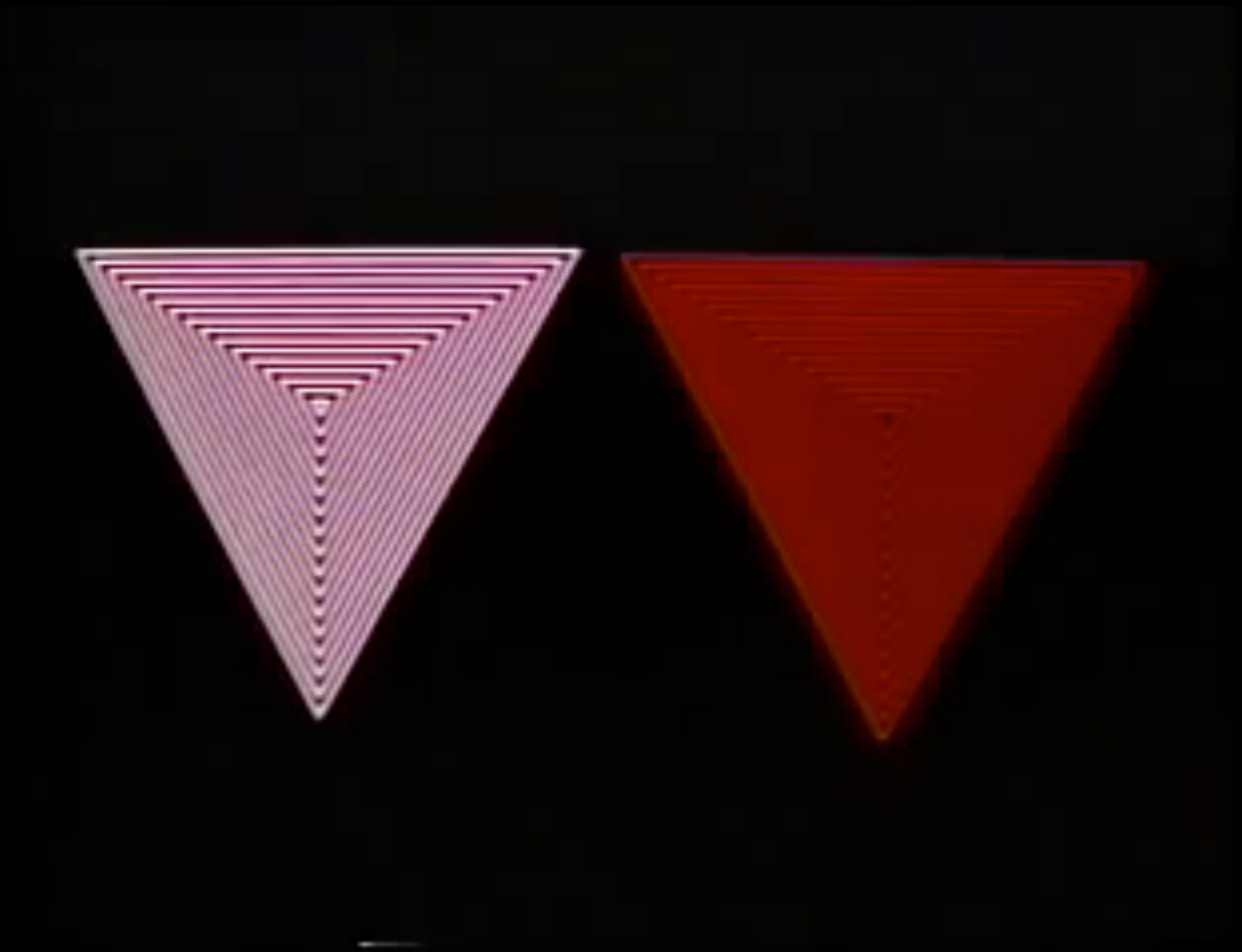
22/03/2017

LABORATÓRIO DE SOM E IMAGEM
2016/2017

INTRODUÇÃO À PROGRAMAÇÃO COM PROCESSING

RODRIGO CARVALHO
/GITHUB.COM/VISIOPHONE/LSI



MATRIX III
JOHN WHITNEY / 1972

