

openframeworks 101

Koji kanao

What is openFrameworks?



- openFrameworks is an open source C++ toolkit for creative coding
- It is written by C++
- Processing < openFrameworks < Cinder (Difficulty)



vs

of

Rock Star



Daniel Shiffman



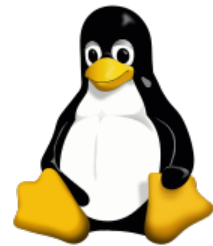
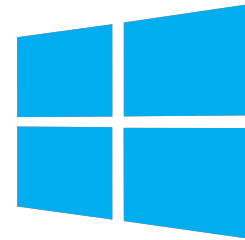
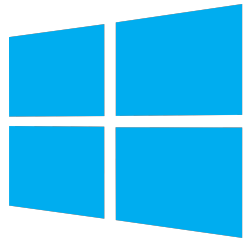
Zach Lieberman

Circumstance



Official	http://processing.org/	http://openframeworks.cc/
Documentation	Pretty Good	Not Really
Community	Good	Good
Book	Pretty Good(even v2 code is working on v3)	Not Bad(Syntax is different from the latest)

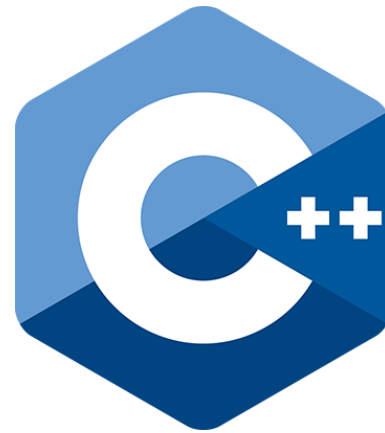
Platform



IDE

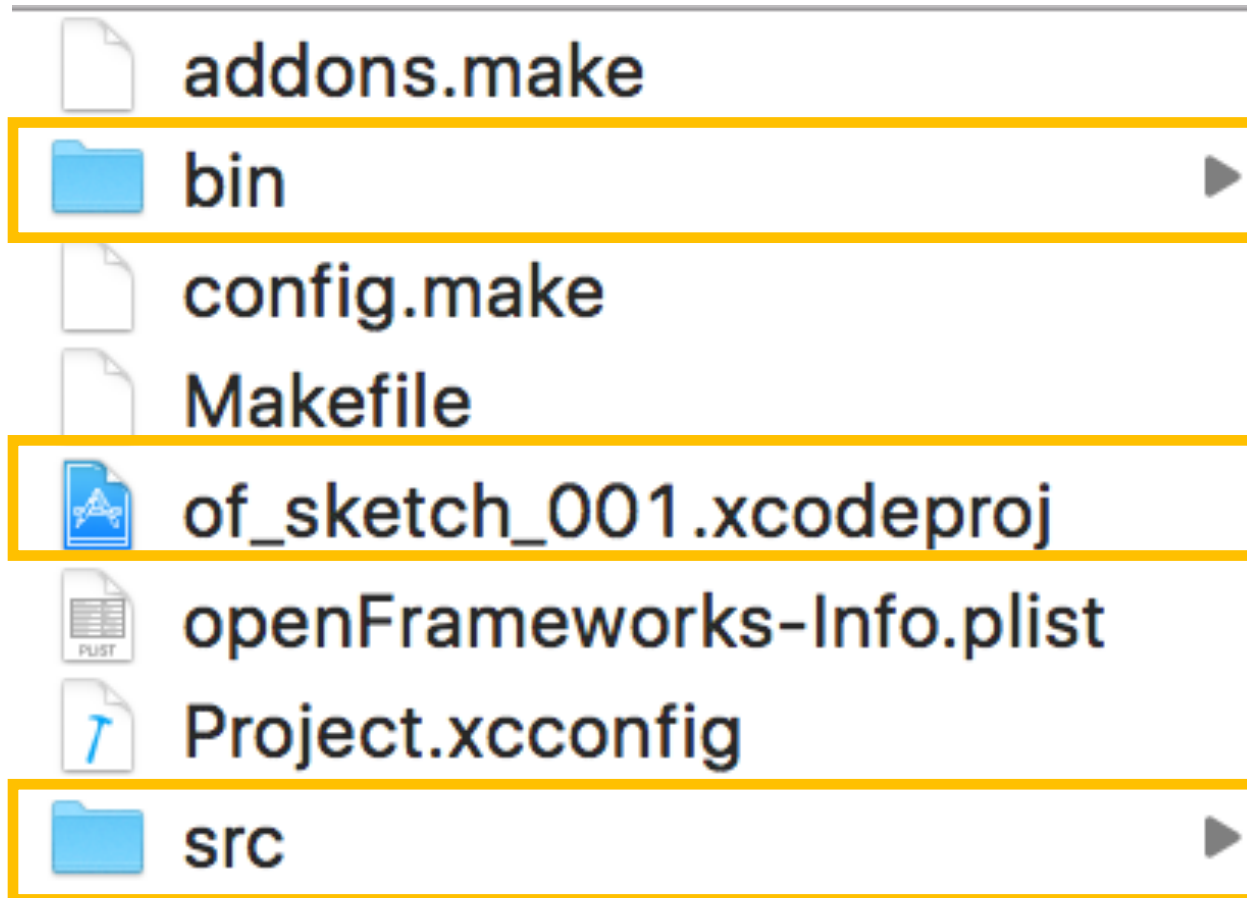


language



- Both languages are OOP(Object-oriented programming)
- Syntax is different
- C++ is more difficult than java(my opinion)

