SESSION ELEVEN
NOVEMBER 7, 2023

P5

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AGENDA

1. DIGITAL POETICS

2. P5 JS

3. TOGETHER

4. SEPARATE

5. HOMEWORK
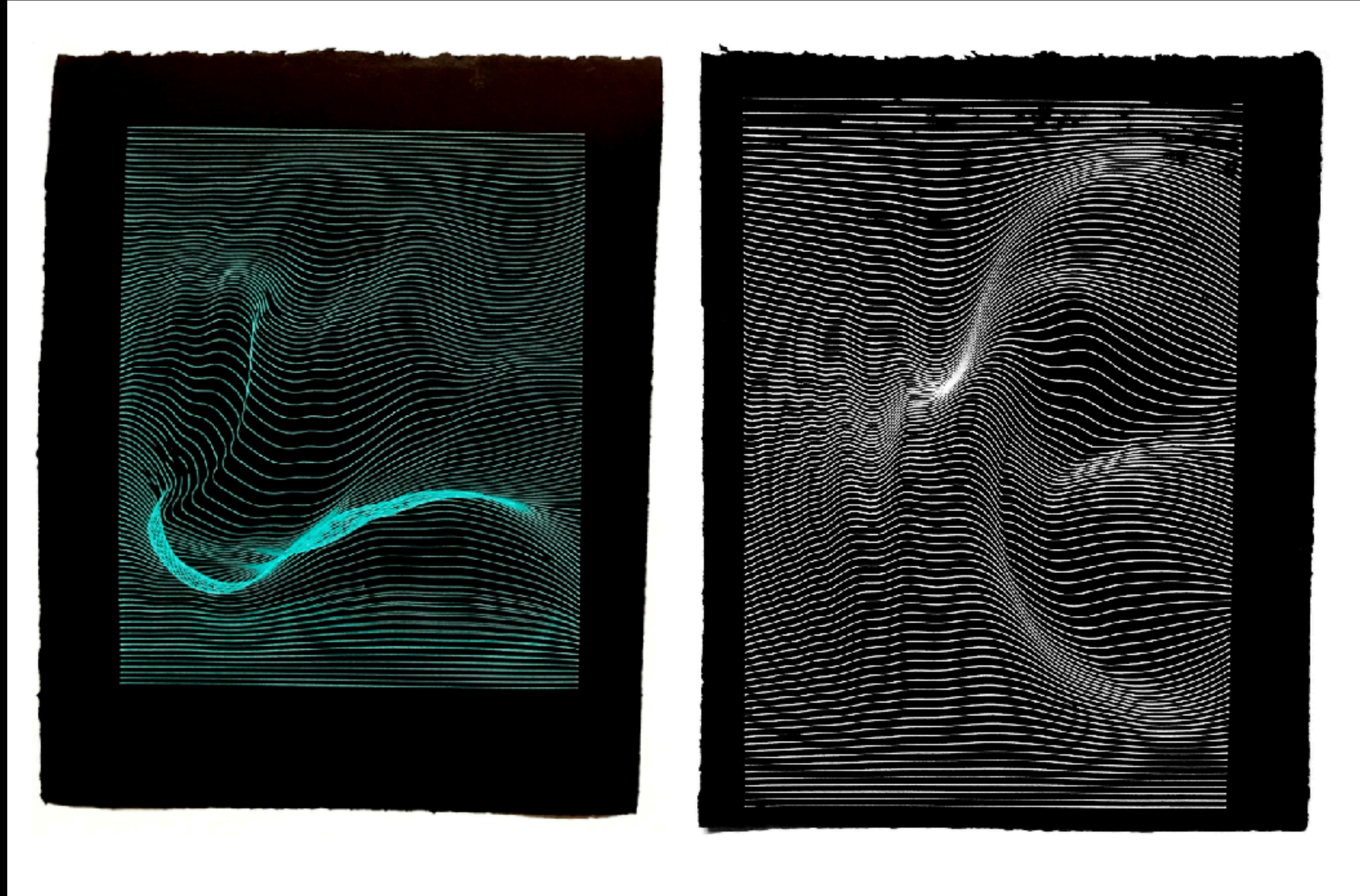
DIGITAL POETICS

Let's discuss.

P5.JS

p5 is a JavaScript library that's meant to allow artists/designers/whomever to access coding and 'sketch' on the web.
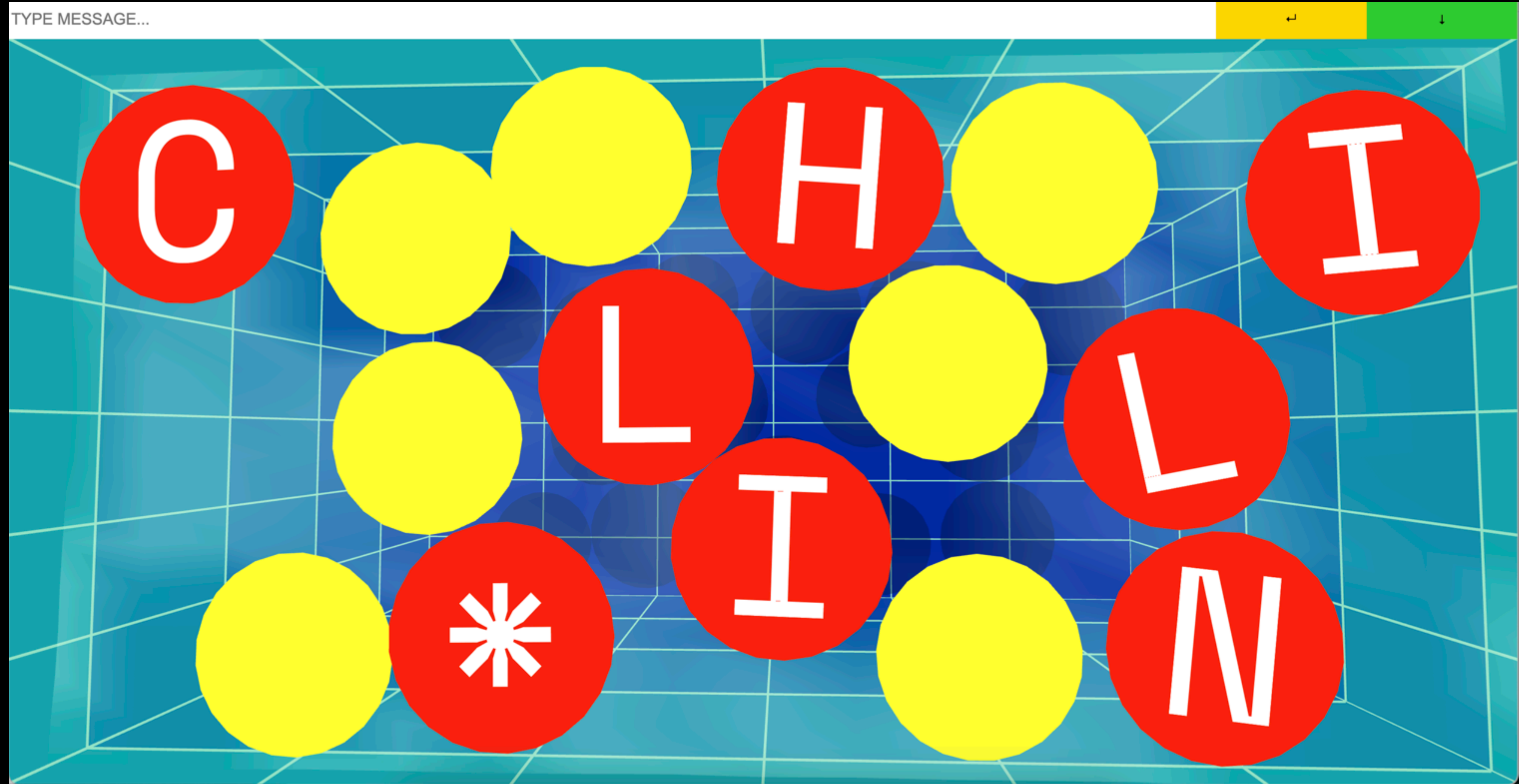
P5.JS

