

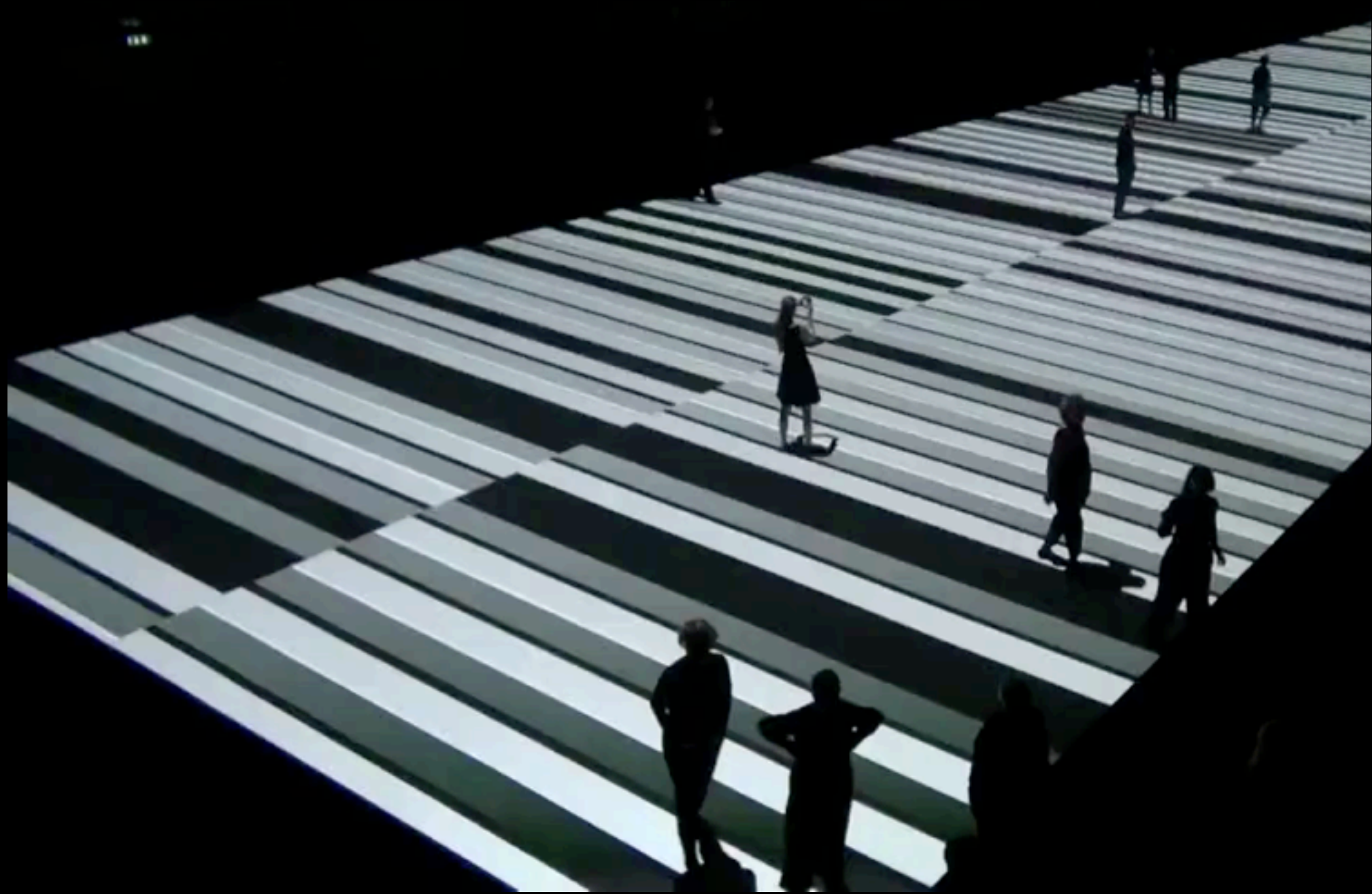
15/03/2017

LABORATÓRIO DE SOM E IMAGEM
2016/2017

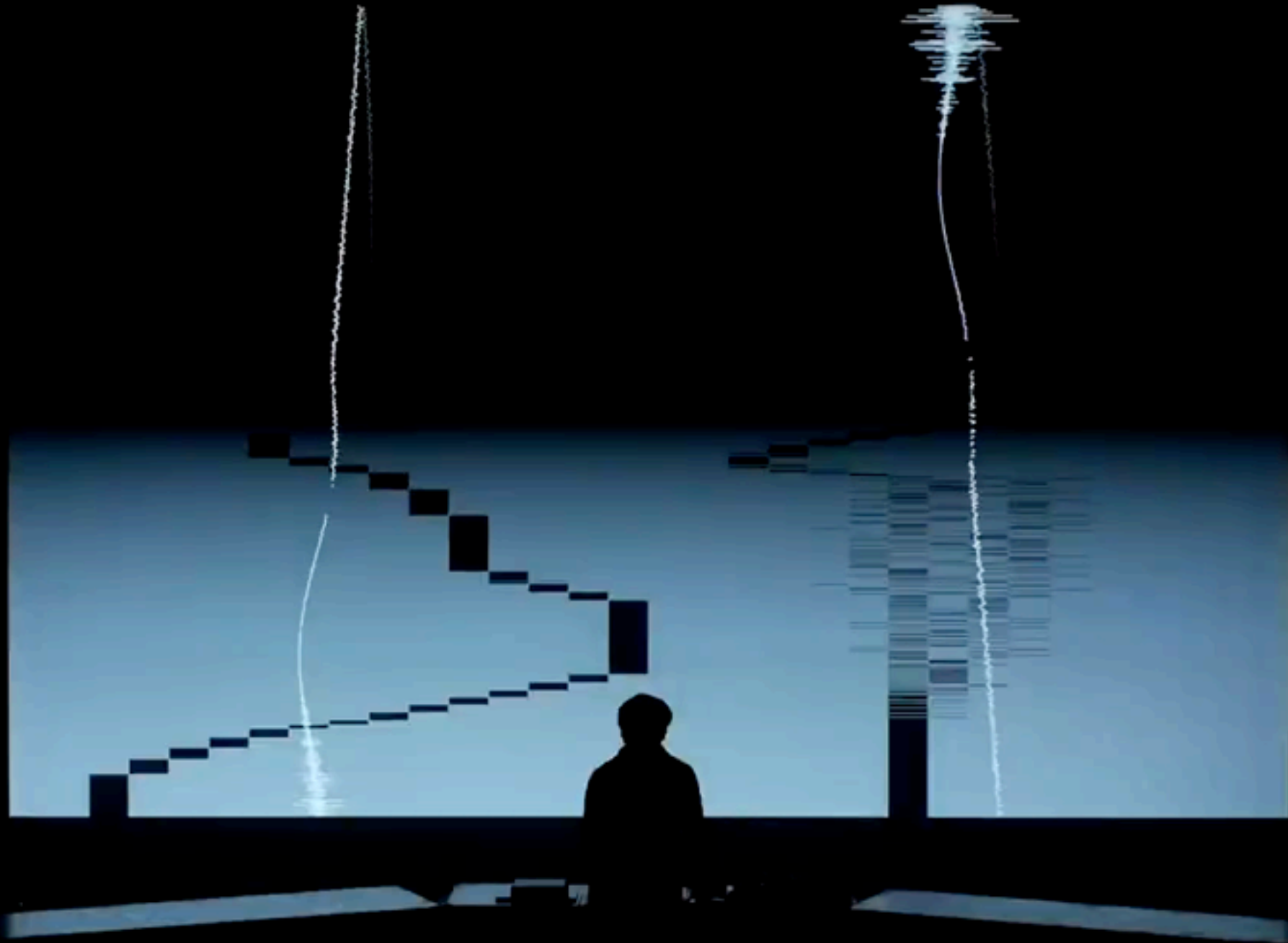
INTRODUÇÃO À PROGRAMAÇÃO COM PROCESSING

RODRIGO CARVALHO

[*/GITHUB.COM/VISIOPHONE/LSI*](https://github.com/visiophone/lsi)



TEST PATTERN
RYOJI IKEDA / 2013



SUPER CODEX
RYOJI IKEDA / 2013

SIMILAR TO PROCESSING:



