

# Kreativ programmering

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# Hva skal vi bruke?



Mitt foretrukne verktøy

- JavaScript-bibliotek for å lage kunst
- Gjør det lettere å jobbe med <canvas>
- Mange gratis funksjoner og variabler
- Støtter 2D og 3D (WebGL)

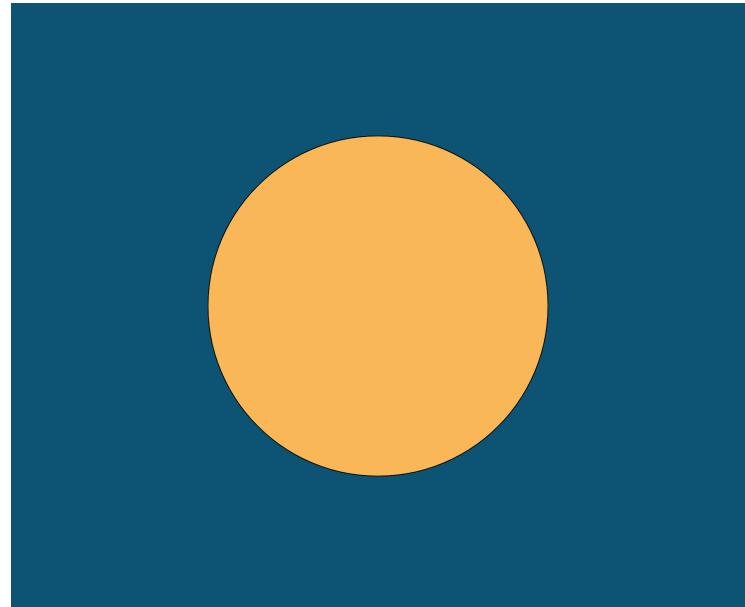