It can draw in 2D and 3D (WebGL), but we'll be focusing on 2D today.
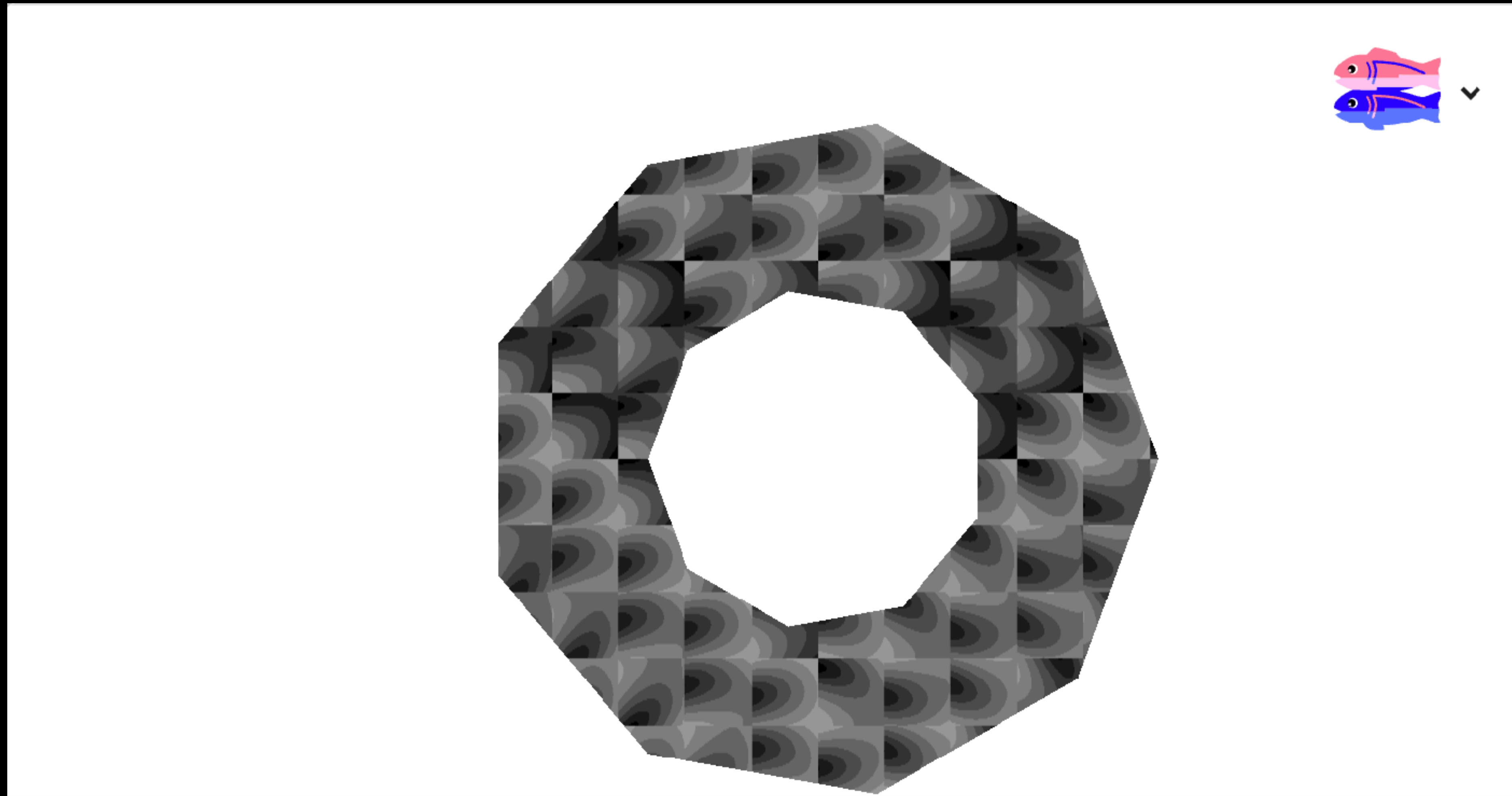
PROJECTS MADE WITH P5