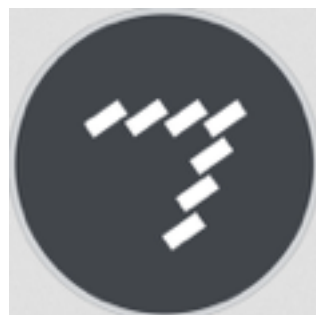
PROCESSING

WWW.OPENFRAMEWORKS.CC/



OPENFRAMEWORKS

WWW.OPENFRAMEWORKS.CC/



MAX

WWW.CYCLING74.COM



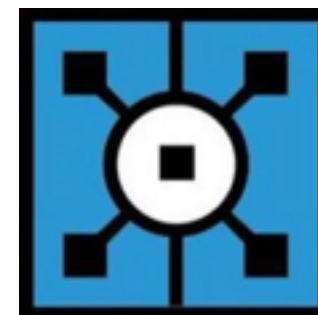
P5.JS

WWW.P5JS.ORG/



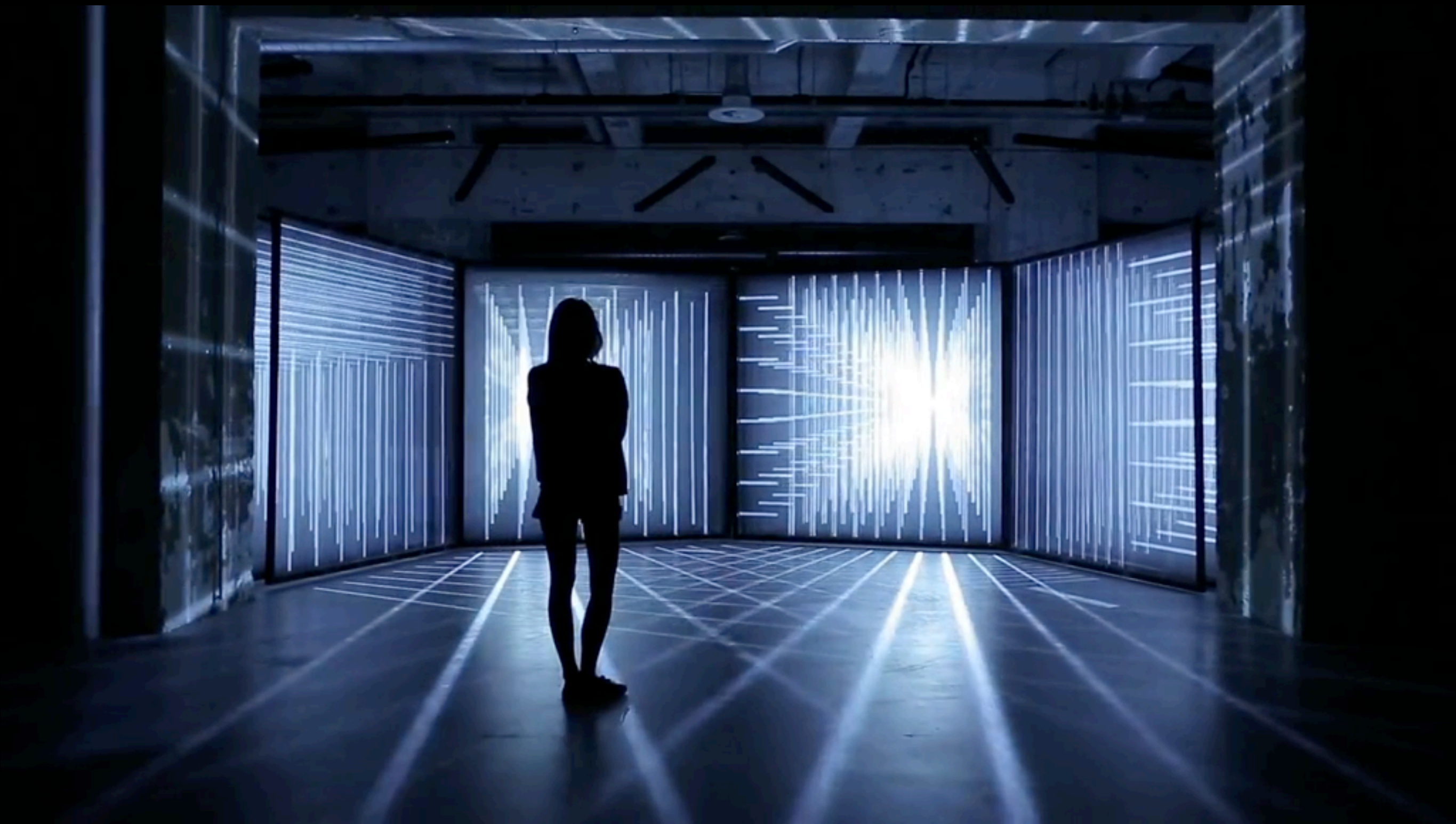
CINDER

WWW.LIBCINDER.ORG/



TOUCH DESIGNER

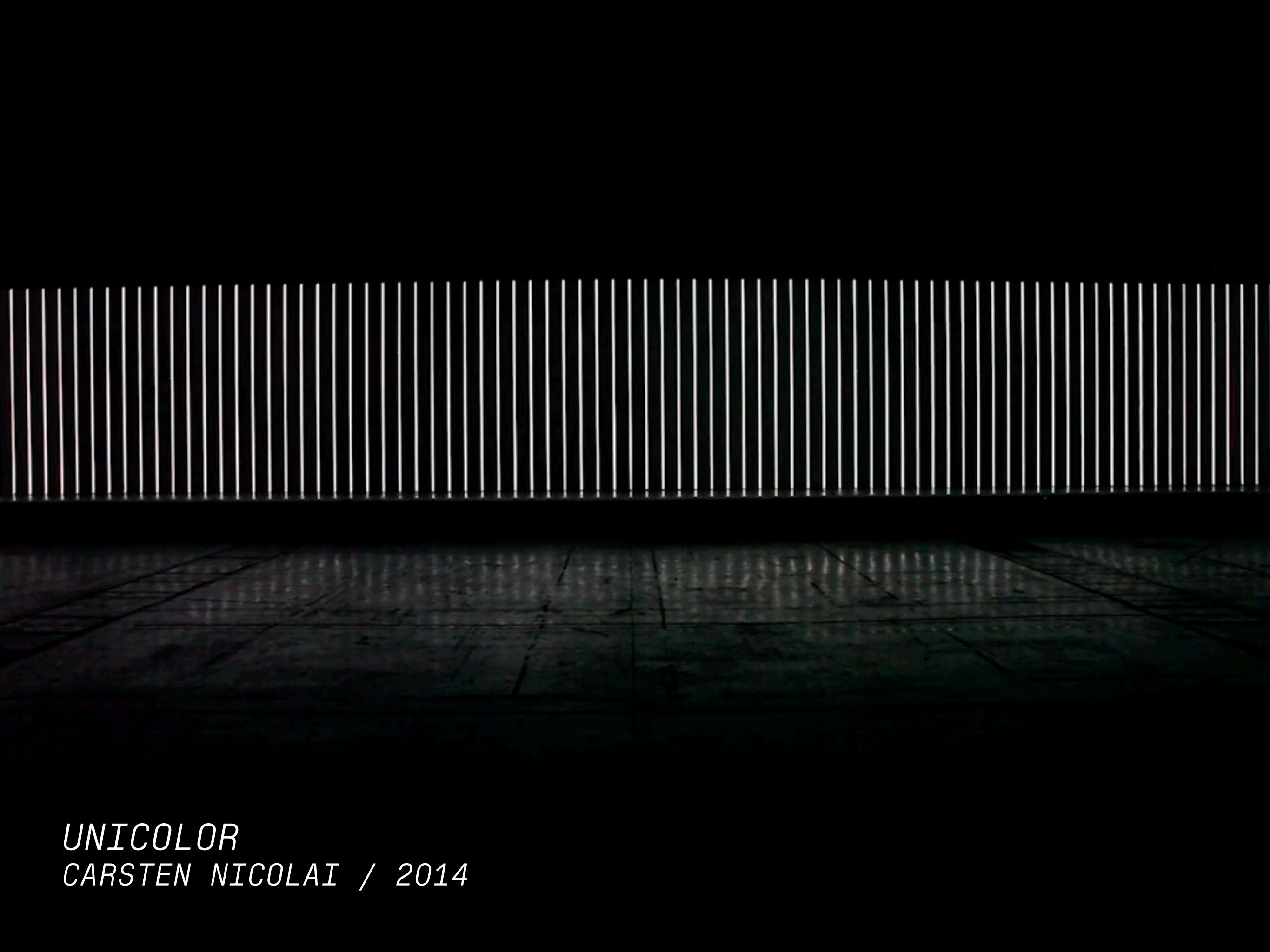
WWW.DERIVATIVE.CA



DAYDREAM V4
NONOTAK / 2015



UNITEXT
ALVA NOTO / 2010



UNICOLOR
CARSTEN NICOLAI / 2014



UNICOLOR
CARSTEN NICOLAI / 2014

REPETITION STRUCTURE

*I -> MAX VALUE
(NR OF REPETITIONS)*

STAR VAR/COUNTER

NR OF STEPS



```
for (int i=0; i<10 ; i=i+1) {
```

```
... .
```

```
}
```

```
for (int i=0; i<10 ; i=i+1) {  
line(i*10,0,i*10,height);  
}
```

REPEATS 10X

POSX 0X10 = 0

POSX 1X10 = 10

POSX 2X10 = 20

POSX 3X10 = 30

POSX 4X10 = 40

POSX 5X10 = 50

POSX 6X10 = 60

POSX 7X10 = 70

POSX 8X10 = 80

POSX 9X10 = 90