# setup() og draw()

```
const DIAMETER = 500;

function setup() {
  createCanvas(1080, 1350);

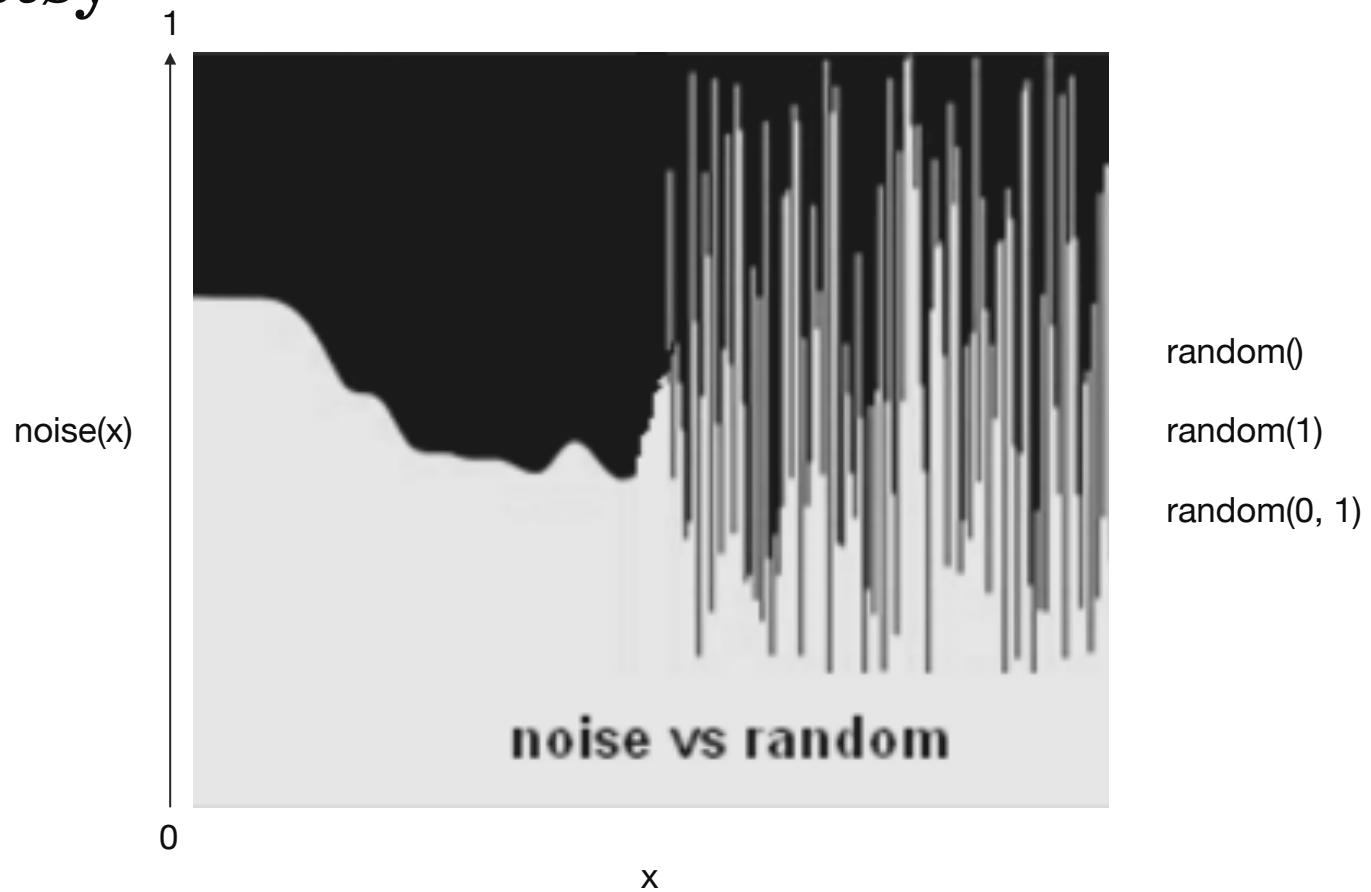
  background("#0D5474");
  fill("#F9B759");
}

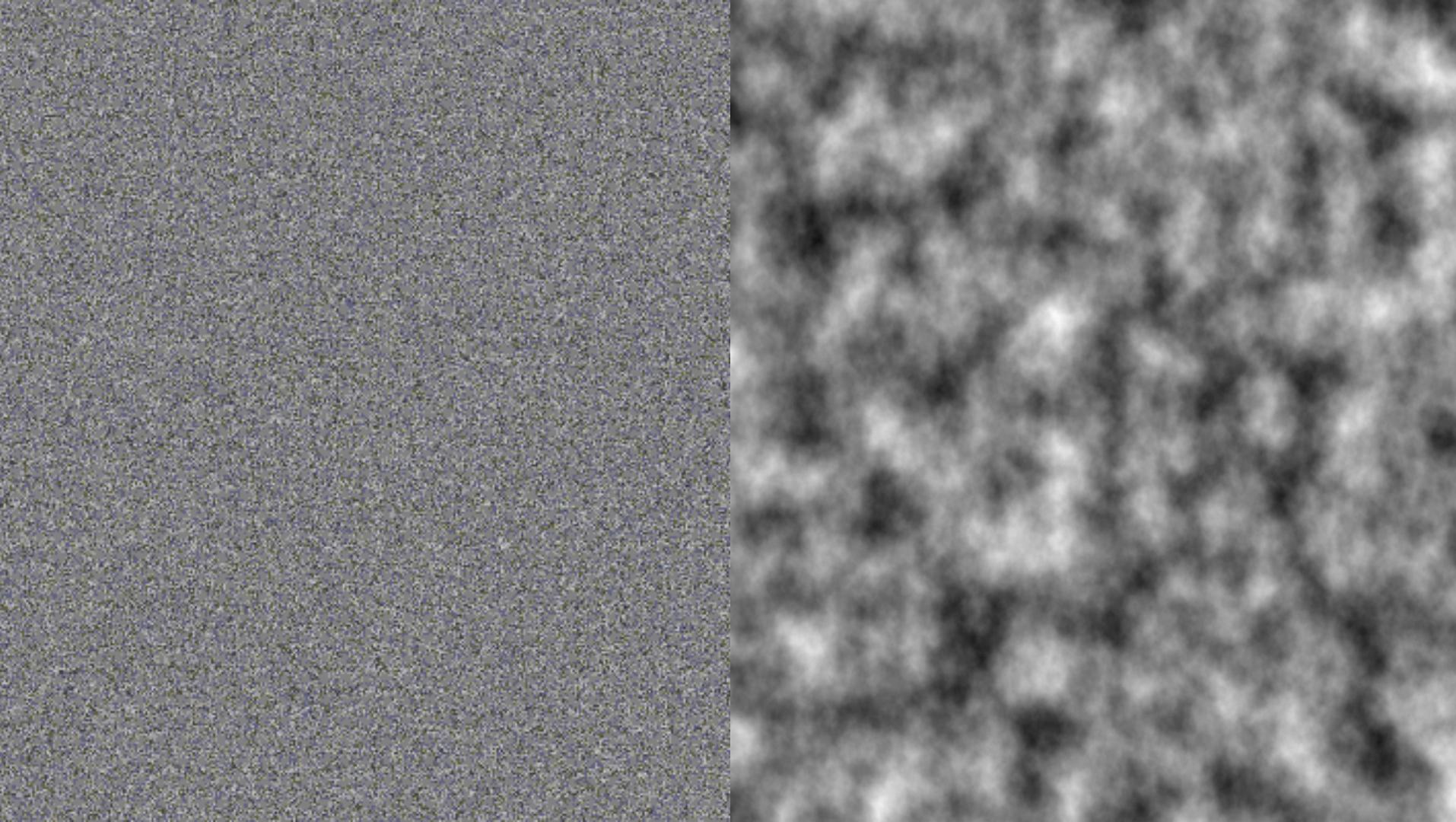
function draw() {
  circle(width / 2, height / 2, DIAMETER);
}
```