MATRIX III
JOHN WHITNEY / 1972

MATRIX III
JOHN WHITNEY / 1972

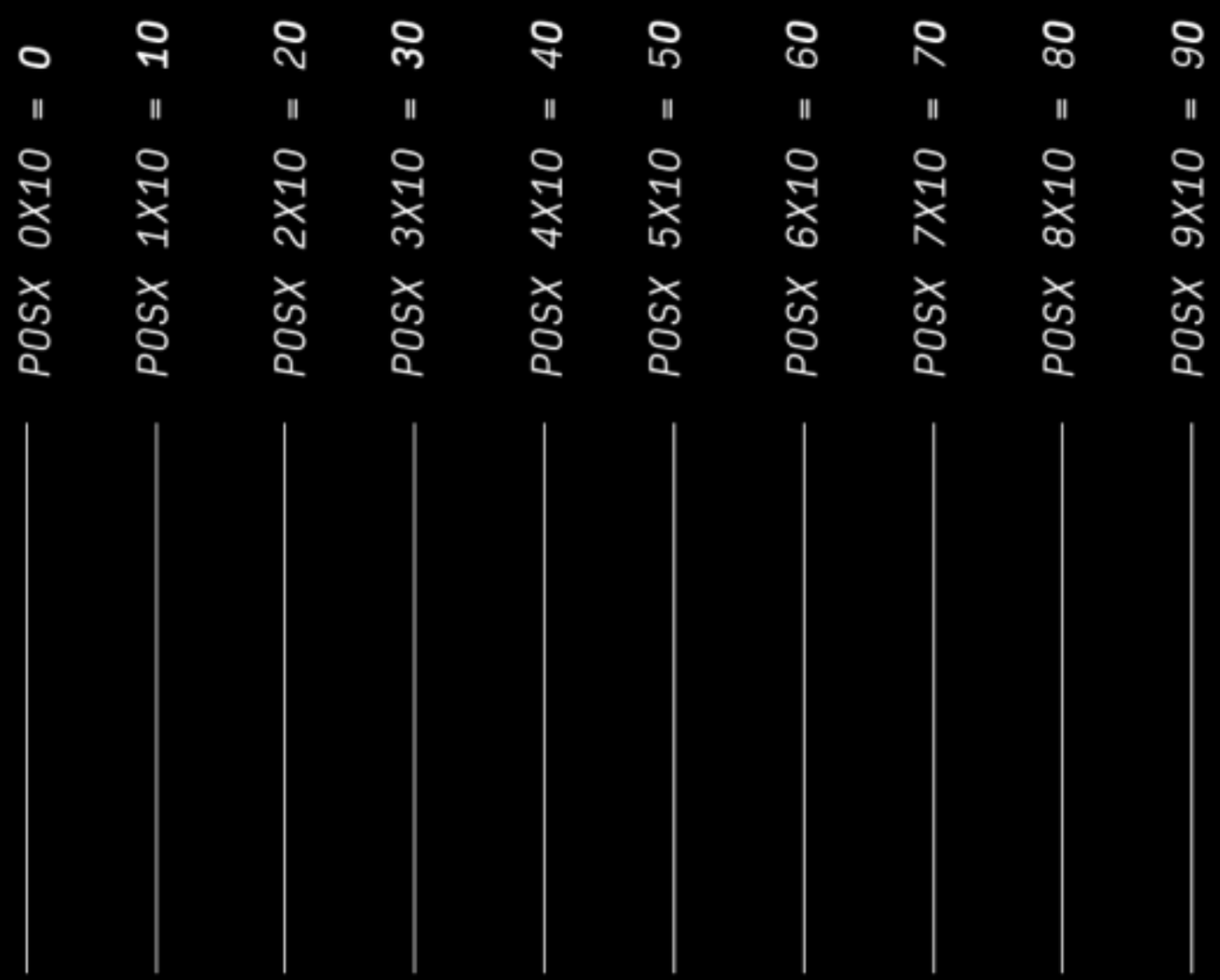
JOHN WHITNEY DEMONSTRATES HIS ANALOG COMPUTER
EXCERPT "COMPUTERS: CHALLENGING MAN'S SUPREMACY" / 1972

