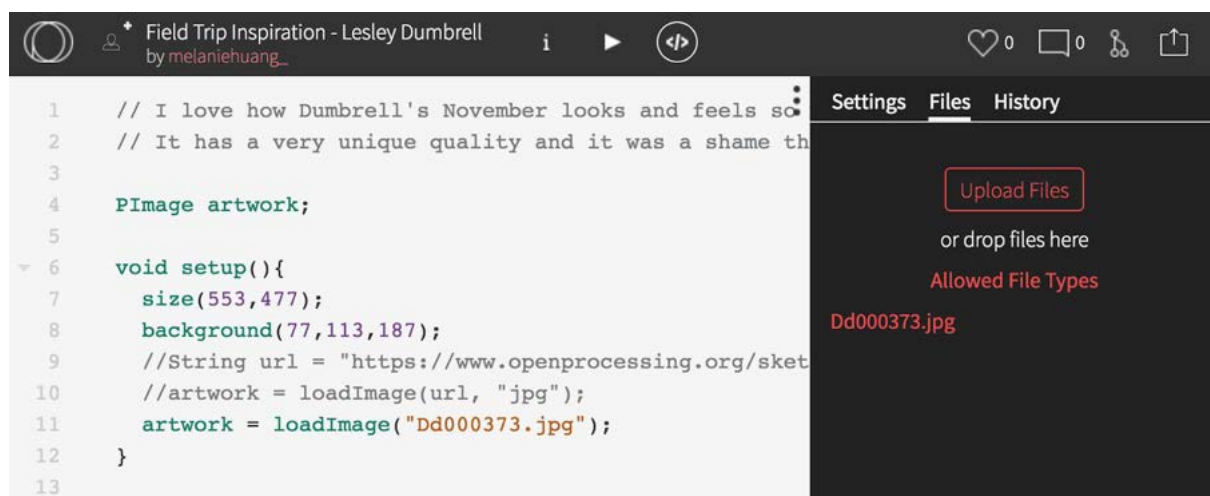
Tip #1: Printing to the console

The console is the black rectangle at the bottom of our Processing sketch. The console prints any errors in your code but also provides a space where we can debug our code.

For example, we could **println();** a series of String variables or messages. Or if our errors are a little vague, we can test where the code is breaking.

```
//Declare your variable
String artwork = "November (1982)";
String artist = "Lesley Dumbrell";

void setup(){
  println("You're looking at " + artwork + " by " + artist);
}

void draw(){
  rect(10,10,10,10);
  println("Computer, can you hear me?");
}
```

Alternatively, we can keep track of the value of a variable. When our code gets more complex, printing to the console is a helpful way to prove or disprove what we think the value of the variable currently is.

```
int x = 0;

void setup(){
  size(300,300);
}

void draw(){
  //Console will print the current value of x
  println(x);
  x++;
}
```

Try printing a String and a variable to the console.

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Tip #2: Commenting

Commenting should be familiar to you now but if you want to comment a large block of text, try using /* and */:

```
/*
November (1982)
Lesley DUMBRELL

Medium: synthetic polymer paint on canvas
Measurements: 183.0 × 211.5 cm
Inscription: inscribed in blue paint on reverse l.r.: November /
L.Dumbrell.82
*/
```

Week 3 Exercise

Upload an image of an artist or artwork that was your inspiration from our excursion to The Field exhibition.

Use the console to print the artwork and/or artist name as a String.

Use comments to briefly explain what inspired you about this artwork/artist.

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