# Live-demo med malen vår!

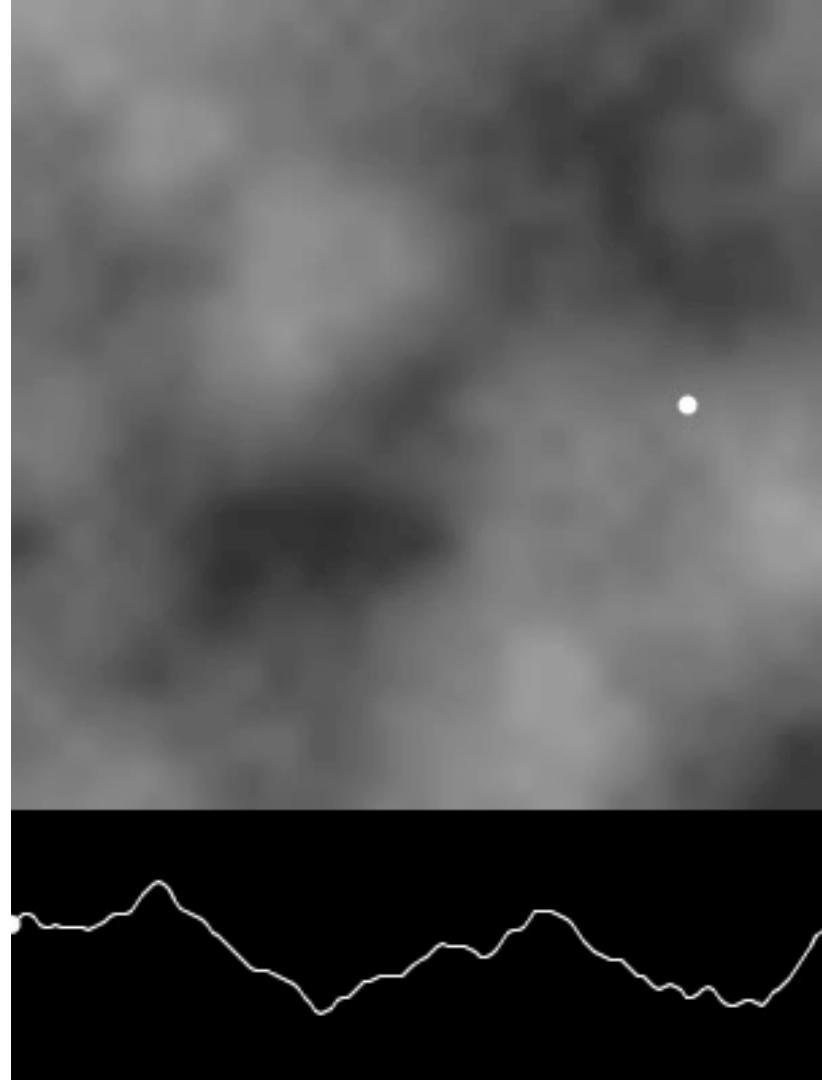
# Perlinstøy





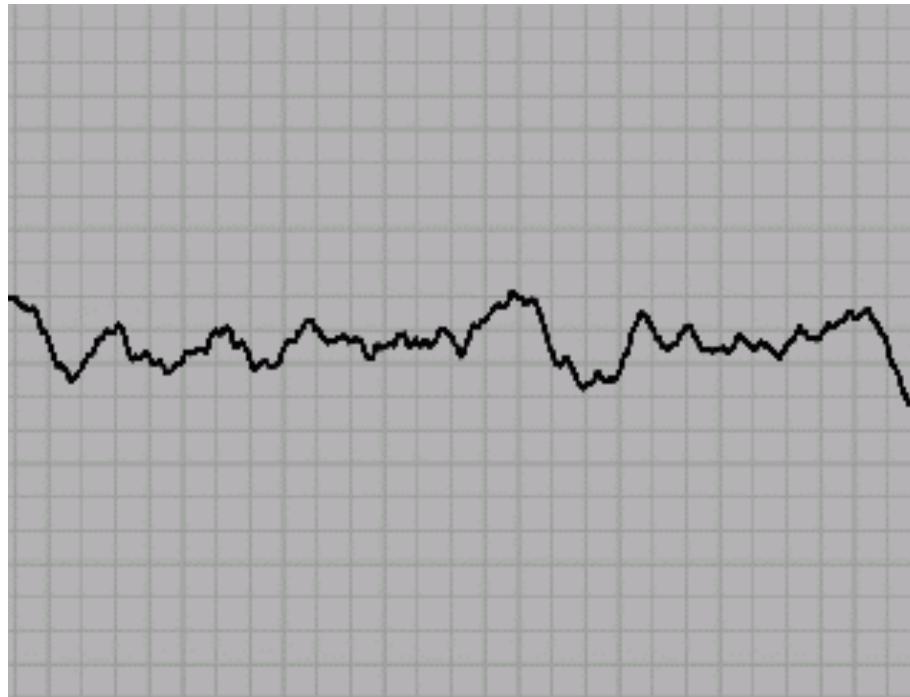
# Perlinstøy

- noise() gir et tall fra 0 til 1
- Tar inn 1-3 parametere, x, y, z
- Tips: i en 2D verden kan man bruke z-verdien til å representere tid