Plotter Drawings by Roni Cantor

PROJECTS MADE WITH P5
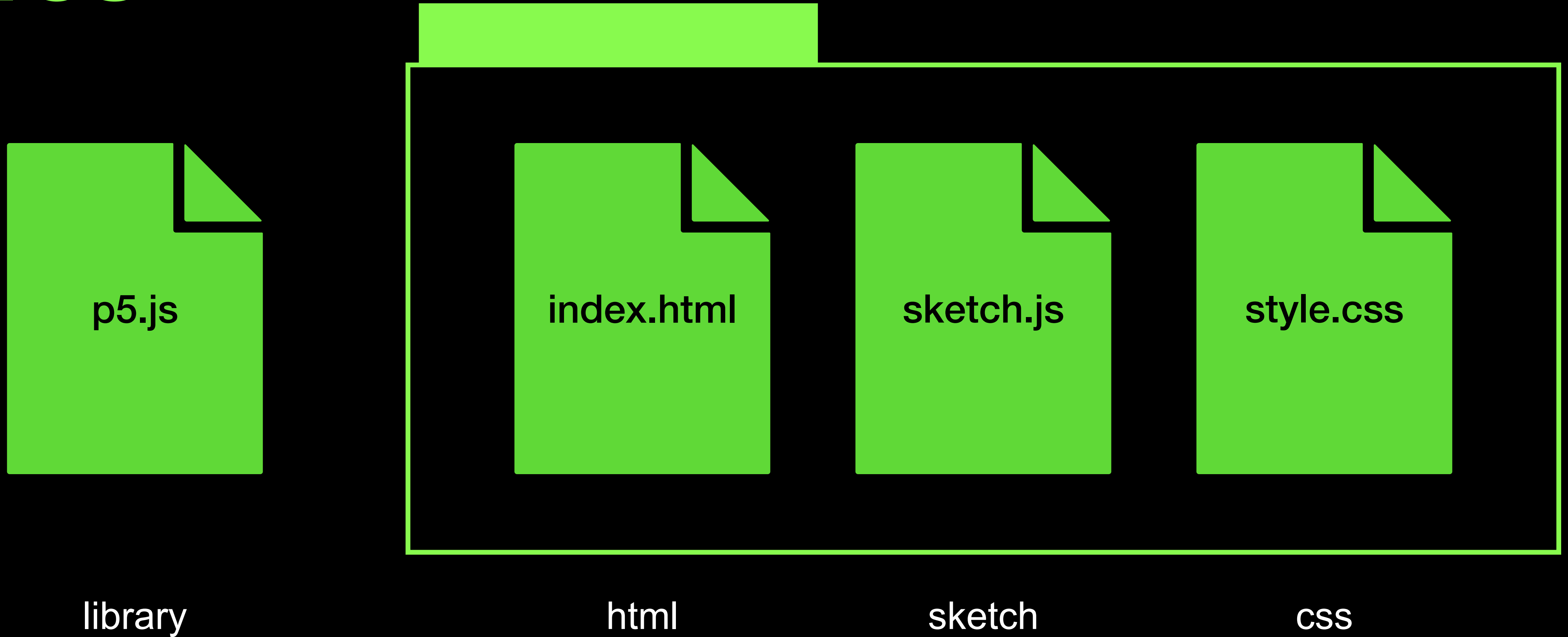

Chillin' by Dae In Chung

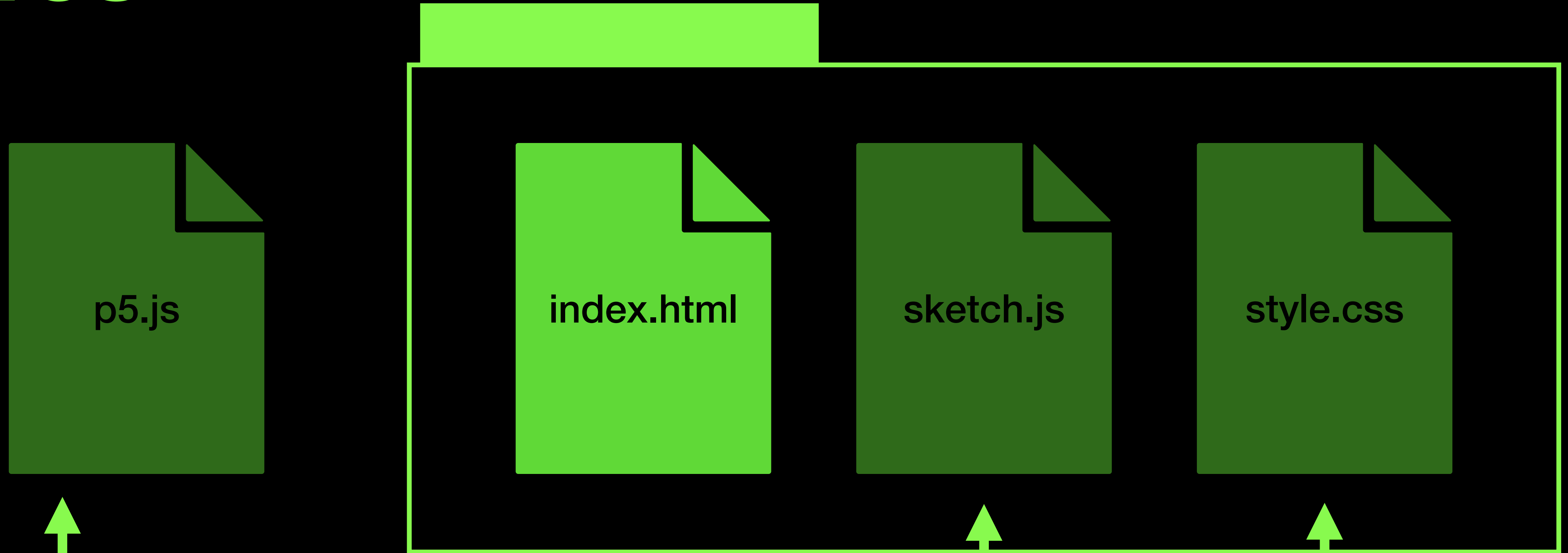# PROJECTS MADE WITH P5

Shaders by Casey Conchinha & Louise Lessél

P5.JS

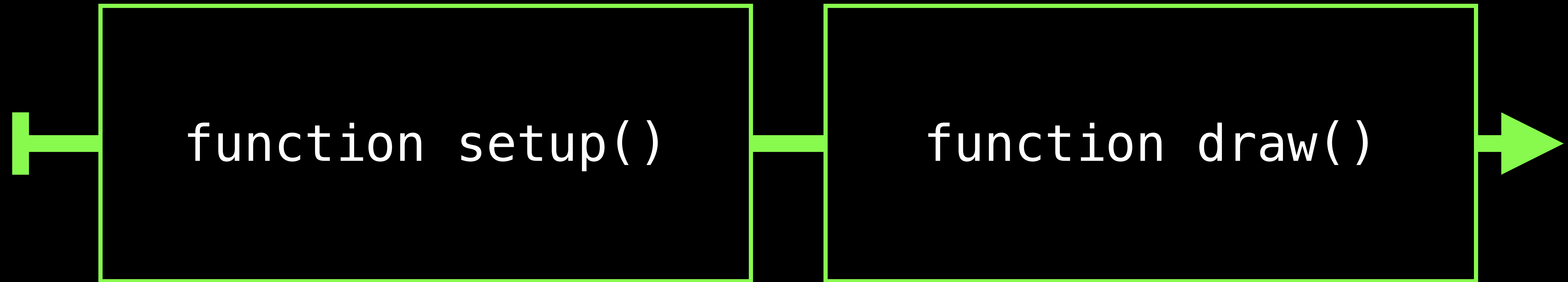If you want to embed a p5 sketch in your website: Download p5.js complete
https://p5js.org/download/

P5.JS

library · html · sketch · css

p5.js · index.html · sketch.js · style.css

P5.JS

p5.js	index.html	sketch.js	style.css

```
<script src="../p5.min.js"></script>
<script src="sketch.js"></script>
<link rel="stylesheet" src="style.css">
```

