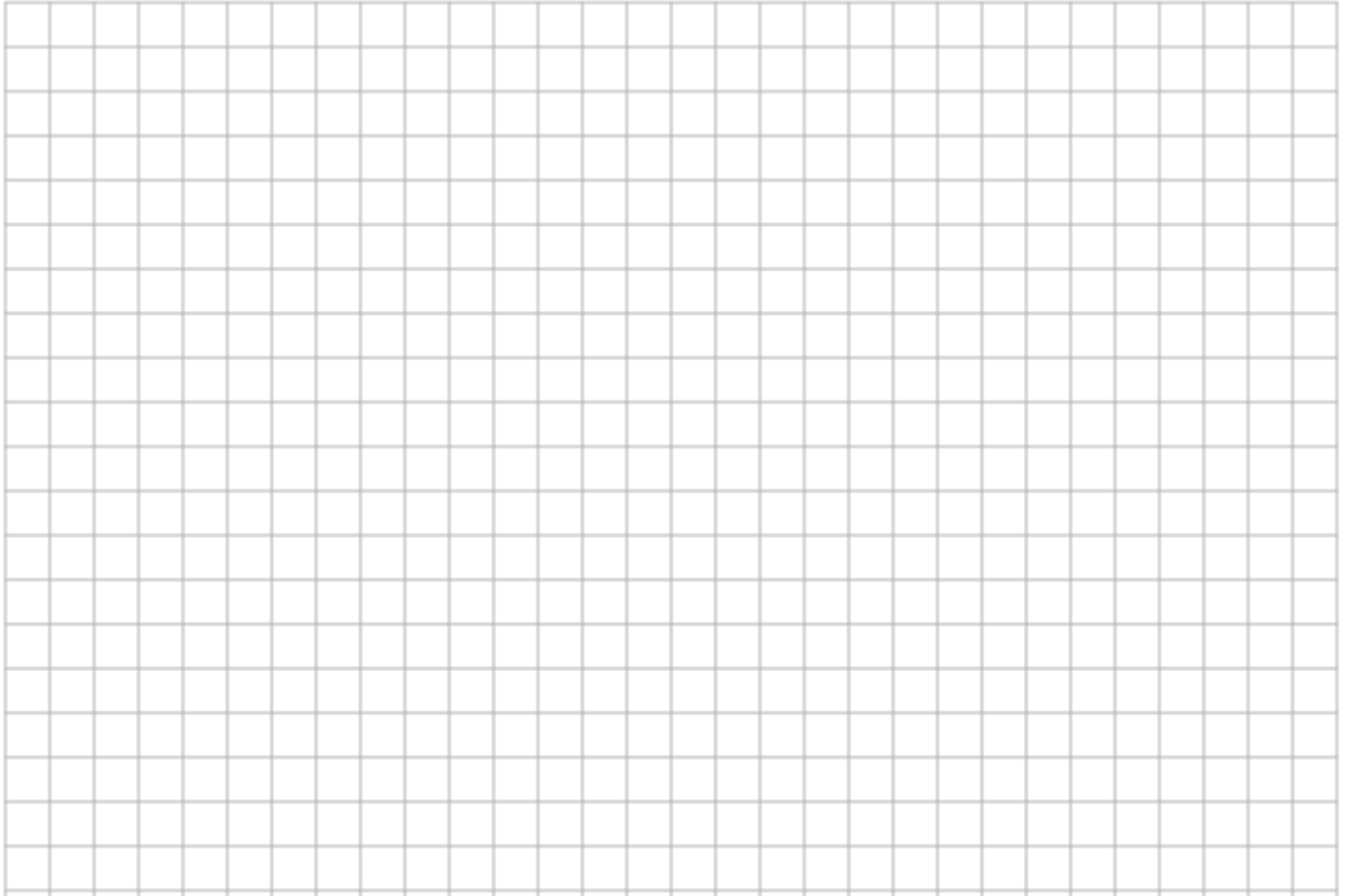


## Introduction to Processing Handout

In the space below draw a picture using the prompt provided by your teacher.

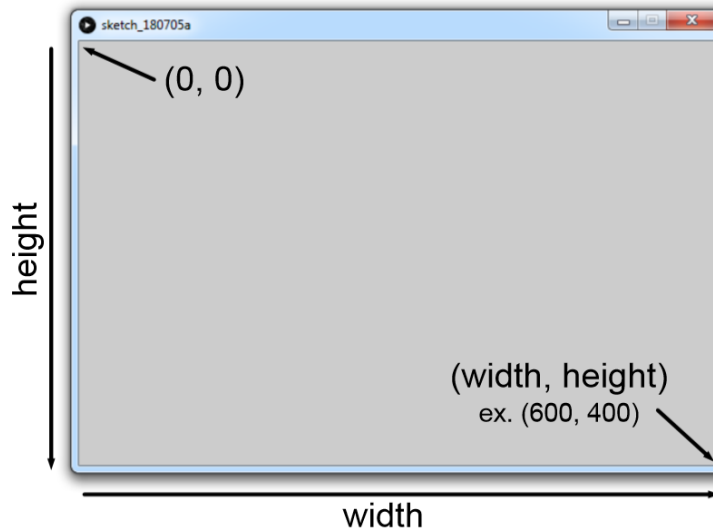


Your task will be to re-create your picture using Processing. To do this, you will need the following:

1. Your picture
2. The Processing IDE on your computer
3. The Processing Reference found here: <https://processing.org/reference/>

**Step 1:** If you use the grid on the other side of this paper, set the `size` of your display window to be 600 pixels by 400 pixels. This will mean that each line on your grid represents 20 pixels.

**Step 2:** Provide a bit more information on your paper image. Label key points on the grid. It is important to note that in Processing the coordinate (0, 0) is located in the top left corner. You may want to label every line to know where you are in the screen. You also may want to label key points on your image.



**Step 3:** Make your image! You will need to read the reference guide but keep in mind most of the functions you need will be in the “2D Primitives” and “Setting” sections.

Reference. Processing was designed to be a flexible software sketchbook.		
Structure	Shape	Color
<code>()</code> (parentheses) <code>,</code> (comma) <code>.</code> (dot) <code>/**/</code> (multiline comment) <code>/**/</code> (doc comment) <code>//</code> (comment) <code>;</code> (semicolon) <code>=</code> (assign) <code>[]</code> (array access) <code>{}</code> (curly braces) <code>catch</code> <code>class</code> <code>draw()</code>	<code>createShape()</code> <code>loadShape()</code> <code>PShape</code>  2D Primitives <code>arc()</code> <code>ellipse()</code> <code>line()</code> <code>point()</code> <code>quad()</code> <code>rect()</code> <code>triangle()</code>	Setting <code>background()</code> <code>clear()</code> <code>colorMode()</code> <code>fill()</code> <code>noFill()</code> <code>noStroke()</code> <code>stroke()</code>  Creating & Reading <code>alpha()</code> <code>blue()</code> <code>...</code>