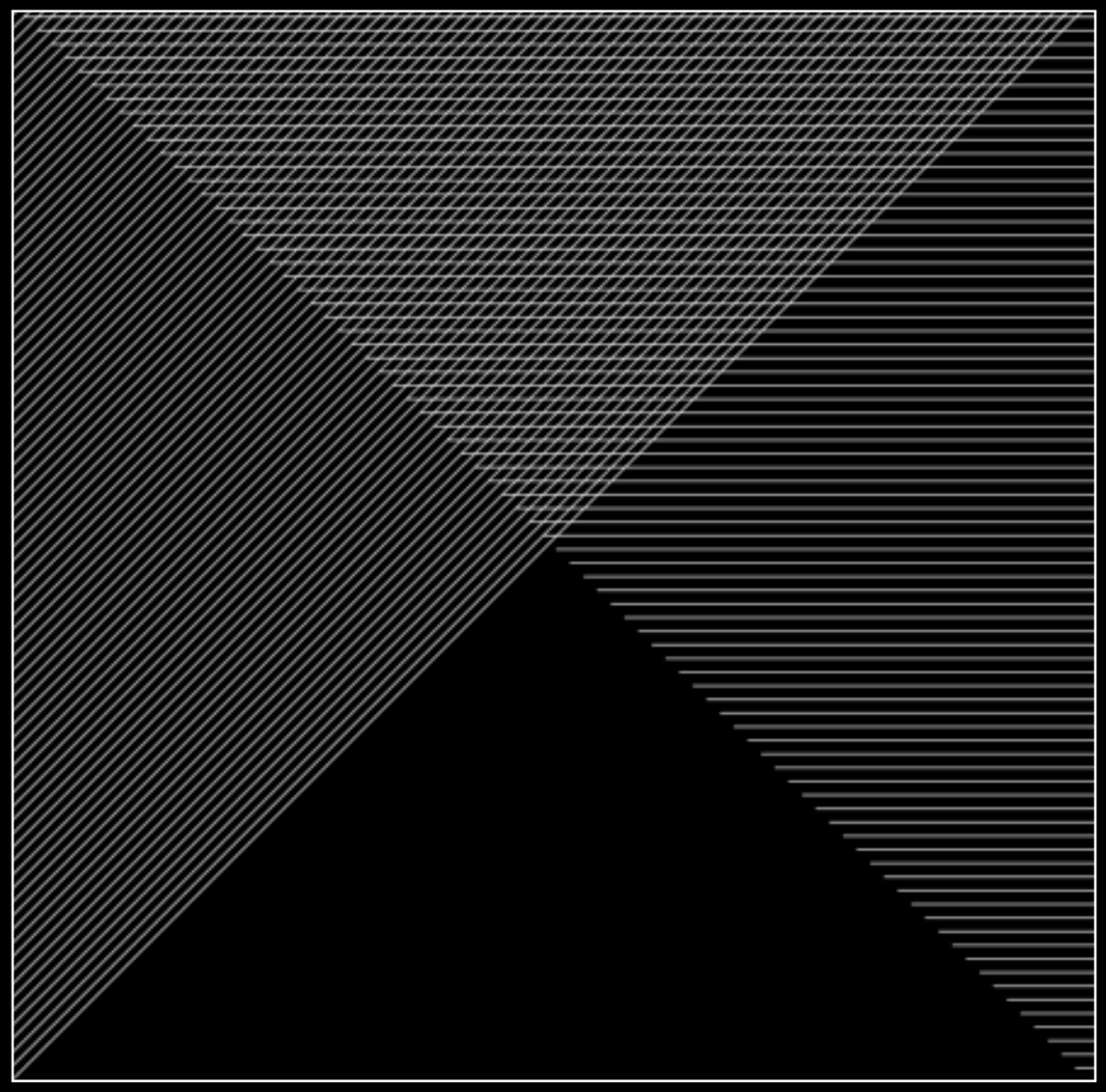
ARABESQUE
JOHN WHITNEY + LARRY CUBA / 1975