A P5 SCRIPT

```
function setup()          function draw()
```
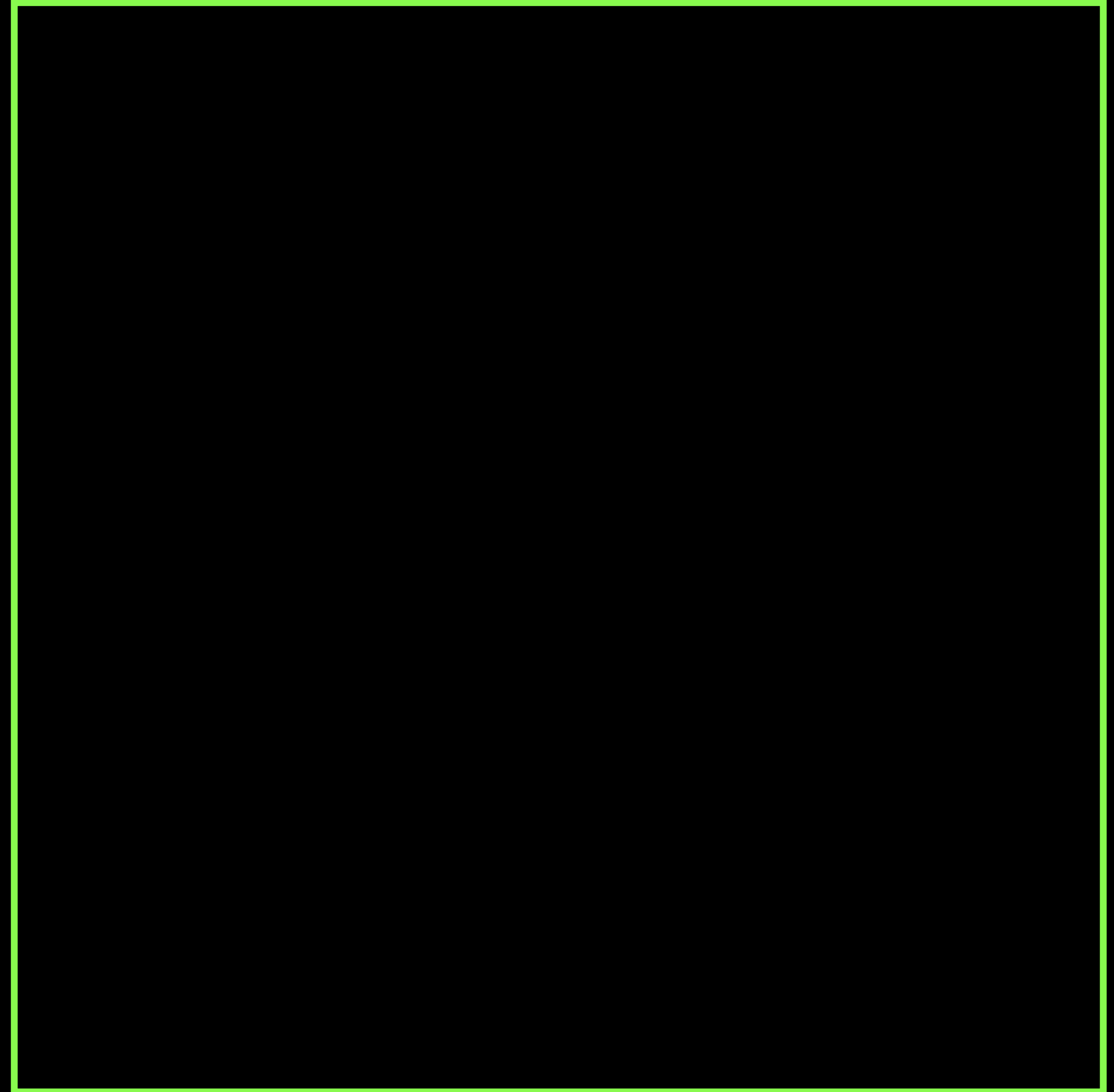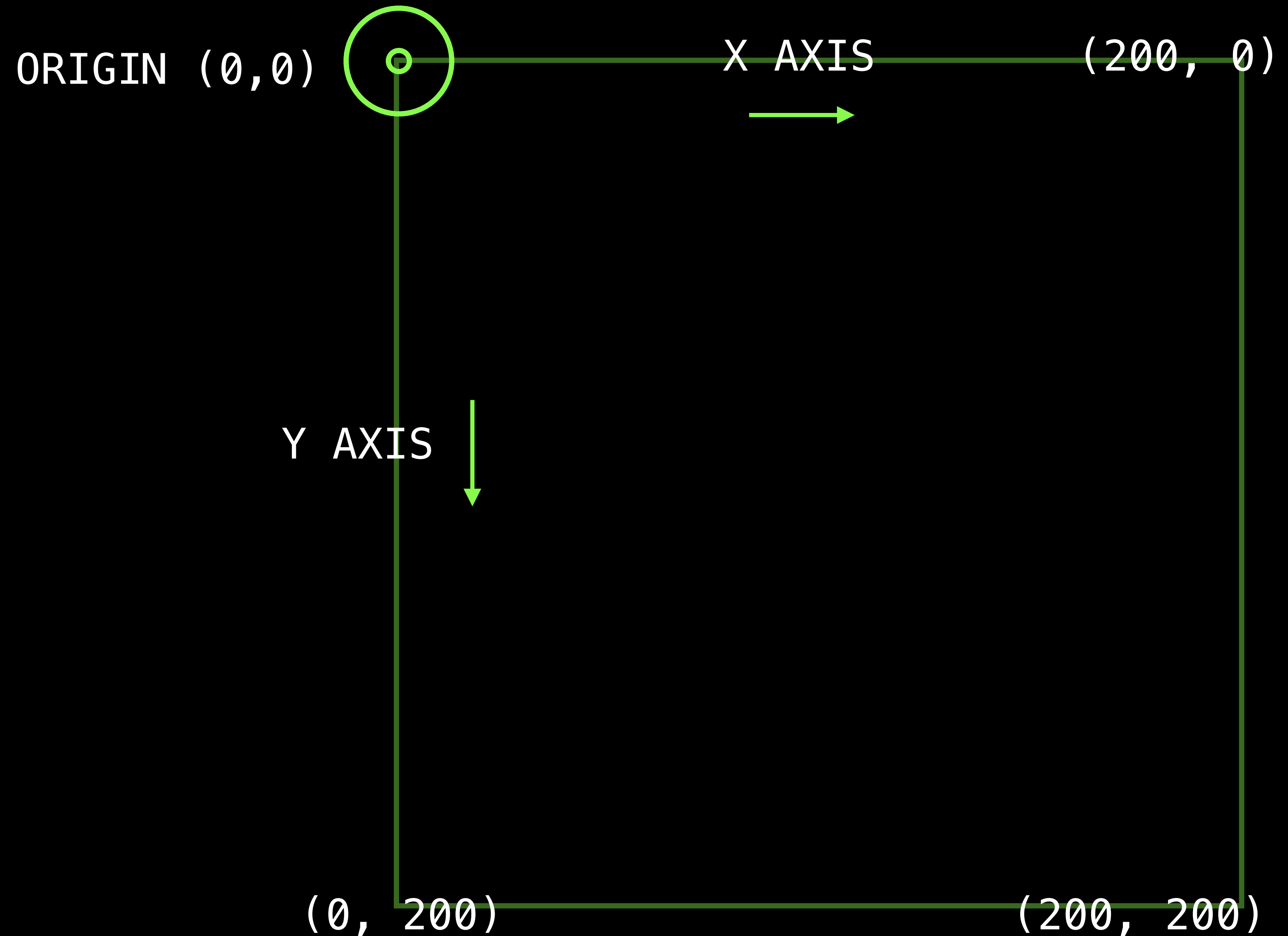
THE CANVAS

```
function setup() {
  createCanvas(200, 200);
}

function draw(){

}
```

