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LABORATÓRIO DE SOM E IMAGEM  
2016/2017

# ***INTRODUÇÃO À PROGRAMAÇÃO COM PROCESSING***

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



*MATRIX III*  
*JOHN WHITNEY / 1972*



*MATRIX III*  
*JOHN WHITNEY / 1972*



*MATRIX III*  
*JOHN WHITNEY / 1972*



*JOHN WHITNEY DEMONSTRATES HIS ANALOG COMPUTER  
EXCERPT "COMPUTERS: CHALLENGING MAN'S SUPREMACY" / 1972*





*ARABESQUE*  
*JOHN WHITNEY + LARRY CUBA / 1975*



*LARRY CUBA*  
*CALCULATED MOVEMENTS / 1985*

```
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

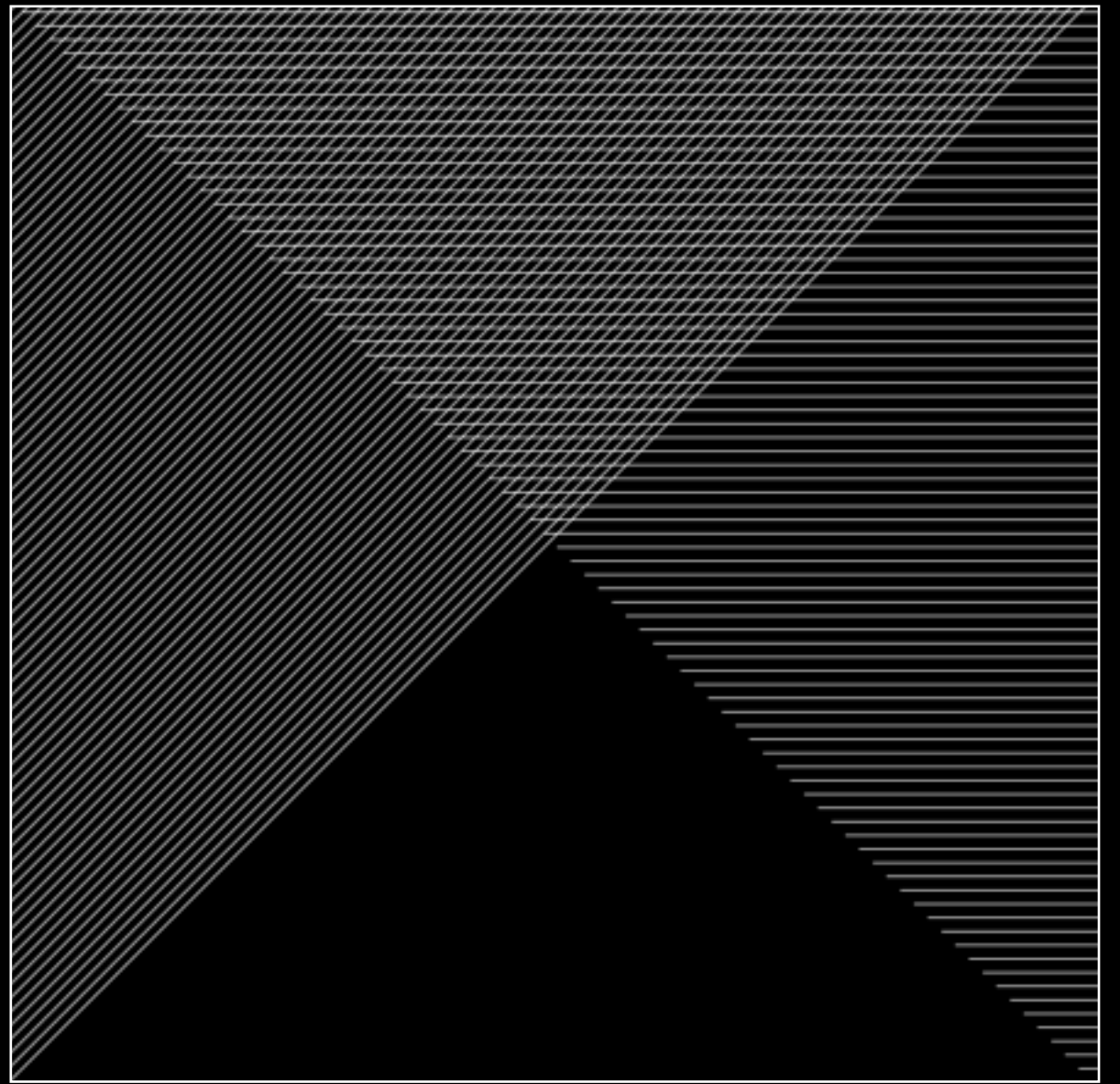
