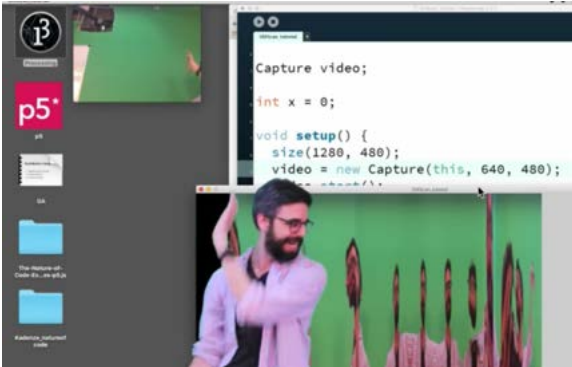
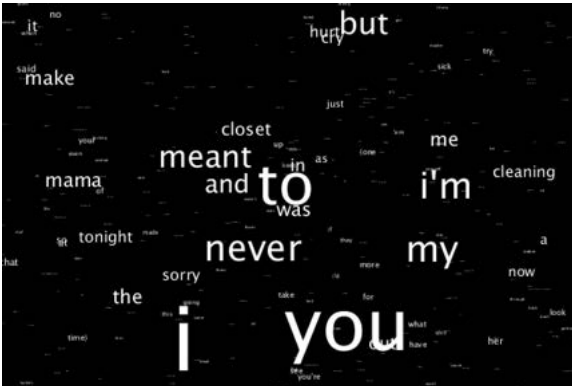
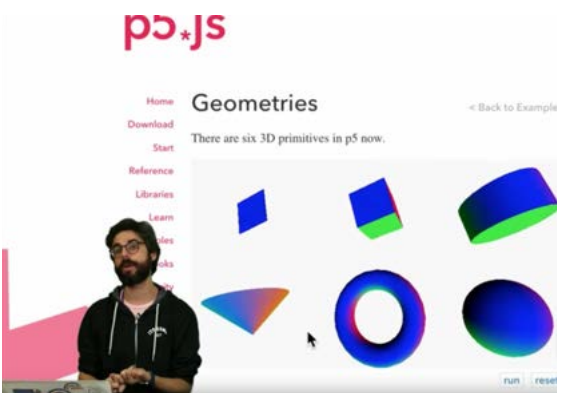


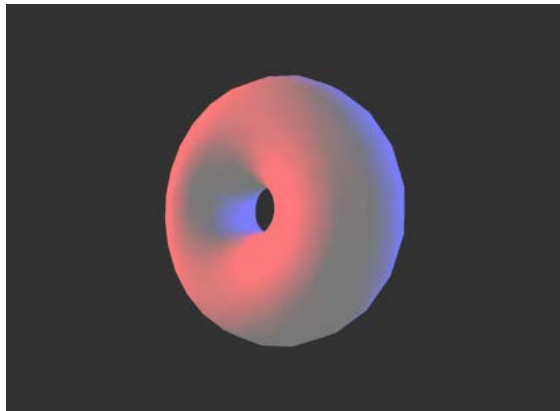
Week 9: Fun lessons with Dan

WWDS? What would Daniel Shiffman do?

Okay, so we're coming to the end of the semester and so (hurray!) most of our theory is done but now what?! What can I do with all this new coding awesome?

If you haven't already digitally met this guy, you must. Daniel Shiffman; the answer to all things Processing and p5.js learning. Let's try some new functions/ideas we haven't played with yet.

 <p>Credit: Daniel Shiffman, The Coding Train</p>	<h3>Capture and smudge*</h3> <p>Lesson</p> <p>11.3: Slit-Scan Video - Processing Tutorial 11.7: Slit-Scan Video - p5.js Tutorial</p> <p>Example code</p> <p>openProcessing Example</p> <p>*You will need a camera for this example</p>
 <p>Credit: Daniel Shiffman, The Coding Train</p>	<h3>Count your lyrics</h3> <p>Lesson</p> <p>13.4: Word Counting - Processing Tutorial</p> <p>Example code</p> <p>Start here Processing Example(run in Processing) Processing Extension Example(run in Processing)</p>
 <p>Credit: Daniel Shiffman, The Coding Train</p>	<h3>Add a whole new DIMENSION!</h3> <p>Lesson</p> <p>18.2: 3D Geometries - WebGL and p5.js Tutorial</p> <p>Example code</p> <p>openProcessing Example</p> <p>*You will need a camera for this example</p>



Credit: Daniel Shiffman, The Coding Train

Light 'em up!*

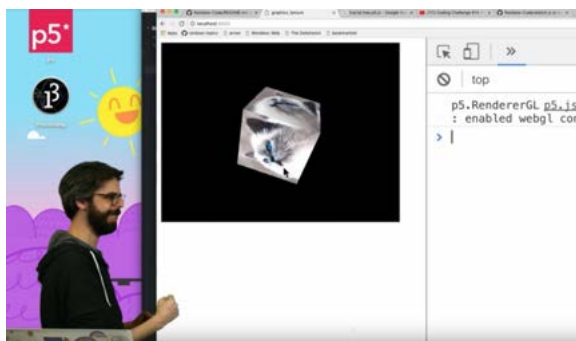
Lesson

[18.3: Light and Material - WebGL and p5.js Tutorial](#)

Example code

[openProcessing Example](#)

*If you haven't tackled 3D before, do the above exercise first.