THE CANVAS
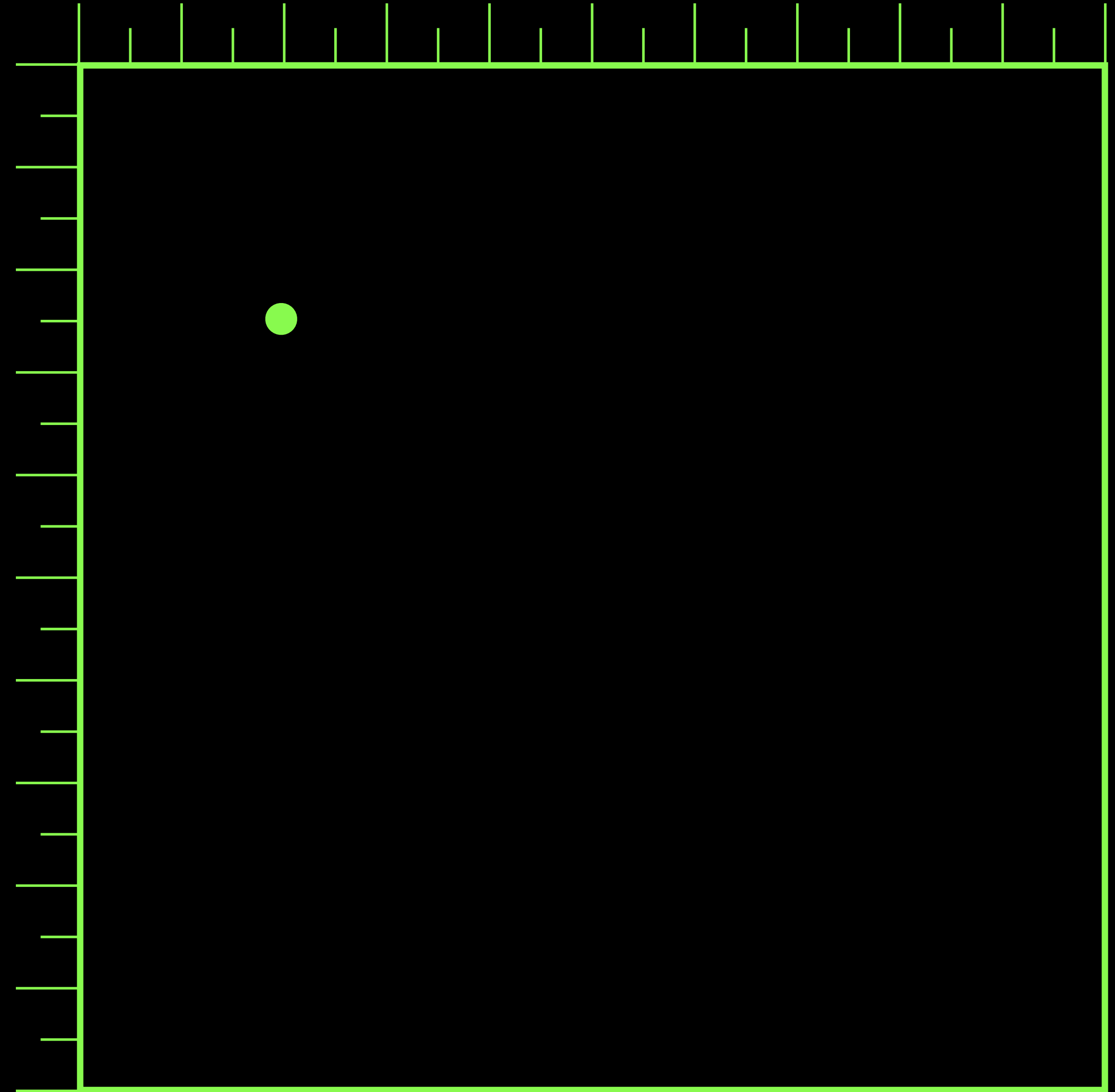
```
function setup() {
  createCanvas(200, 200);
}

function draw(){

}
```

ORIGIN (0,0)   X AXIS   (200, 0)

Y AXIS

(0, 200)   (200, 200)