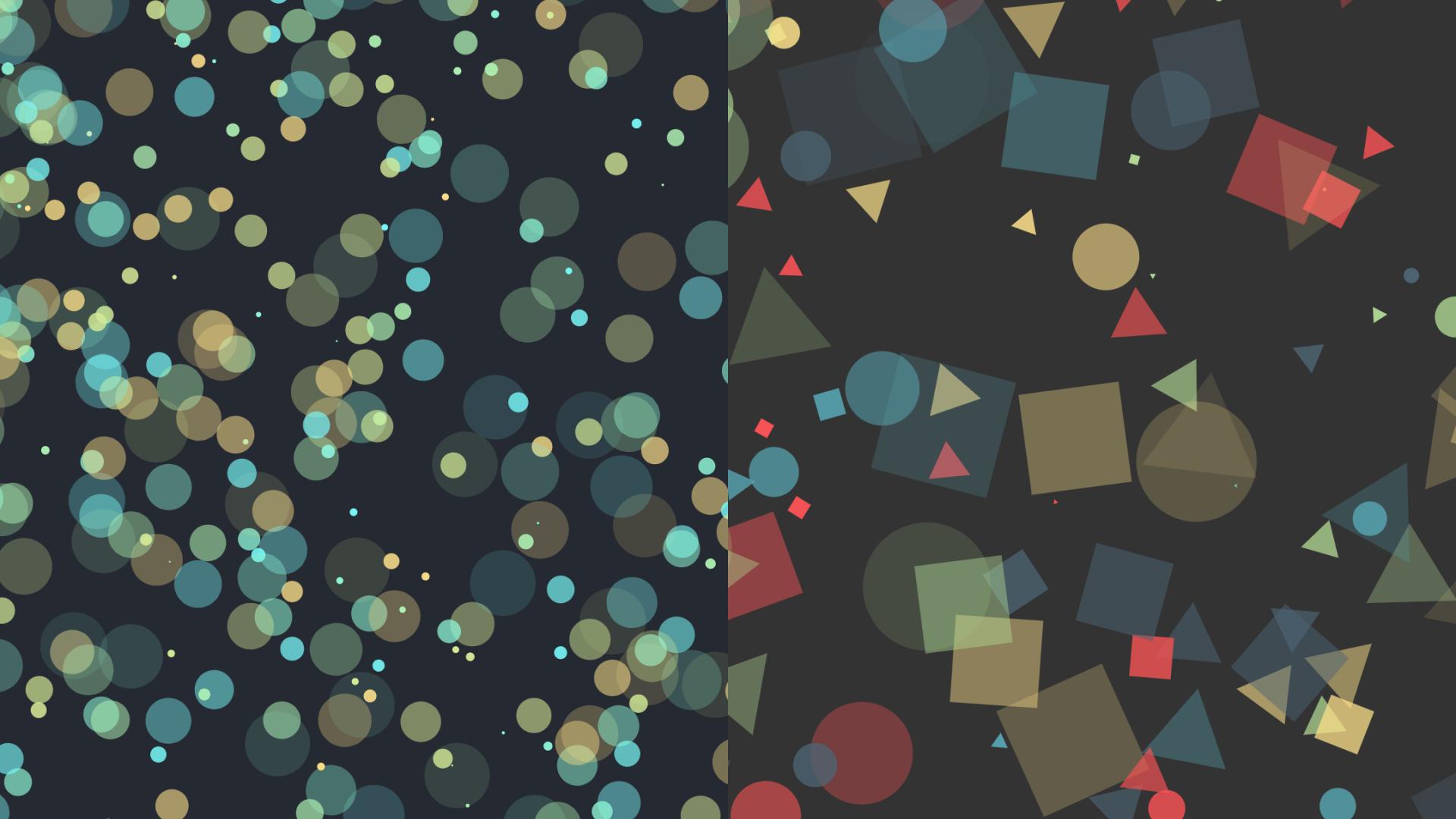




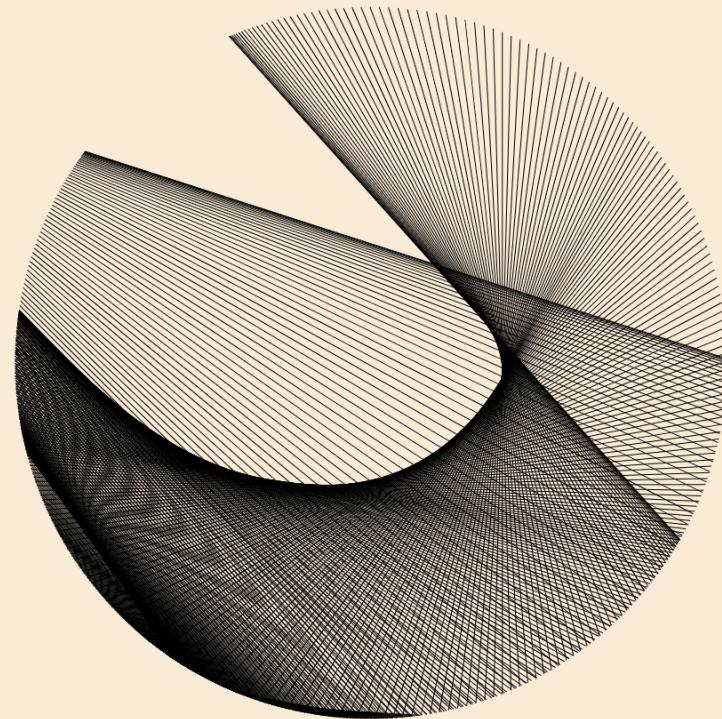
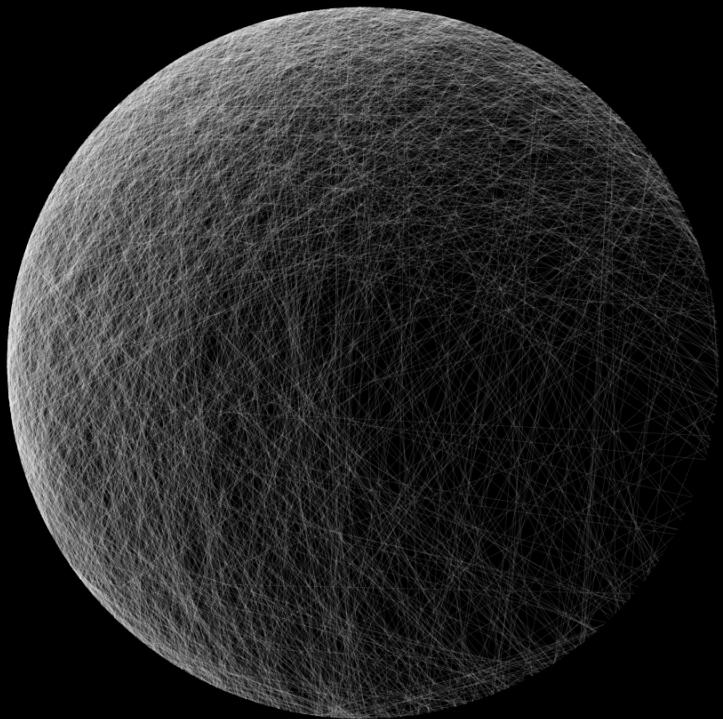