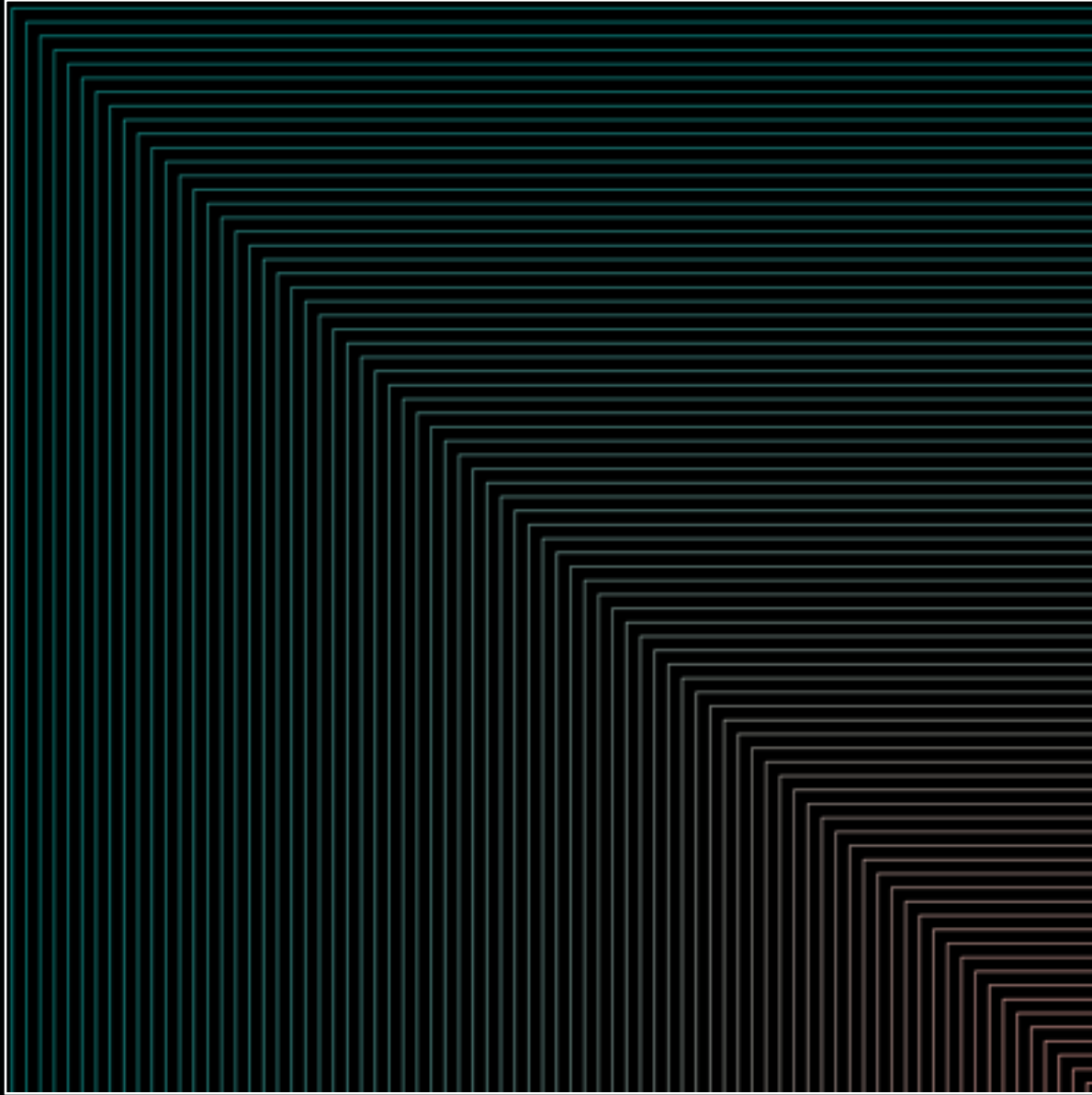
POSX 6X10 = 60

POSX 7X10 = 70

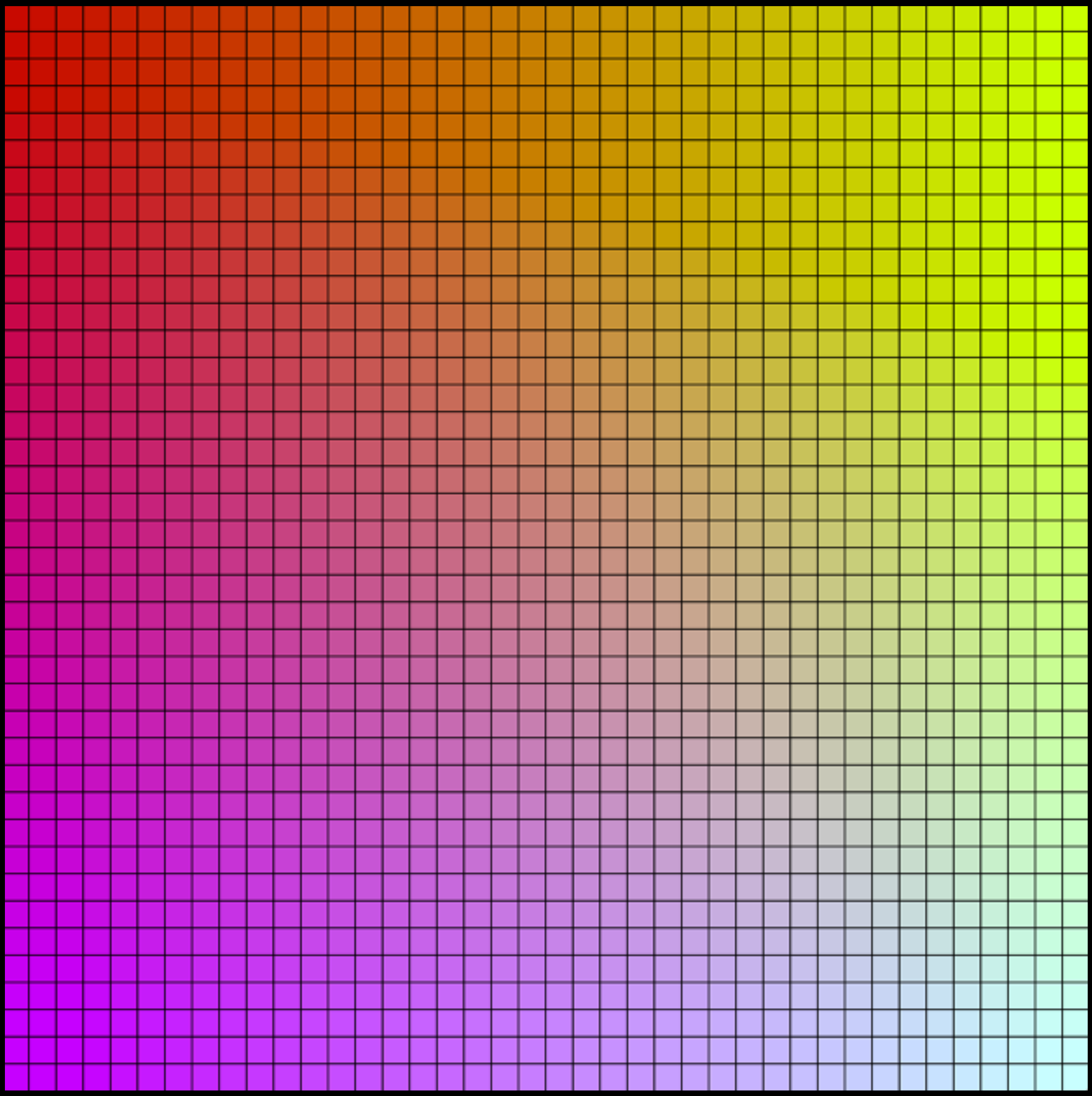
POSX 8X10 = 80

POSX 9X10 = 90









## *TWO DIMENSIONS*

```
FOR (INT I = 0; I < WIDTH; I=I+20) {  
    FOR (INT J = 0; J < HEIGHT; J=J+20) {  
        RECT(I, J, 20, 20);  
    }  
}
```