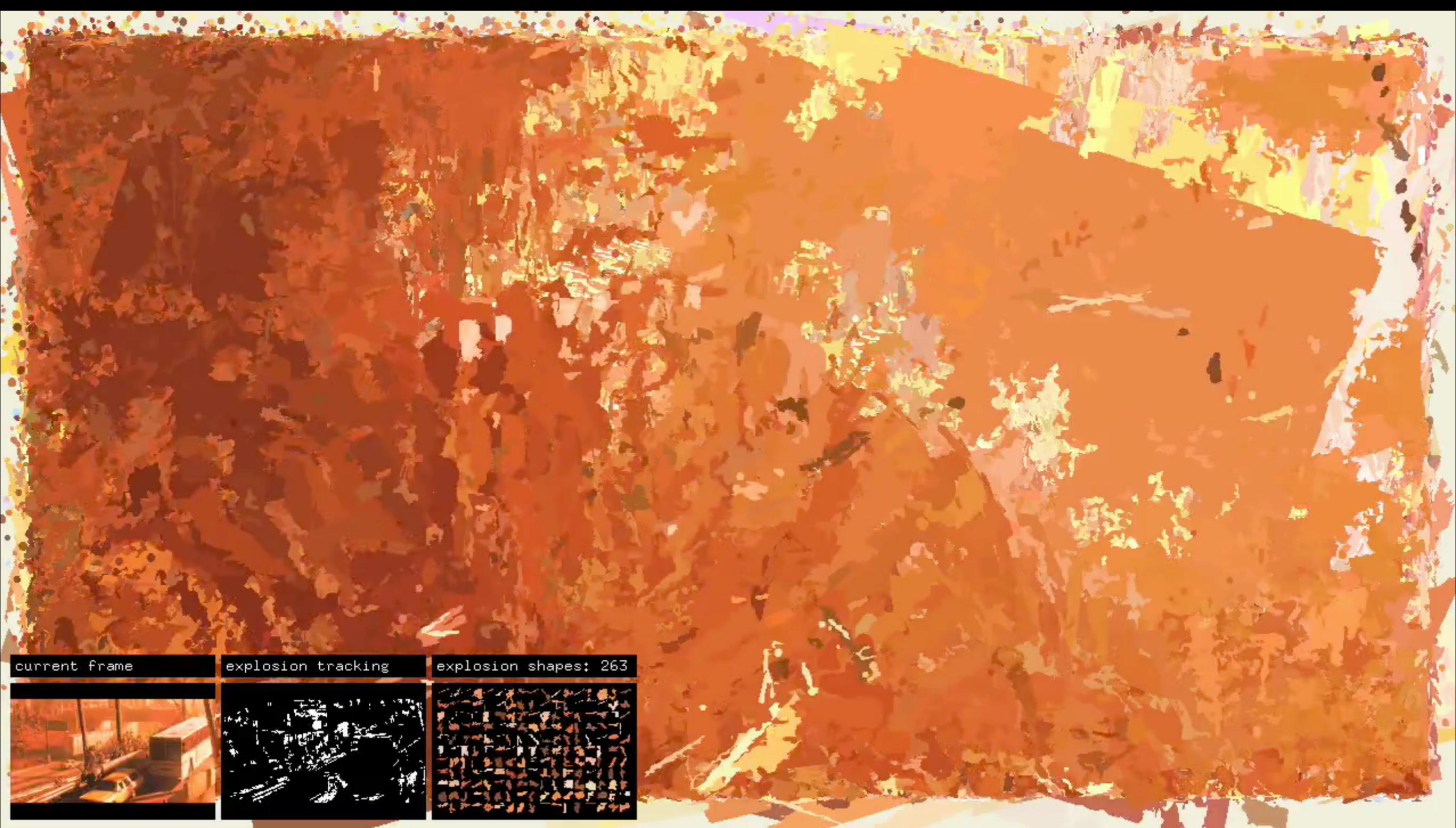


COMPUTER GRAPHICS

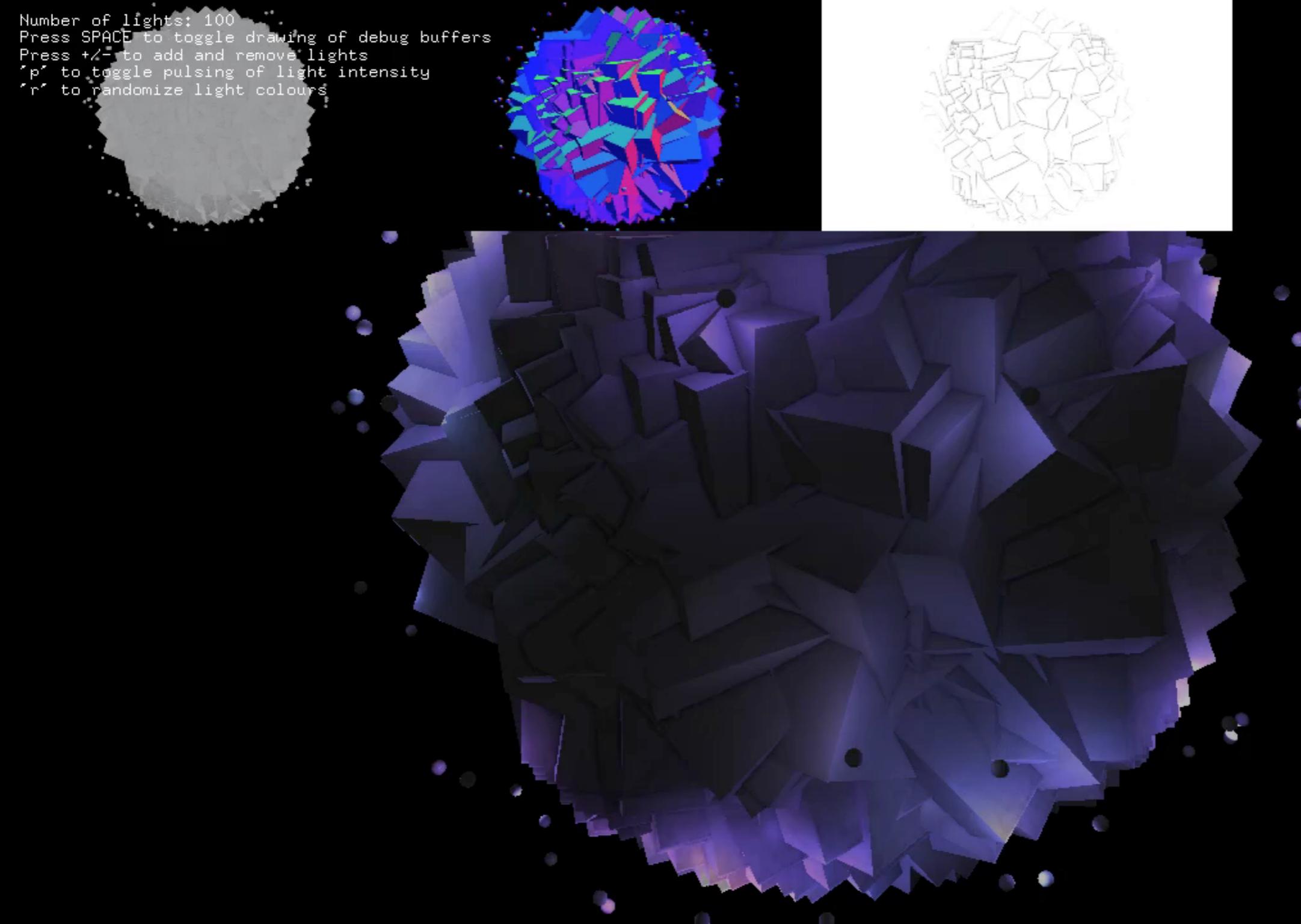
OPENFRAMEWORKS

COLOR STARS - KYND - <http://vimeo.com/kynd/>

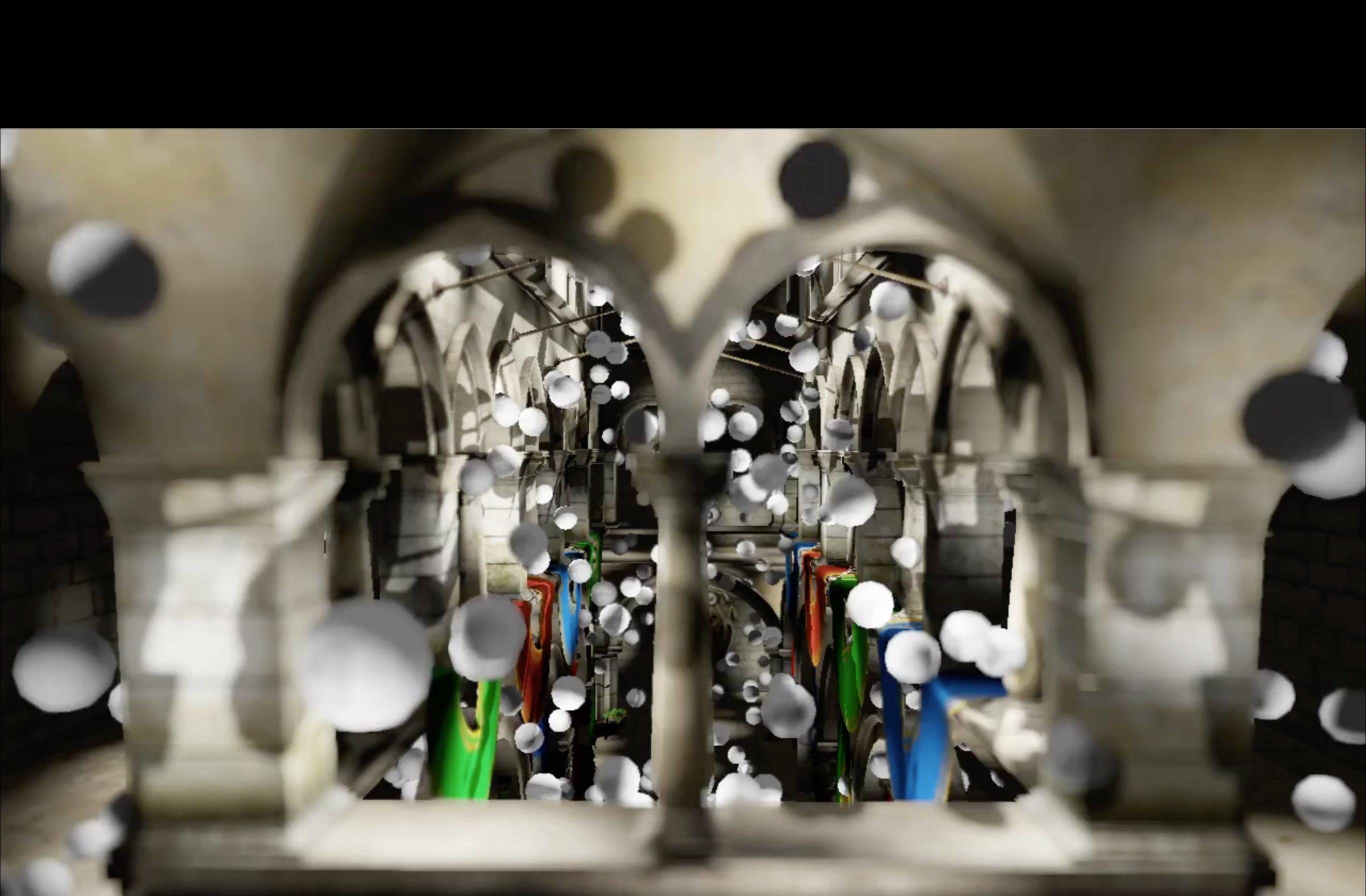


ACTION PAINTING - JEREMY ROTSZTAIN - <http://www.mantissa.ca/>

Number of lights: 100
Press SPACE to toggle drawing of debug buffers
Press +/- to add and remove lights
'p' to toggle pulsing of light intensity
'r' to randomize light colours



DEFERRED LIGHTING - JAMES ACRES - <http://vimeo.com/jamesacres>



TILED FRUSTUM CULLING - JAMES ACRES - <http://vimeo.com/jamesacres>



TRON LEGACY - GMUNK + JOSH NIMOY - <http://work.gmunk.com/TRON-Fireworks>

DrawnLine > src > DrawnLine > vs_src > lineMatchUtils.cpp > No Selection

```
34 }
35 }
36 }
37 }
38 }
39 transformation normalizeLineSetGetTrans (ofPolyline & input){
40
41     transformation t;
42     ofPolyline output = input;
43     vector< float > x;