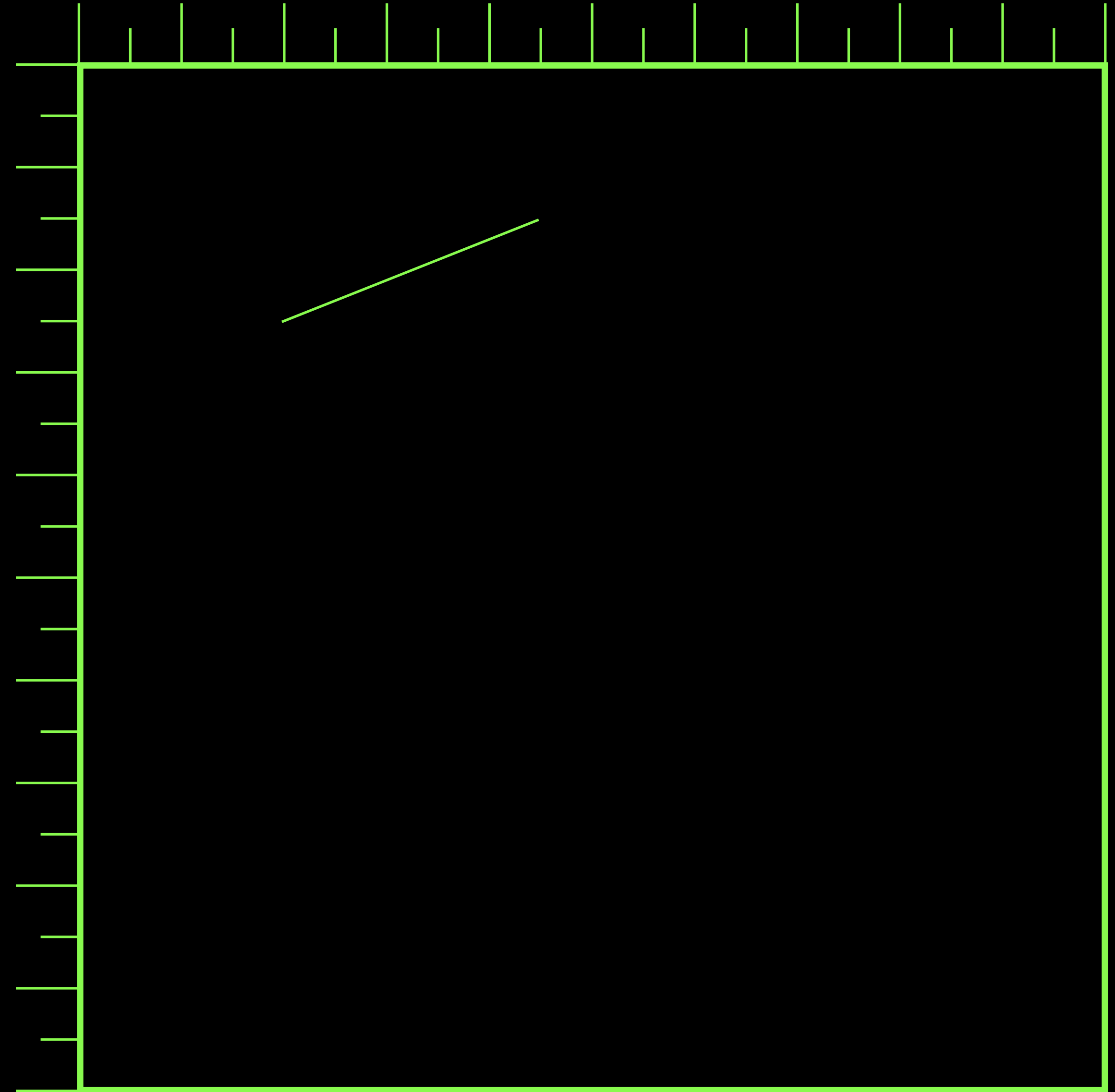# POINT

```
function setup() {
  createCanvas(200, 200);
}

function draw(){
  point(40, 50);
}
```
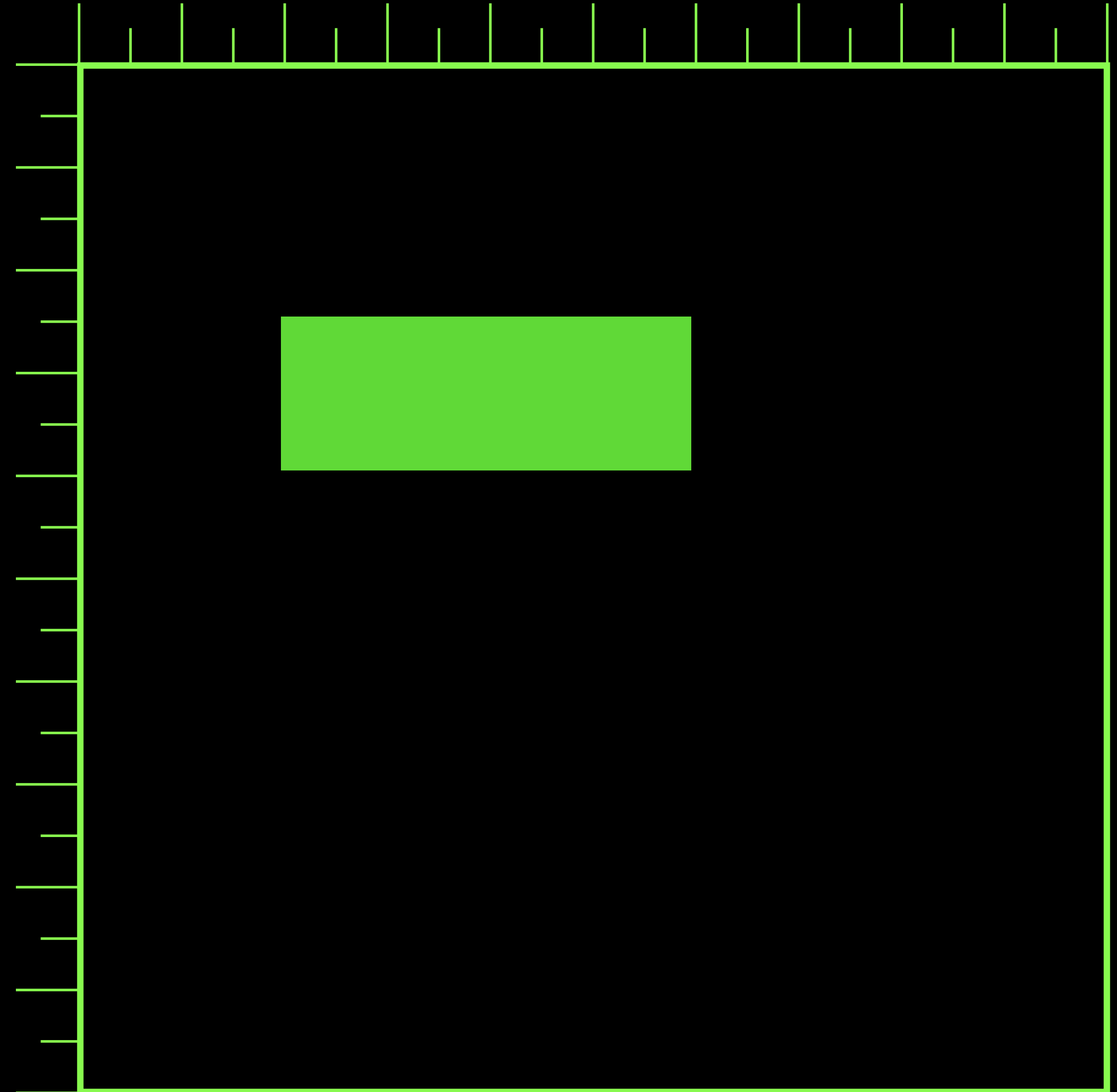
LINE

```
function setup() {
  createCanvas(200, 200);
}


function draw(){
  line(40, 50, 90, 30);
  //(x1, y1, x2, y2)
}
```
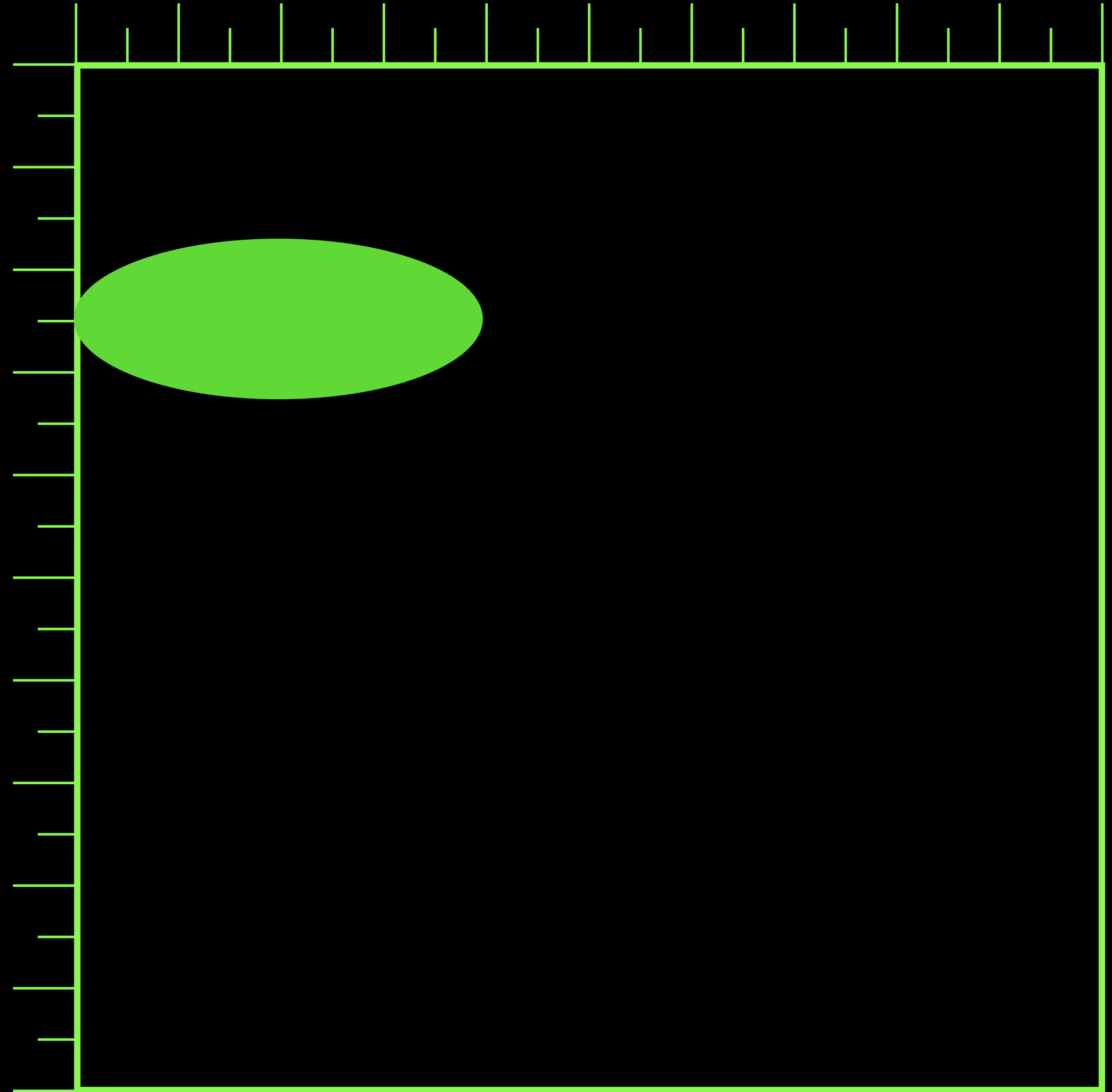
RECTANGLE

```
function setup() {
  createCanvas(200, 200);
  //rectMode(CORNERS)
  //rectMode(CENTER)

}

function draw(){
  rect(40, 50, 90, 30); //(x, y, w, h)
}
```
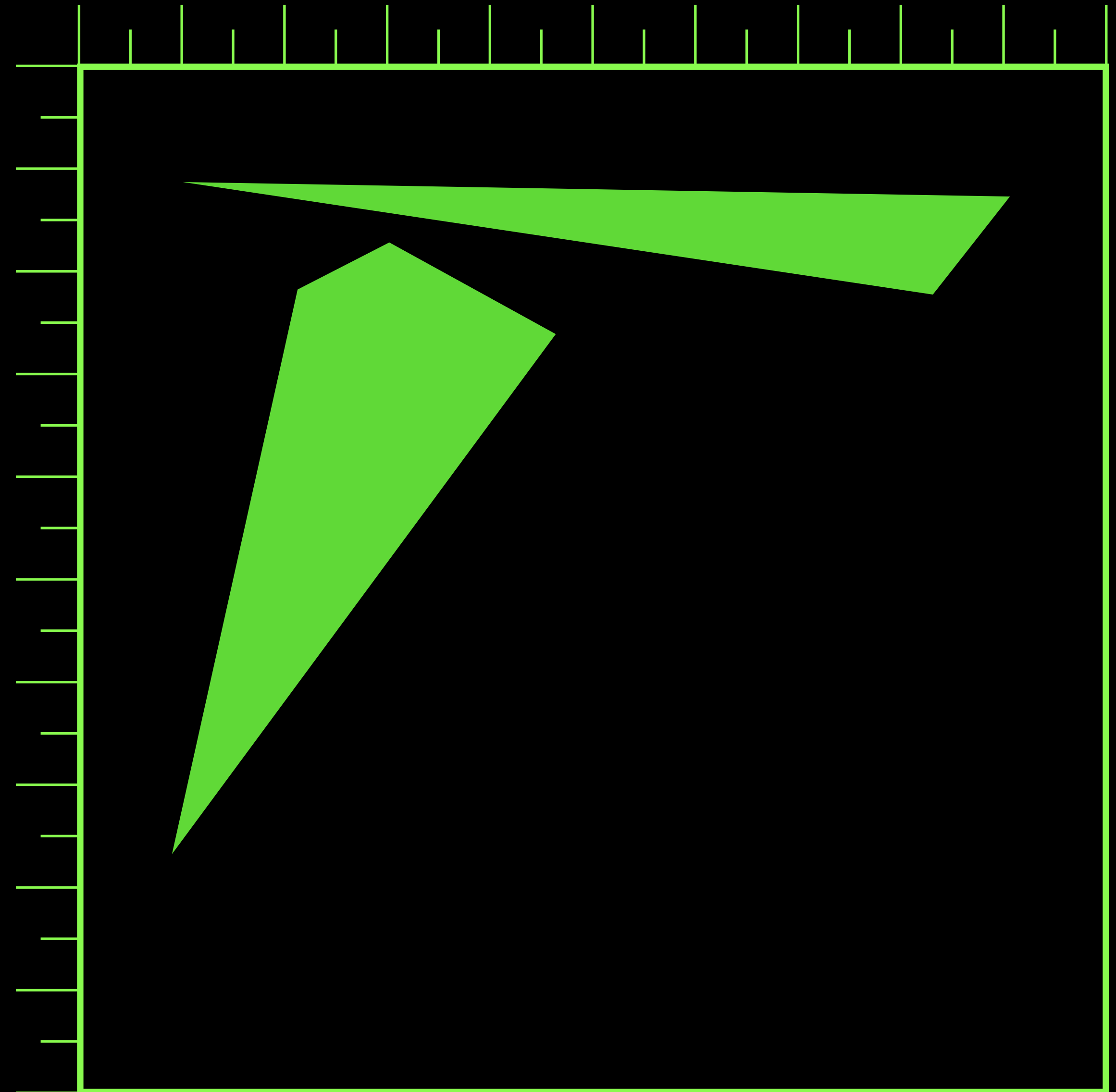
ELLIPSE

```