# Perlinstøy



# Tilfeldig form og plassering bokeh.js

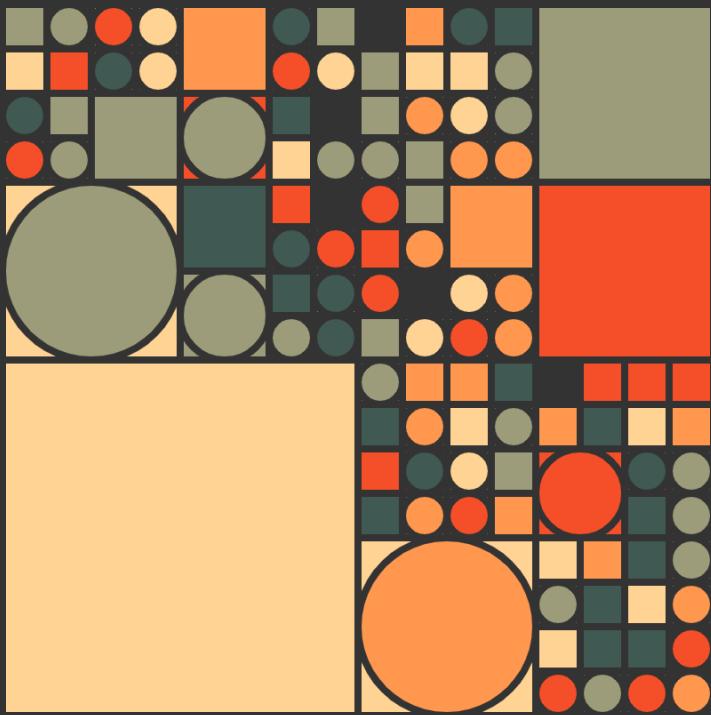
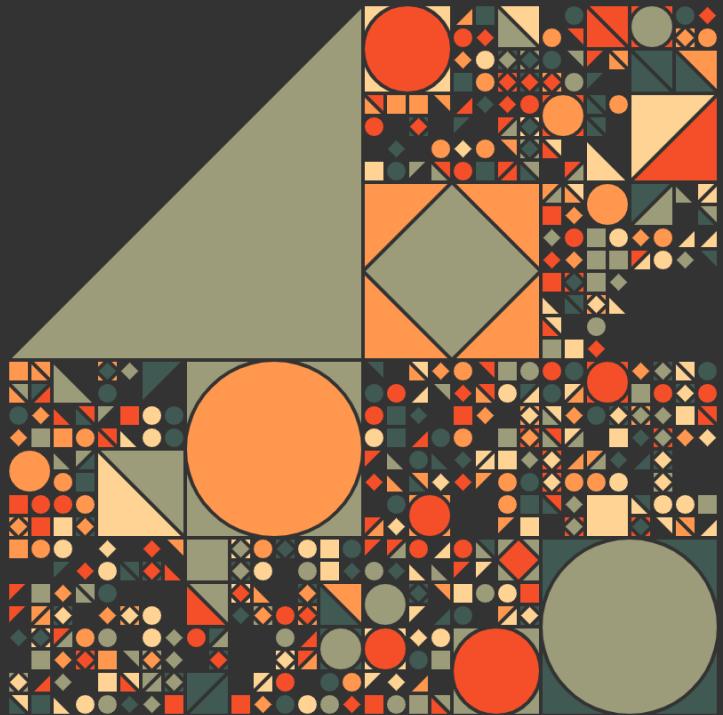


