



# Visualization of Information

MSDS 6390

Live Session 2

World Changers Shaped Here



SMU.

# Contents

- Assignment 1 - results
- Variables in Processing
- Digital Color
- Curves
- Live coding

# Assignment 1

## Results

World Changers Shaped Here



SMU.

World Changers Shaped Here



SMU.

# Questions

- Why did you choose the artwork?
- What was the most difficult part of programming it?
- What could make your work easier?

# Variables in Processing

World Changers Shaped Here



SMU.

World Changers Shaped Here



SMU.



# Variables in Processing

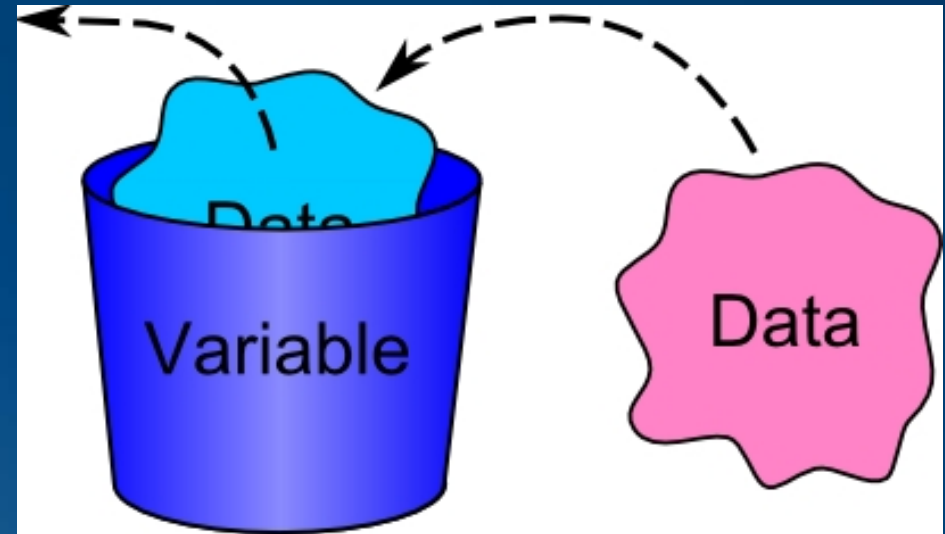
- Memory space for storing a value
- Scope: lifespan of a variable
  - Global
  - Local
- Java
  - Statically typed: *“In Java, all variable names (along with their types) must be explicitly declared”*



<https://st.hzcdn.com/.../baby-and-toddler-toys.jpg>

# Variables in Processing

- A variable in Java must be:
  1. Declared: Give a name that describes the variable
  2. Initialized: Assign an initial value
  3. Used: Use the variable through its name
- Naming conventions
  - Reserved keywords



<http://img.c4learn.com/2012/02/Variable-in-Java.jpg>

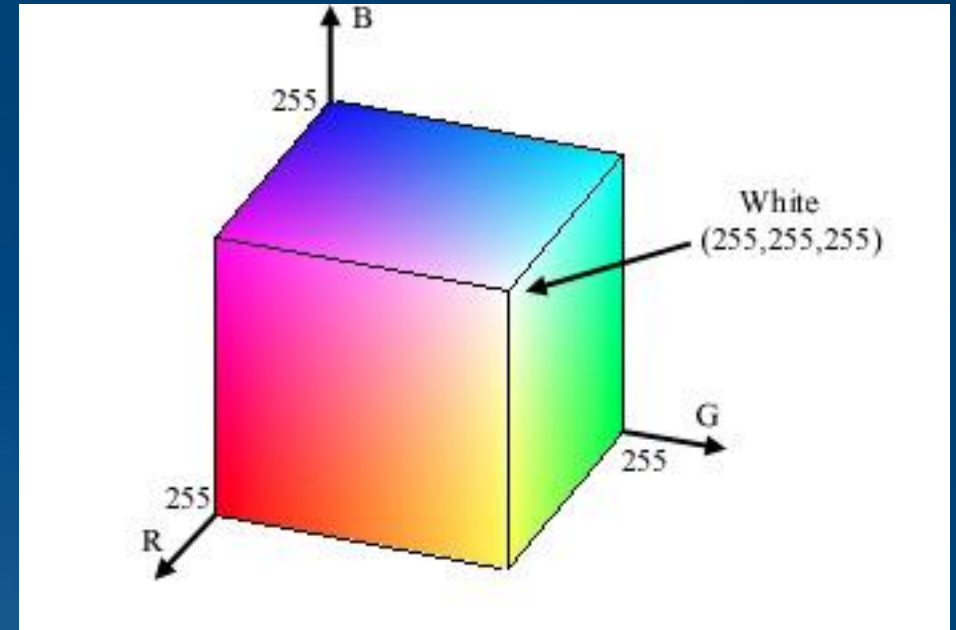
# Reserved keywords in Java

abstract assert boolean break byte case catch char class const default	do double else enum extends false final finally float for goto	if implements import instanceof int interface long native new null package	private protected public return short static strictfp super switch synchronized	this throw throws transient true try void volatile while continue
--	--	--	--	--



