Animating your Drawings

Basics of Animation

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Topics list

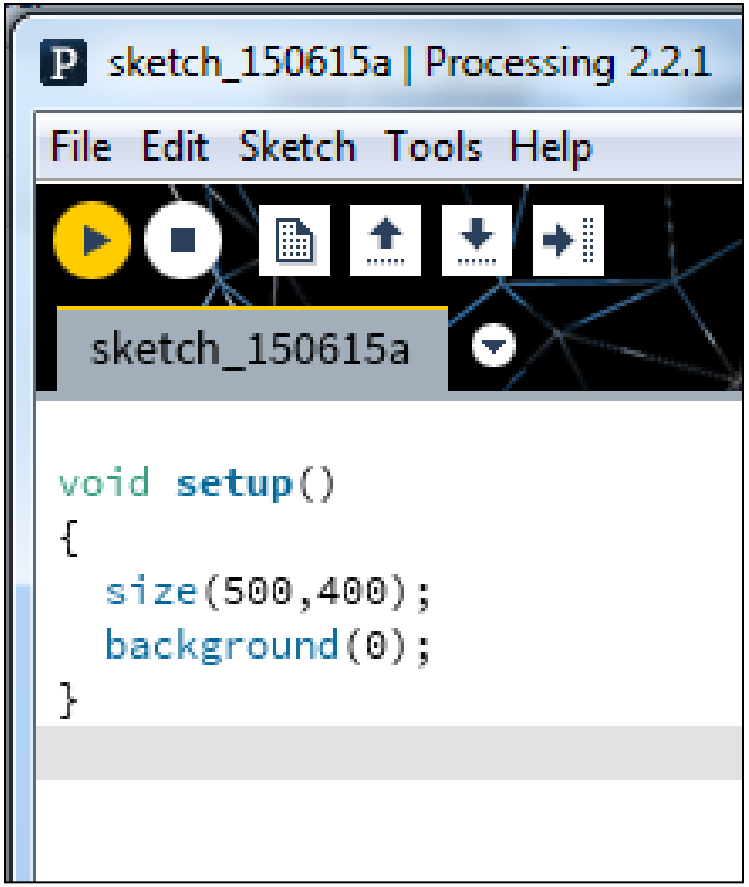
- The setup() function.
- The draw() function.
- System Variables in Processing.

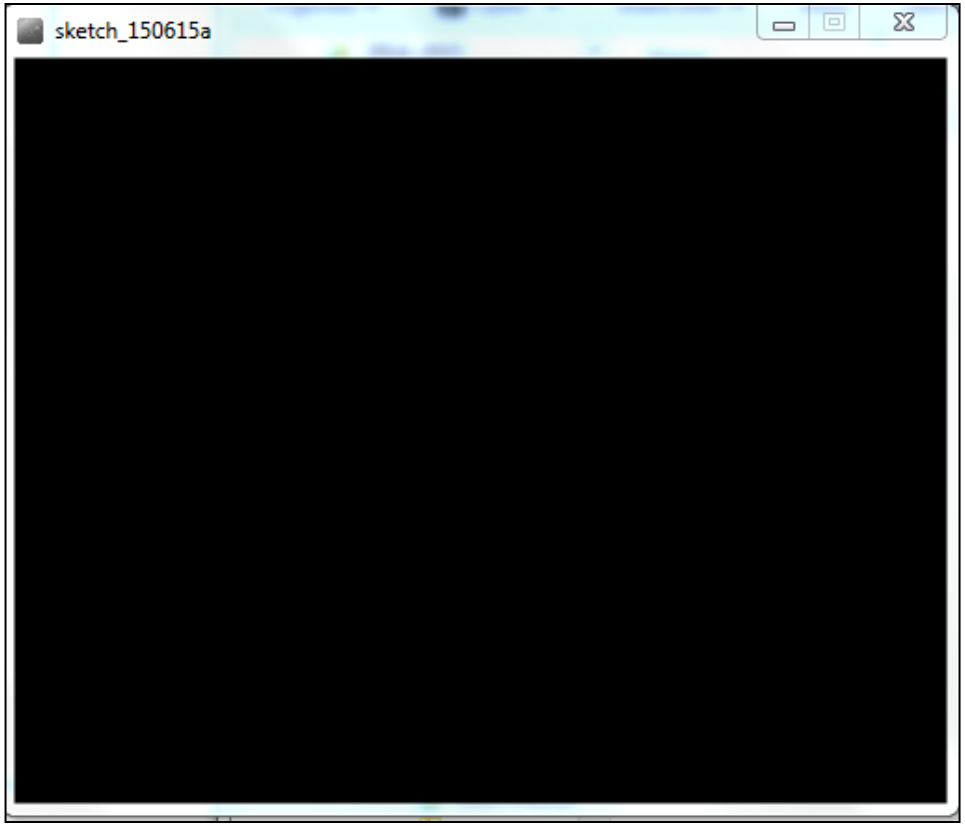
void setup()

