

# Computational Prototyping - Task 1

## Drawing Program

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It goes without saying that I really struggled with this task. I'm finding programming and using processing harder than I thought it would be.

I wanted to create a program with some of the features I have come to love in my favourite sketching program, Autodesk Sketchbook Pro.

I've attempted to create 3 tools and a colour wheel for the user to sketch with. Additionally, I've tried to include a brush size changing function but I was not able to workout how to stop it from drawing while changing the brush size. I also tried to add an brush opacity changing function but was not able to get it to work for the final version.

I created 2 classes in my processing code. One for the GUI and 1 for the 'tool' functions.

This program was created using help from the processing reference guide supplied with the software and various youtube videos from Daniel Shiffman's channel, 'The Coding Train'.