Credit: Daniel Shiffman, The Coding Train

Texture your face*

Lesson

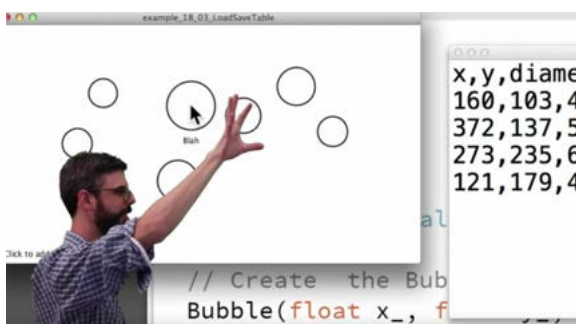
[18.4: Texture - WebGL and p5.js Tutorial](#)

Example code*

[openProcessing Example](#)

*If you haven't tackled 3D before, do the above 2 exercises first.

**You will need a camera to run this example



Credit: Daniel Shiffman, The Coding Train

Data Bubbles

Lesson

[13.5: Tabular Data - Processing Tutorial](#)

Example code

[Processing Example\(run in Processing\)](#)



Credit: Daniel Shiffman, The Coding Train

Visualising the weather

Lesson

[10.5: Working with APIs in Javascript - p5.js Tutorial](#)

Example code

[openProcessing Example](#)



Credit: Daniel Shiffman, The Coding Train

Pixel Painter

Lesson

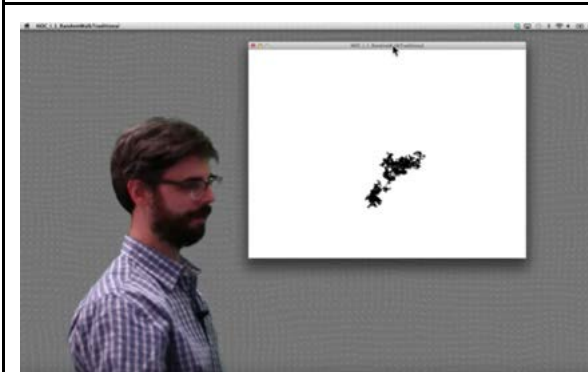
[10.7: Painting with Pixels - Processing Tutorial](#)

Example code

[openProcessing Example\(run in p5 Editor\)](#)

[P5 Editor demo](#)

[Full speed demo](#)



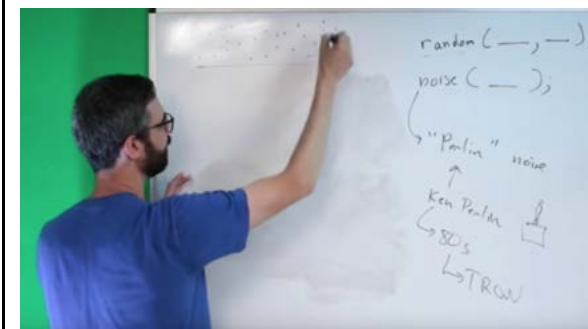
Walker drawer

Lesson

[Random Walker - The Nature of Code](#)

Example code

[openProcessing Example](#)



Credit: Daniel Shiffman, The Coding Train

**random() is totally last year!
We're levelling up to noise()!**

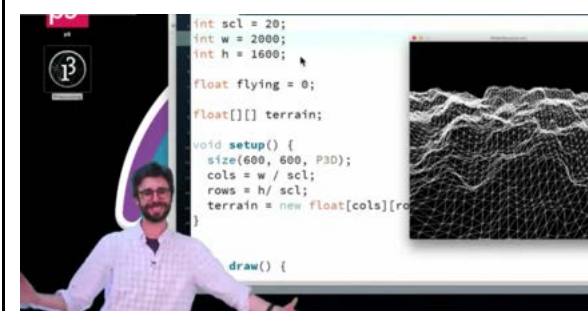
Lesson

[13.1: Introduction - Perlin Noise and p5.js Tutorial](#)

[13.2: noise\(\) vs random\(\) - Perlin Noise and p5.js Tutorial](#)

Example code

[openProcessing Example](#)



Credit: Daniel Shiffman, The Coding Train

3D Terrain Scroller

Lesson

[Live Stream #37: 3D Terrain Generation](#)

Example code

[openProcessing Example\(run in Processing\)](#)

Week 9 Exercise(p5.js/Processing)

Choose TWO of the above lessons to create your own version.

We've tackled enough theory - it's time to have fun! Try one of the examples, and see how far you can extend it. Now try another example and see if you can take this in a completely different direction.

Have FUN with it. We want to see your unique and creative side.