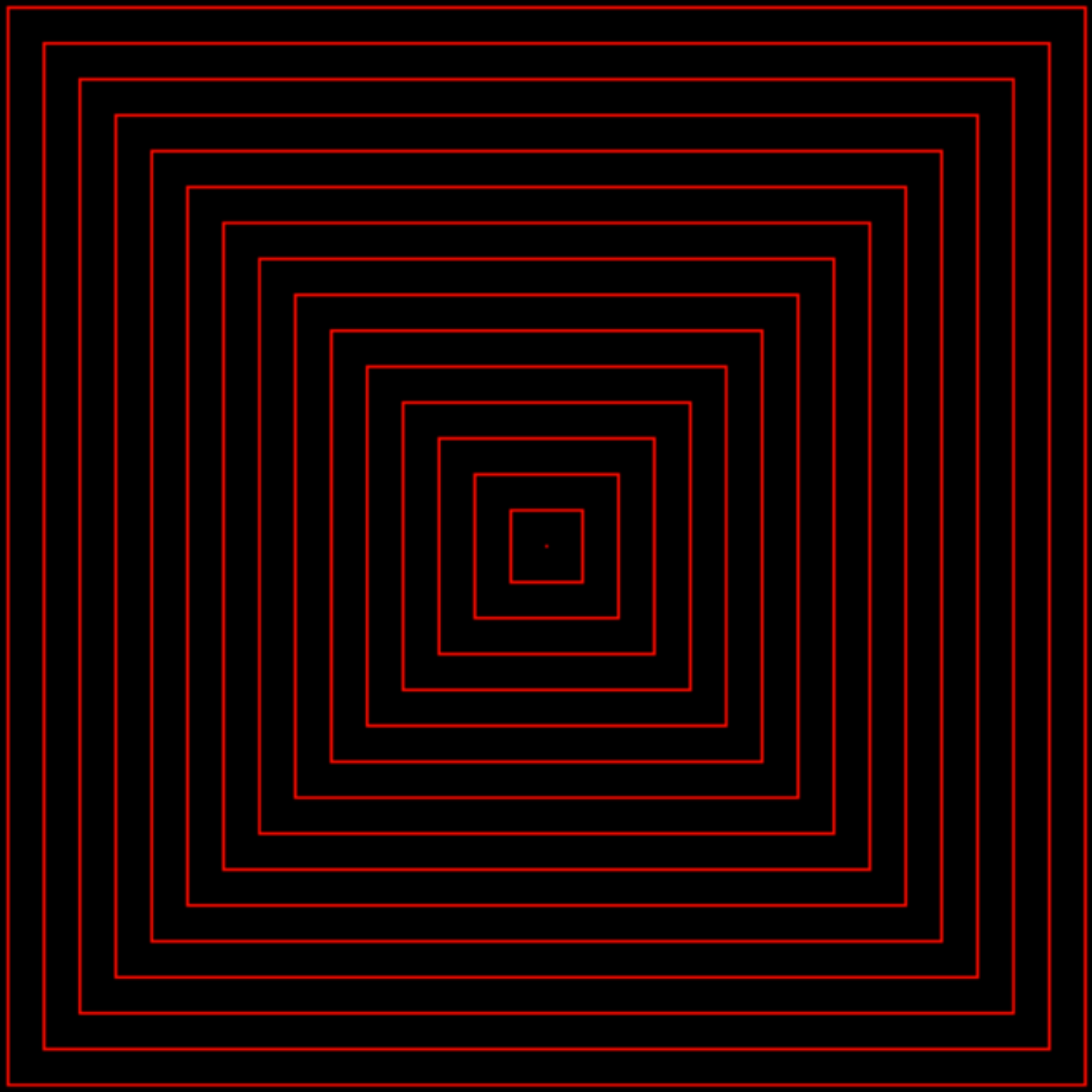
LARRY CUBA
CALCULATED MOVEMENTS / 1985

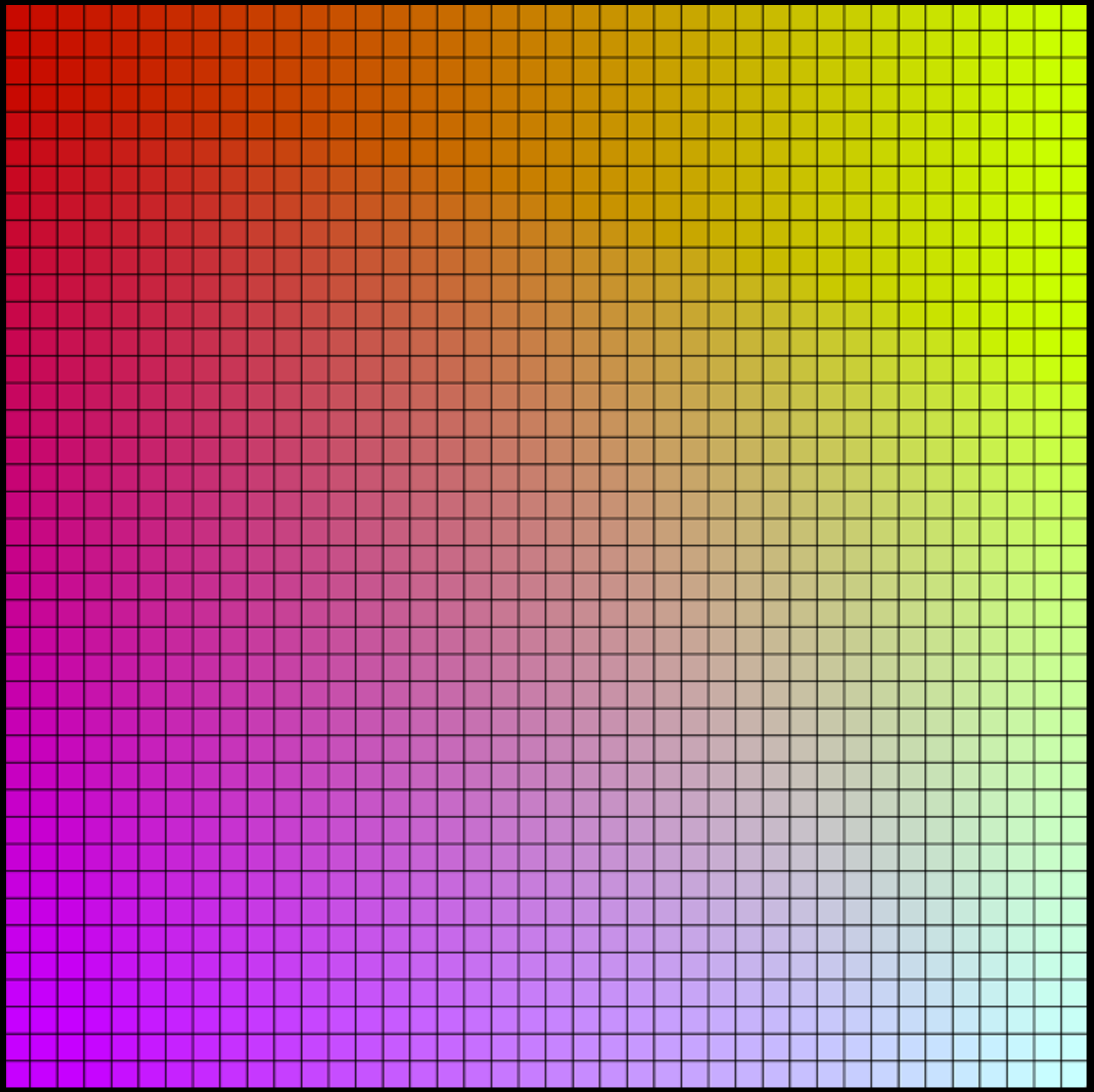
```
for (int i=0; i<10 ; i=i+1) {
line(i*10,0,i*10,height);
}
```

REPEATS 10X









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);
    }
}
```