44     vector< float > y;
45     for (int i = 0; i < output.getVertices().size(); i++){
46         x.push_back(output[i].x);
47         y.push_back(output[i].y);
48     }
49     float sumx, meanx, varx, devx, skewx, kurtx;
50     float sumy, meany, vary, devy, skewy, kurtiy;
51     computeStats(x.begin(), x.end(), sumx, meanx, varx, devx, skewx, kurtx);
52     computeStats(y.begin(), y.end(), sumy, meany, vary, devy, skewy, kurtiy);
53     float stdDev = sqrt(devx*devx + devy*devy);
54     ofPoint midPt (meanx, meany);
55     ofPoint dev (stdDev, stdDev);
56
57     //ofMatrix4x4 mat;
58     t.mat.makeTranslationMatrix(-midPt.x, -midPt.y, 0);
59
60     //ofMatrix4x4 mat2;
61     t.mat2.makeScaleMatrix(100.0/dev.x, 100.0/dev.y, 1.0);
62
63     return t;
64 }
65
66 void normalizeLineSet(lineSet & lineSet, ofPolyline & input){
67
68     ofPolyline output = input;
69     vector< float > x;
70     vector< float > y;
71     for (int i = 0; i < output.getVertices().size(); i++){
72         x.push_back(output[i].x);
73         y.push_back(output[i].y);
74     }
75     float sumx, meanx, varx, devx, skewx, kurtx;
76     float sumy, meany, vary, devy, skewy, kurtiy;
77     computeStats(x.begin(), x.end(), sumx, meanx, varx, devx, skewx, kurtx);
78     computeStats(y.begin(), y.end(), sumy, meany, vary, devy, skewy, kurtiy);
79     float stdDev = sqrt(devx*devx + devy*devy);
80     ofPoint midPt (meanx, meany);
81     ofPoint dev (stdDev, stdDev);
82
83     ofMatrix4x4 mat;
84     mat.makeTranslationMatrix(-midPt.x, -midPt.y, 0);
85
86     ofMatrix4x4 mat2;
87     mat2.makeScaleMatrix(100.0/dev.x, 100.0/dev.y, 1.0);
88 }
```

No Selection

SETTING UP SYSTEM DrawnLine
[error] Couldn't load image from ../../CloudsData/visualsystems/DrawnLine/other/assets/spot.png
**** PLAYING DrawnLine
[notice] offcamera saved successfully!