動画の作成1

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第2回: 演習課題解説







解答例

レイヤーが7つあることと図形の高さ



解答例

```
size(720, 300);
background(255);
colorMode(HSB);
beginShape(QUAD_STRIP);
for (float x = 0; x <= width; x += 5) {
    fill(255 * x / 360, 255, 255);
    float y = 100 * sin(radians(x));
    vertex(2 * x, height / 2 + y);
    vertex(2 * x, height / 2 - y);
}
endShape();
```



解答例

```
PFont font;
int centerX, centerY;

void setup() {
    size(500, 500);
    background(255);
    centerX = width / 2;
    centerY = height / 2;
    drawCircle();
    drawName();
}
```

```
void drawCircle() {
  pushStyle();
  noStroke();
  fill(255, 0, 0);
  ellipse(centerX, centerY, 400, 400);
  fill(0, 150);
  arc(centerX, centerY, 400, 400, radians(30), radians(150), CHORD);
  popStyle();
}
```

自作関数の定義 にはsetup()の 定義が不可欠

```
void drawName() {
  pushStyle();
  font = loadFont("YuGo-Bold-35.vlw");
  textFont(font);
  textSize(180);
  textAlign(CENTER, CENTER);
  fill(255);
  text("青学", width / 2, height / 2);
  popStyle();
}
```



解答例

```
int n = 12;
float unitAngle = radians(360 / n);
float unitGray = 255 / n;
float unitWeight = 60 / n ;
size(500, 500);
background(255);
noFill();
strokeCap(SQUARE) ;
for (int i = 0; i < n; i++) {
                                           weight == 0, grayScale == 255の場合
 float grayScale = (n - i) * unitGray ;
                                           の線は太さがなく真っ白な線なので見えない
 float weight = i * unitWeight ;
 float diameter = 400 - weight;
 float startAngle = i * unitAngle ;
 float endAngle = (i + 1) * unitAngle ;
  stroke(grayScale) ;
  strokeWeight(weight);
  arc(250, 250, diameter, diameter, startAngle, endAngle);
```