# Tilfeldige streker chords.js

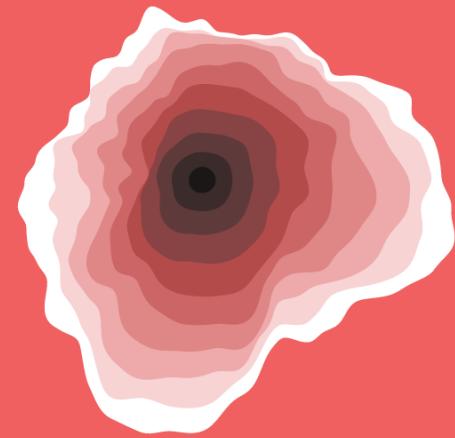


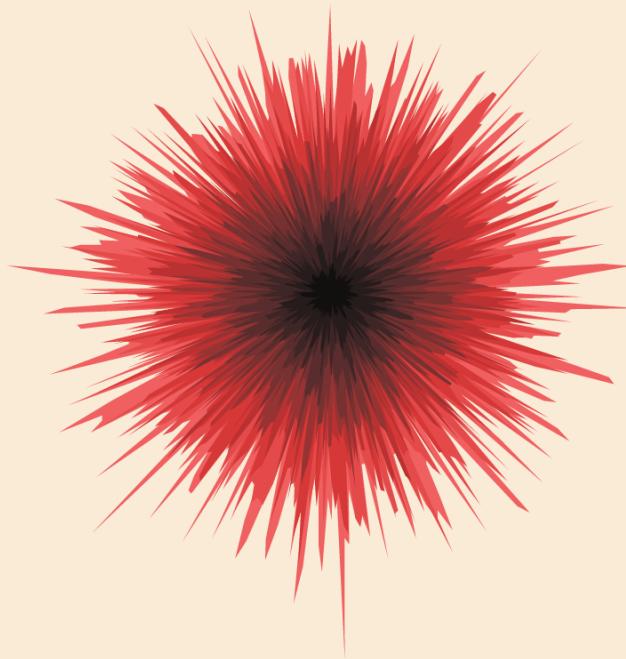
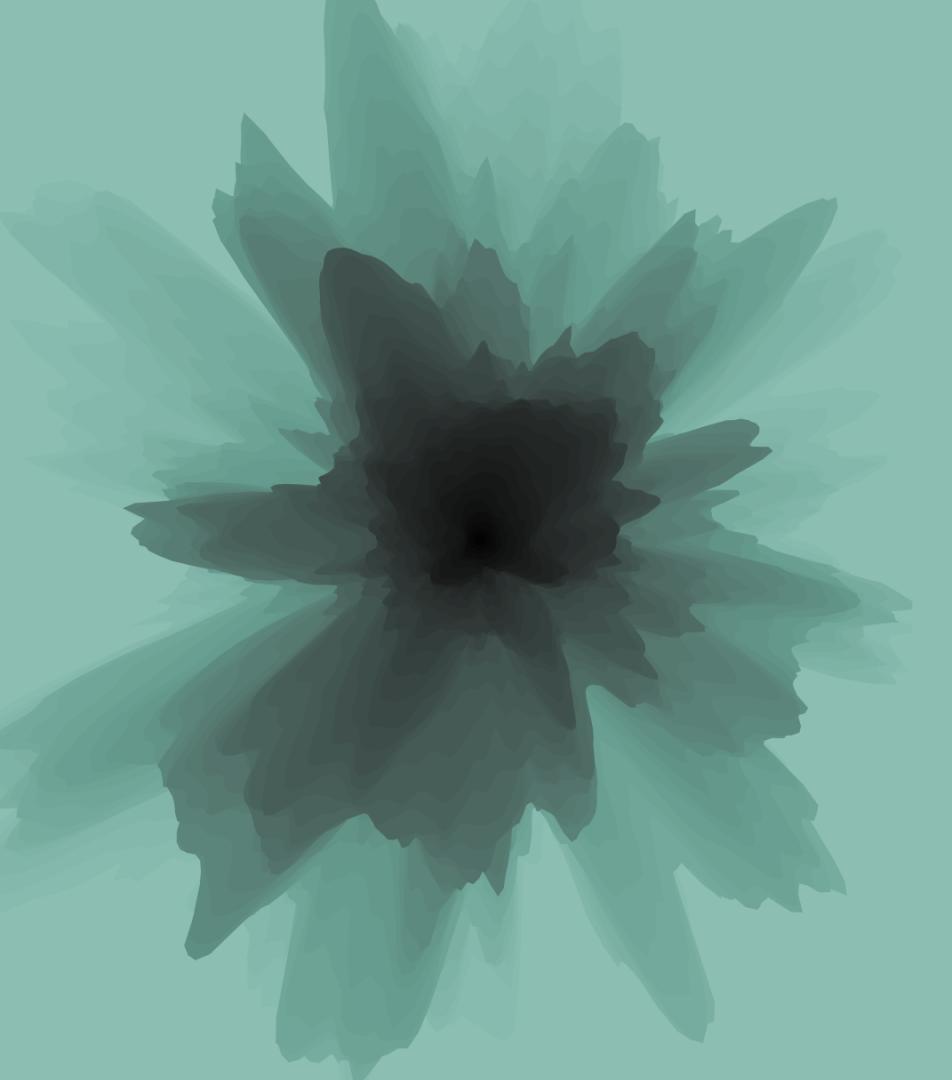
# Rekursjon med flere former