file structure of a project

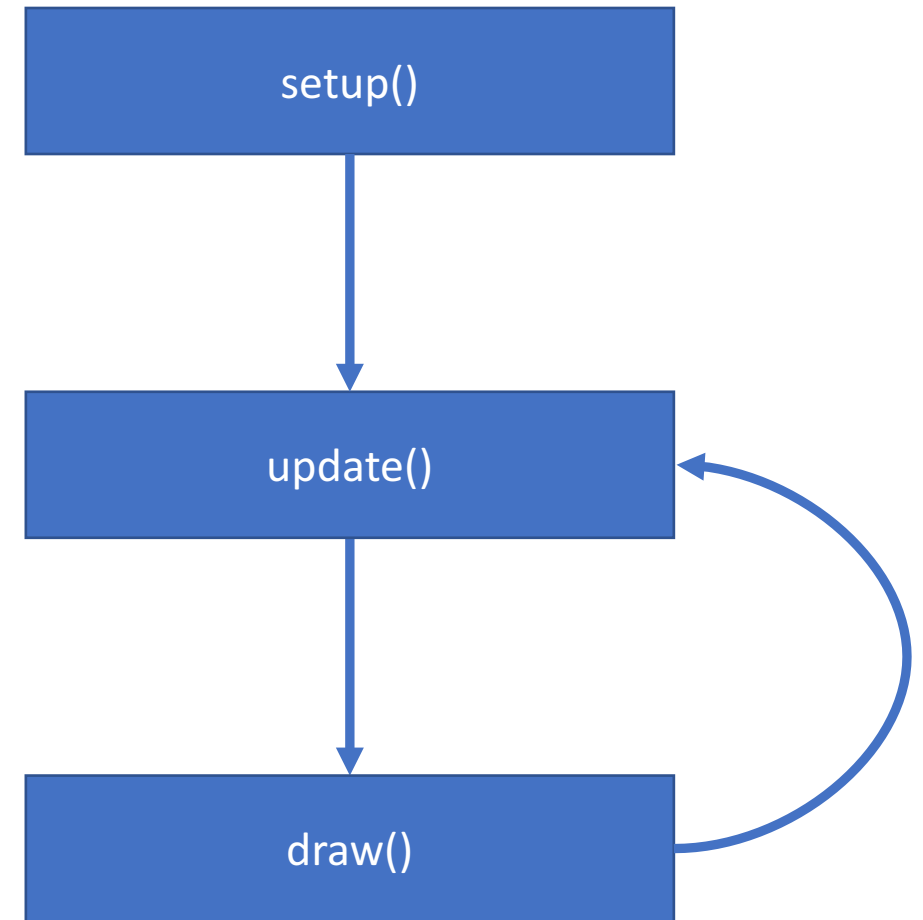
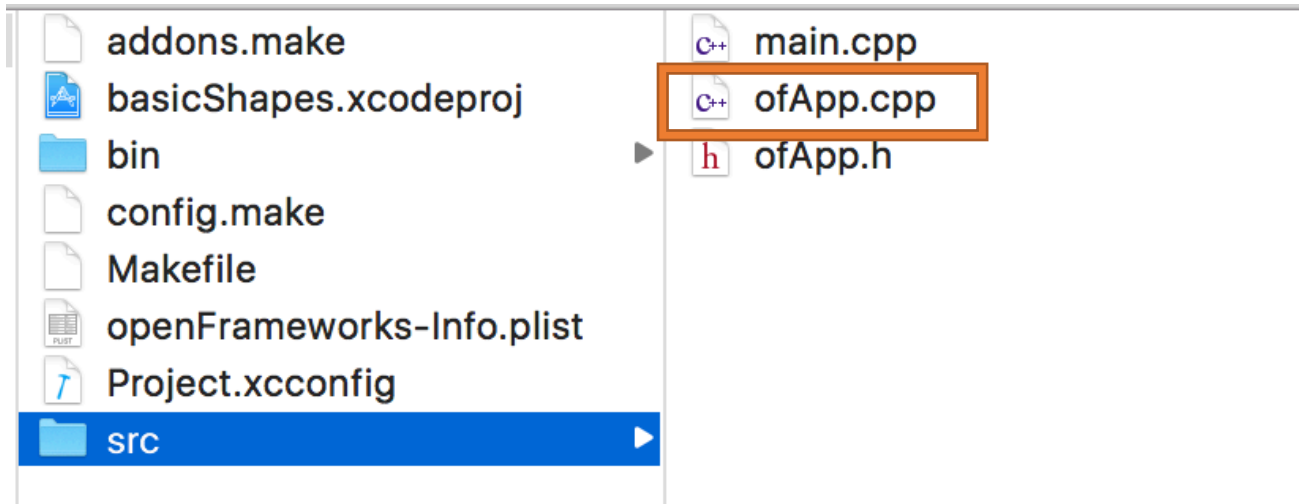


Your data folder is inside of bin

Your project file

Your source code is here

Src structure



Demo & Coding

How to draw basic shapes & logging

How to learn openframeworks

Coding Coding Coding

Examples on Github

<https://github.com/openframeworks/openframeworks>

Using ofBook & learning

<http://openframeworks.cc/ofBook/chapters/foreword.html>

<http://openframeworks.cc/learning/>

Youtube videos

<https://goo.gl/e86imK>

Book

<https://goo.gl/nyiW8t>

Access your country's community