function setup() {
  createCanvas(200, 200);
  //default is CENTER


}

function draw(){
  ellipse(40, 50, 90, 30); //(x, y, w, h)
}
```
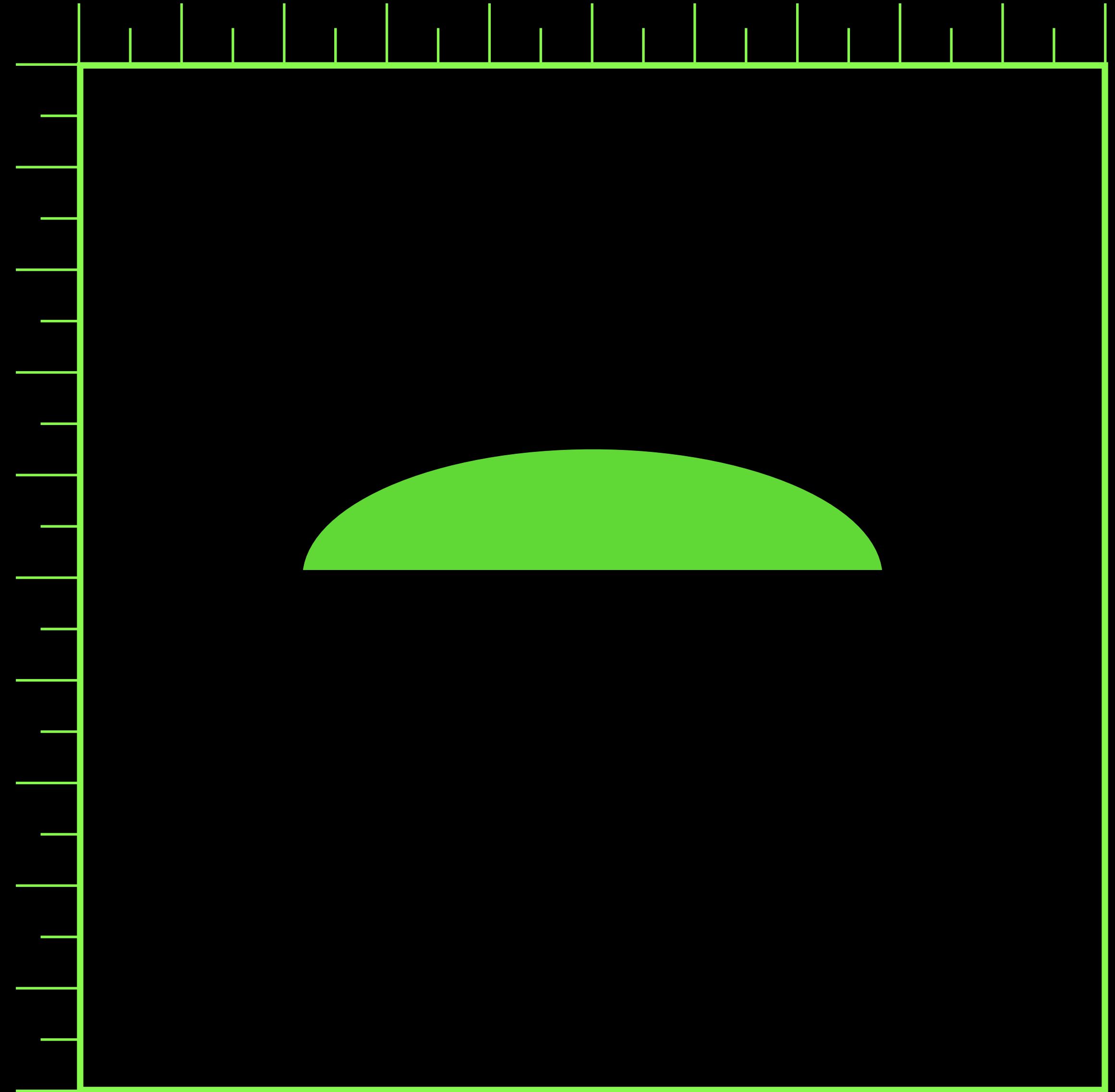
TRIANGLE, QUAD

```
function setup() {
  createCanvas(200, 200);

}

function draw(){
  triangle(20, 20, 180, 20, 170, 40);
  quad(40, 40, 60, 30, 90, 50, 20, 150)
  }
```
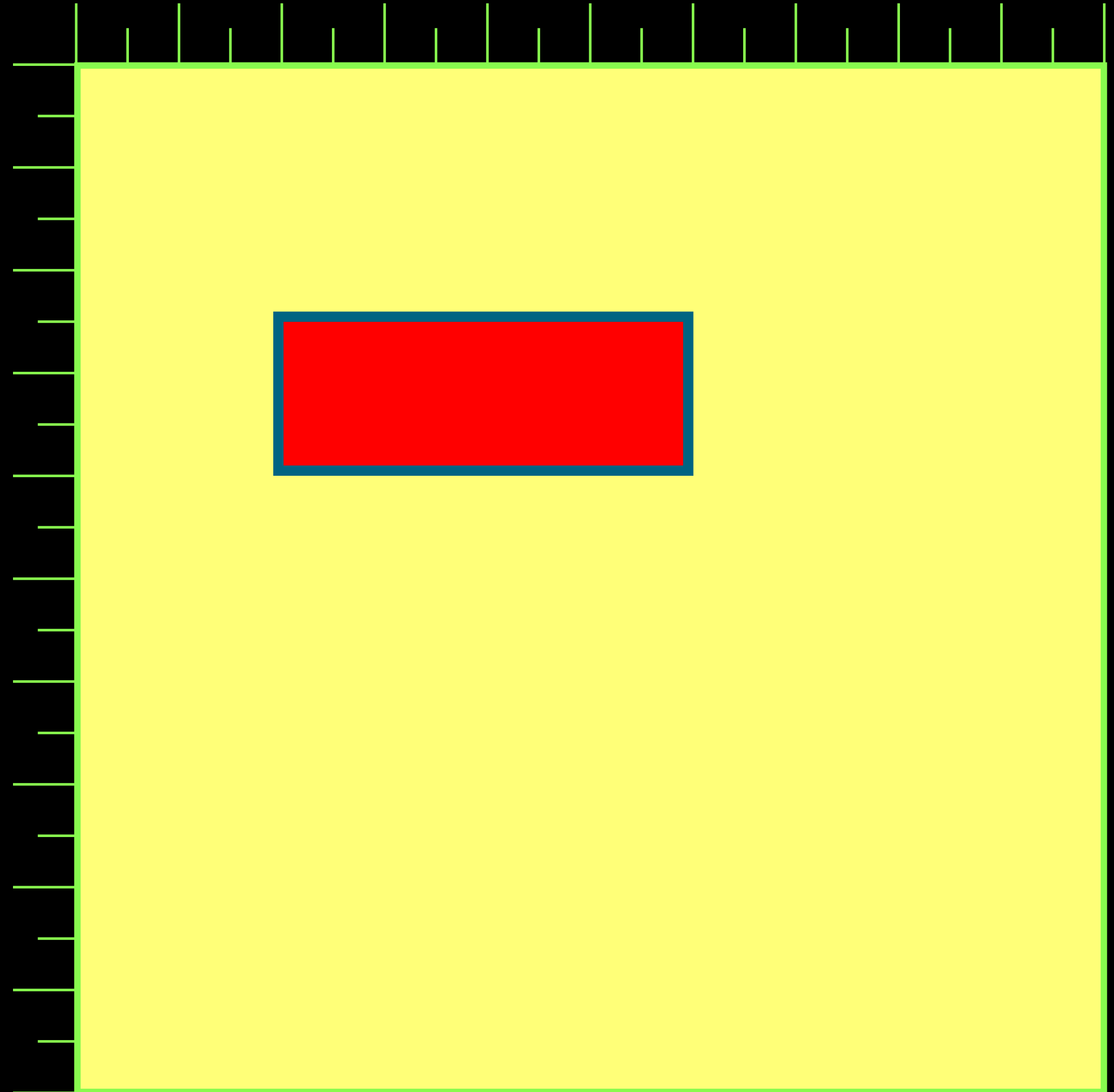
ARC

```
function setup() {
  createCanvas(200, 200);

}

function draw(){
  arc(100, 100, 100, 50, PI, TWO_PI);
  //(x, y, w, h, start, stop,
  mode optional)
  //modes: CHORD, PIE, OPEN
  }
```

