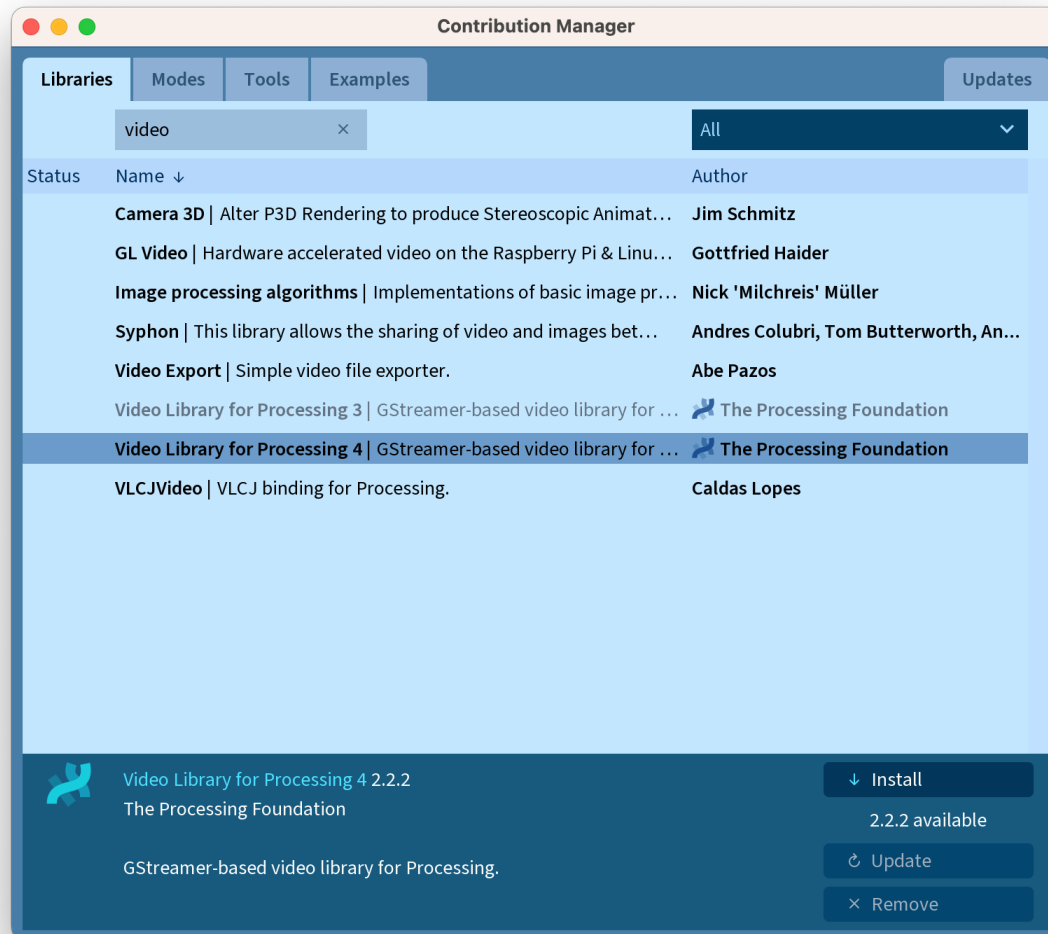


# Creative Coding 2023

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Course website: <https://openprocessing.org/class/83620>

# Install video library



Sketch > Import Library > Manage Libraries >  
Video Library for Processing

# The Movie class

```
// At the top:  
import processing.video.*;  
Movie myMovie;  
  
// in setup:  
void setup(){  
    myMovie = new Movie(this, "bug.mp4");  
    myMovie.play();  
}
```

# Play a video

```
// in draw()
if (myMovie.available() == true) {
    myMovie.read();
}
image(myMovie, 0, 0, width, height);
```

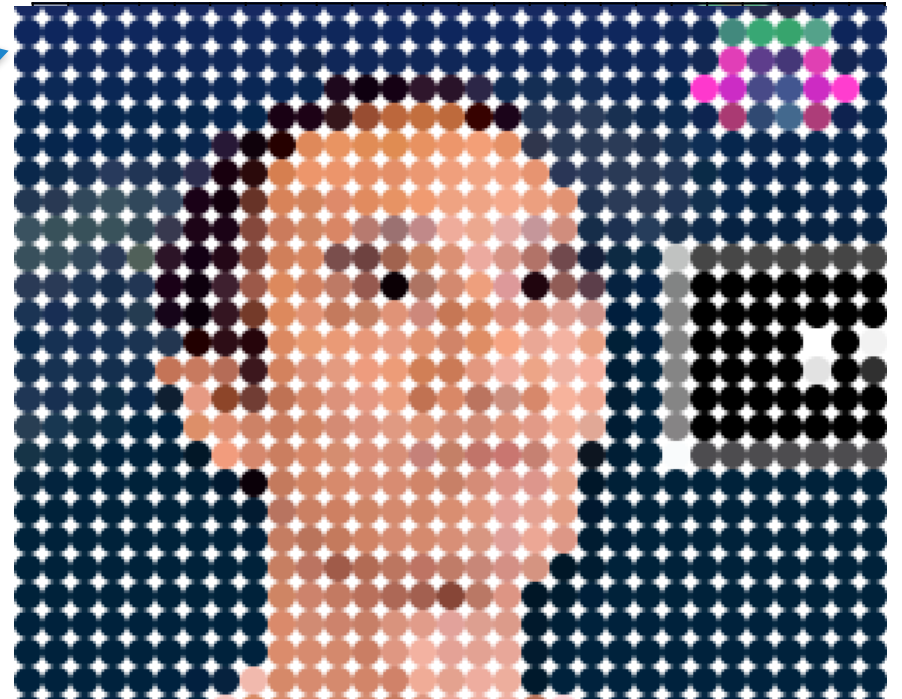
```
// or use movieEvent:
void movieEvent(Movie m) {
    myMovie.read();
}
```

# Video pixelation

```
// At the top:
int blockSize = 10;
int numPixelsWide, numPixelsHigh;

// in setup:
numPixelsWide = width / blockSize;
numPixelsHigh = height / blockSize;

// in draw:
for (int j = 0; j < numPixelsHigh; j++) {
  for (int i = 0; i < numPixelsWide; i++) {
    color col = mov.pixels[i*blockSize+j*blockSize*mov.width];
    fill(col);
    ellipse(i*blockSize, j*blockSize, blockSize, blockSize);
  }
}
```



Examples: pixelation

# Video capturing

```
// At the top:
import processing.video.*;
Capture video;

// in setup:
video = new Capture(this, width, height);
video.start();

// in draw:
if (video.available()) {
    video.read();
    image(video, 0, 0, width, height);
}
```

# Recap

- ❑ The Movie class
  - ❑ Play a video
  - ❑ Speed control
  - ❑ Video pixelation
- ❑ Video capturing
  - ❑ Distorting mirror