## recursion.js

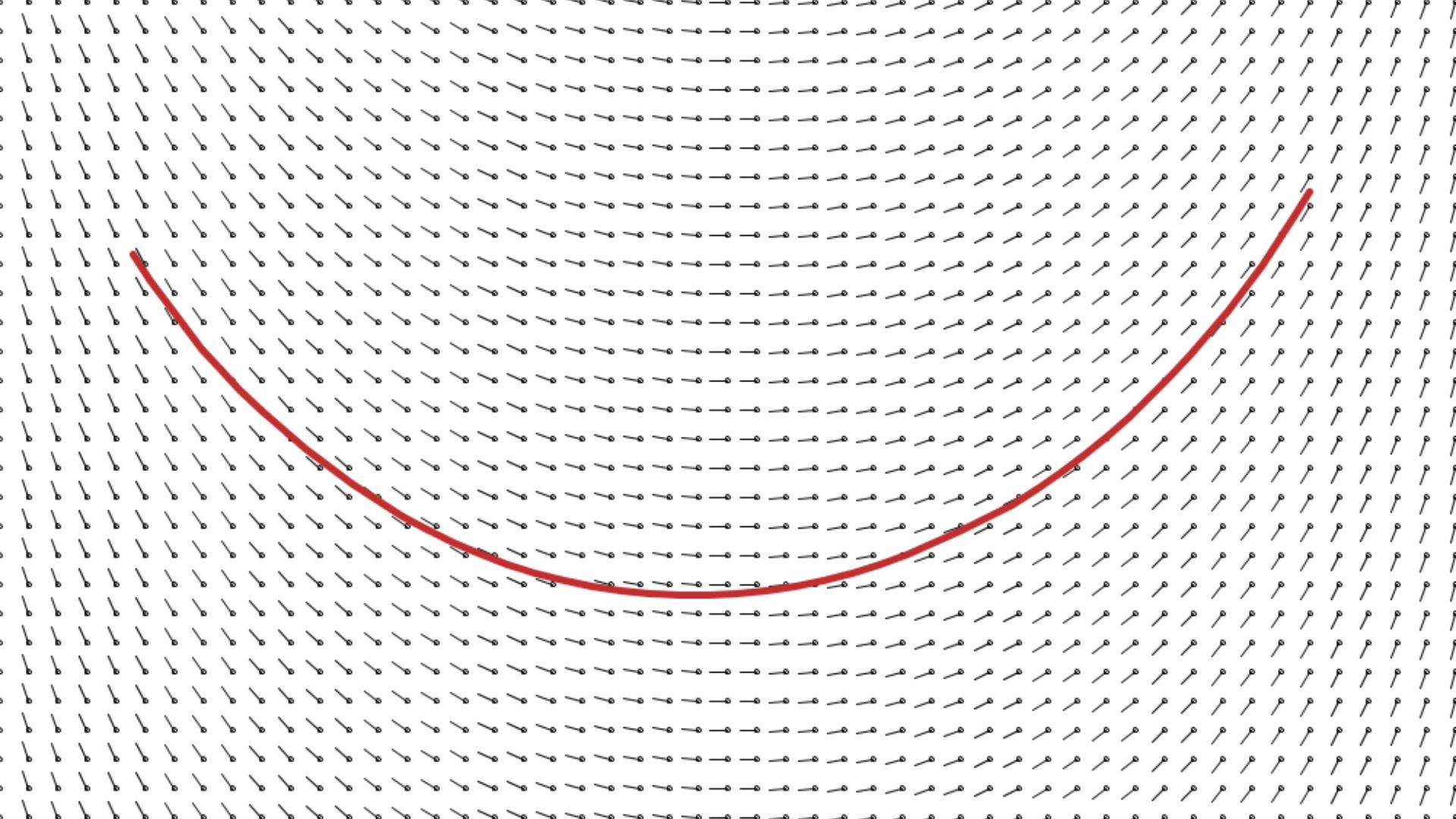


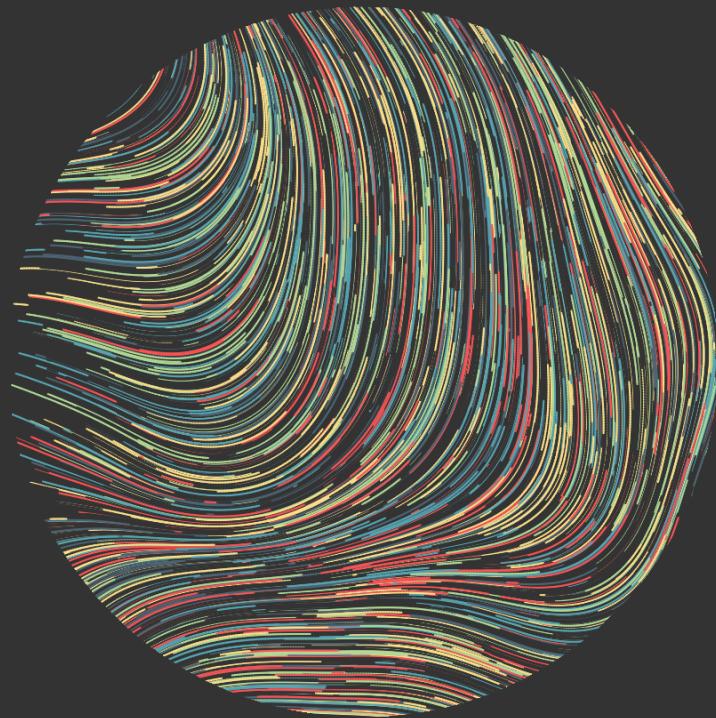
Perlinstøy i flere lag  
layers.js

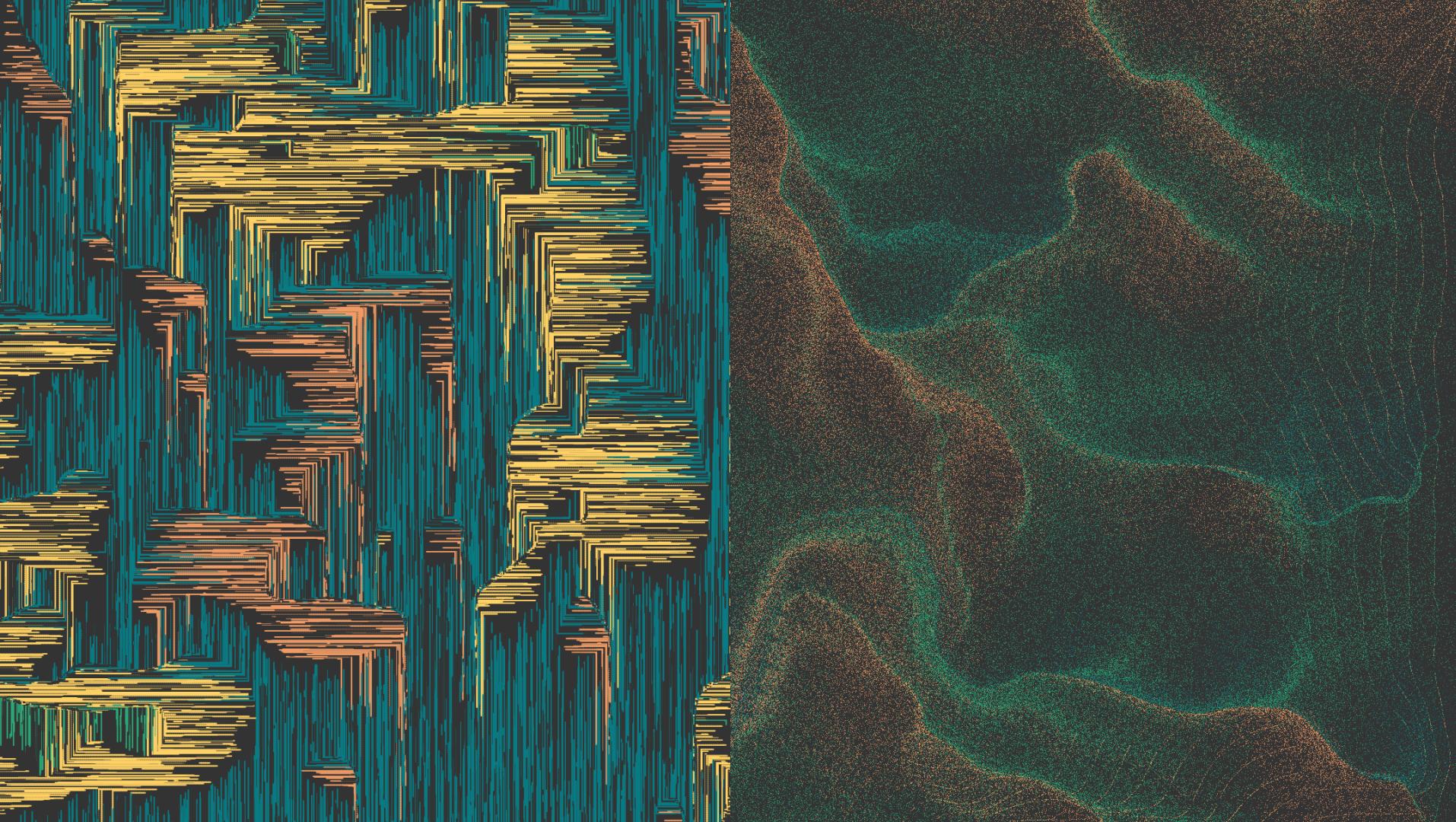




Perlinstøy på «flow field»  
perlin.js







# La oss komme i gang!

1. Gå inn på <https://github.com/plusk/generative-processing> og hent ned repoet
2. Gå inn i mappen
3. npm install
4. npm start
5. Gå inn på <http://localhost:3000/>
6. Selve koden finner du i workshop/-mappen
7. Endre hvilken fil du peker på i index.html
8. Lek i vei, og spør hvis dere lurer på noe!