COLOR

```
function setup() {
  createCanvas(200, 200);
  //rectMode(CORNERS)
  //rectMode(CENTER)

}

function draw(){
  background(255, 255, 120);
  rect(40, 50, 90, 30);
  stroke(0, 100, 130);
  fill(255, 0, 0);
}
```
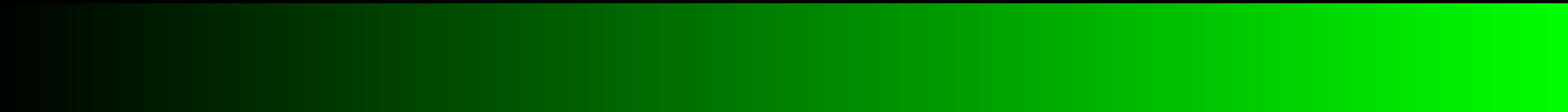
COLOR MODE

```
colorMode(RGB, 100);
//colorMode(mode, max1, max2, max3, maxA)
//RGB, HSB, HSL
```
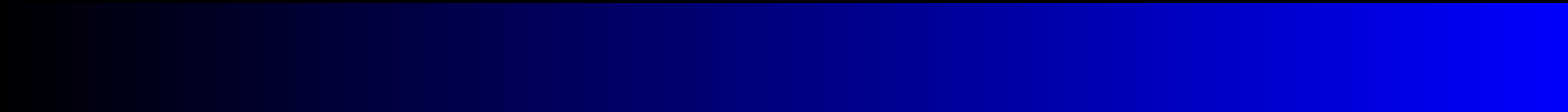
R

G

B

0   50   100

P5.JS

We're going to code in the browser, for ease of set up and rendering: https://editor.p5js.org/

BREAK (10 min)

HOMEWORK

1.   HC 9

SESSION ELEVEN   # THANK YOU
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