# Digital Color

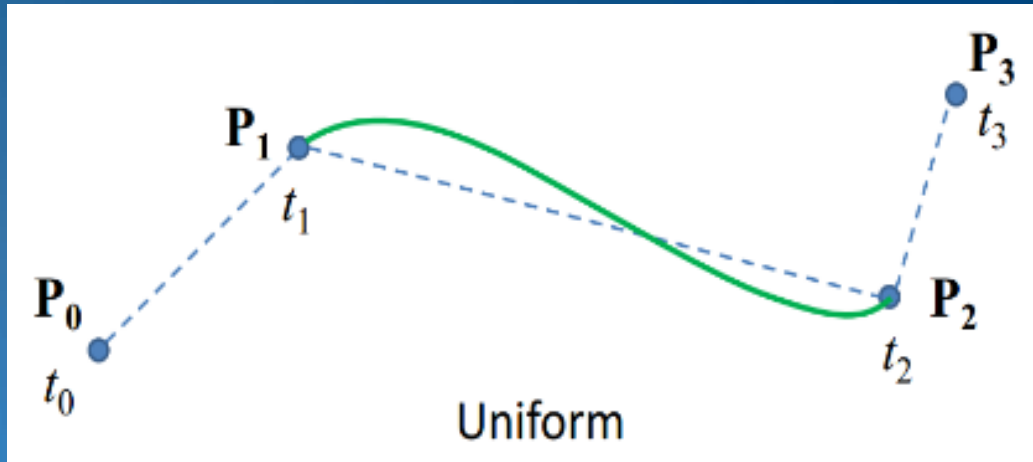
- RGB Color mode
  - Additive color model
  - Primary colors: red, green, blue
  - Device dependent
- Values:
  - Decimal: 255, 255, 255
  - Hex: #FFFFFF
- Online tools:
  - Adobe Color Wheel:  
<https://color.adobe.com>



<http://radio.feld.cvut.cz/matlab/toolbox/images/colorcube.jpg>

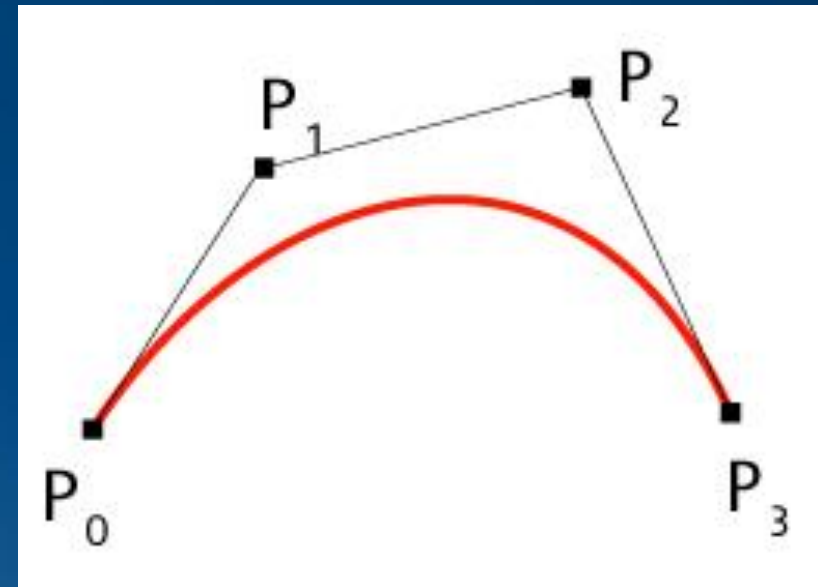
# Curves

- Catmull-Rom Curves



<https://stackoverflow.com/questions/9489736/catmull-rom-curve-with-no-cusps-and-no-self-intersections>

- Bezier Curves



[http://www.ecartouche.ch/content\\_reg/cartouche/graphics/en/html/Curves\\_learningObject2.html](http://www.ecartouche.ch/content_reg/cartouche/graphics/en/html/Curves_learningObject2.html)

# Live coding

World Changers Shaped Here



SMU.

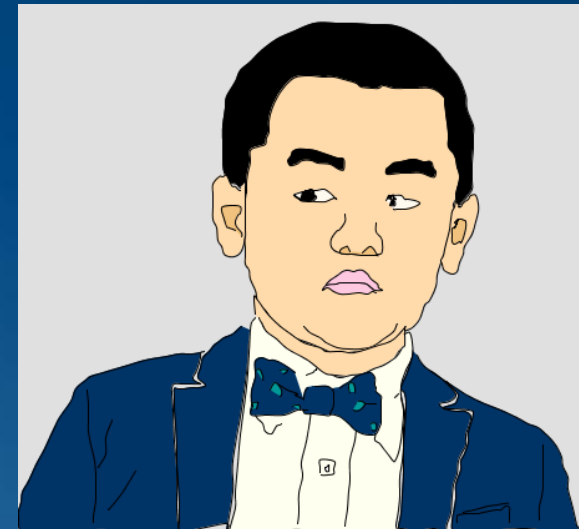
World Changers Shaped Here



SMU.

# Assignment 2

- Using Processing's 2D drawing functions, create a self-portrait. Structure your code so that changing a size or position variable updates the entire portrait. Please be prepared to discuss how the algorithmic/coding process impacted the finished piece as compared to drawing, painting, or photographing a self-portrait



# Questions?

[jibarralopez@mail.smu.edu](mailto:jibarralopez@mail.smu.edu)

World Changers Shaped Here



SMU.

World Changers Shaped Here



SMU.