- setup() is called once when the program starts and should not be called again.
- setup() can set the screen size and background colour.
- There can only be one setup() function for each sketch.

https://processing.org/reference/setup_.html

void setup()


sketch_150615a | Processing 2.2.1
File Edit Sketch Tools Help
sketch_150615a
void setup()
{
size(500,400);
background(0);
}


sketch_150615a

Topics list

- The setup() function.
- The draw() function.
- System Variables in Processing.

void draw()

- You should never call the draw() function.
- Processing automatically calls the draw() function straight after the setup() call.
- draw() continuously executes the code contained inside it.
- There can only be one draw() function for each sketch.

https://processing.org/reference/draw_.html

void draw()

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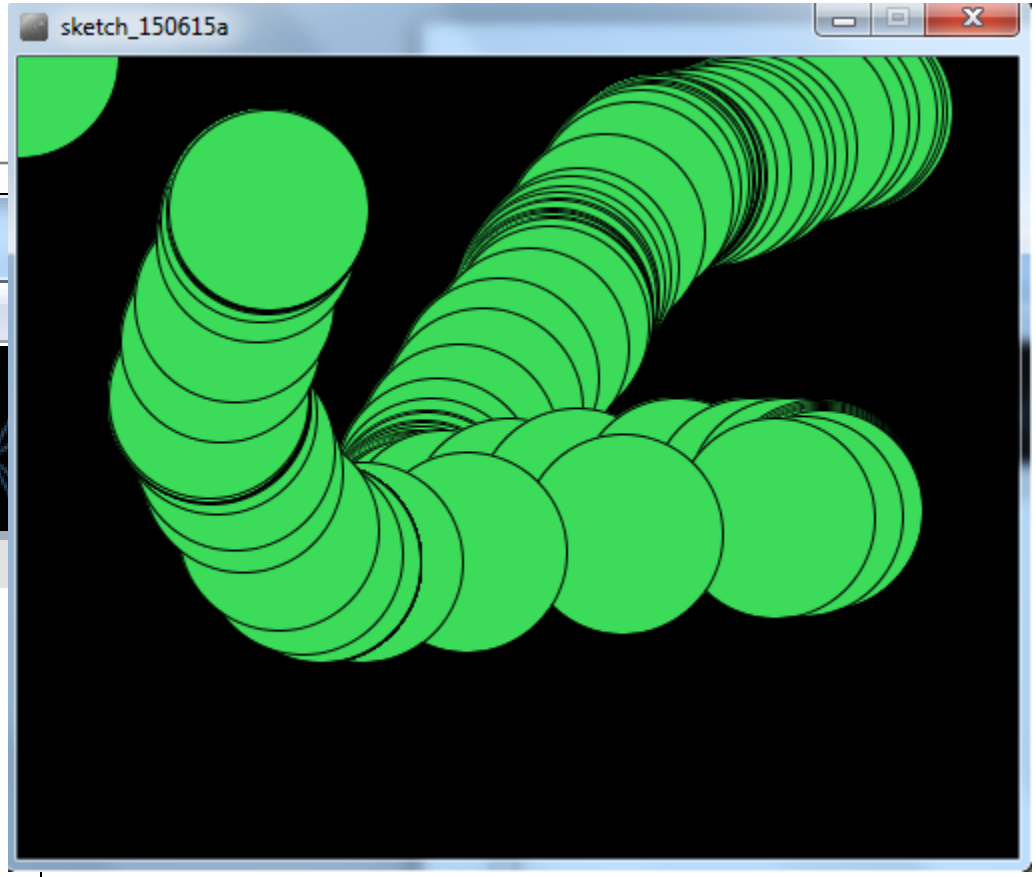
sketch_150615a

```
void setup()
{
  size(500,400);
  background(0);
}

void draw()
{
  stroke(0, 0, 0);
  fill(60, 220, 90);
  ellipse(mouseX, mouseY, 100, 100);
}
```



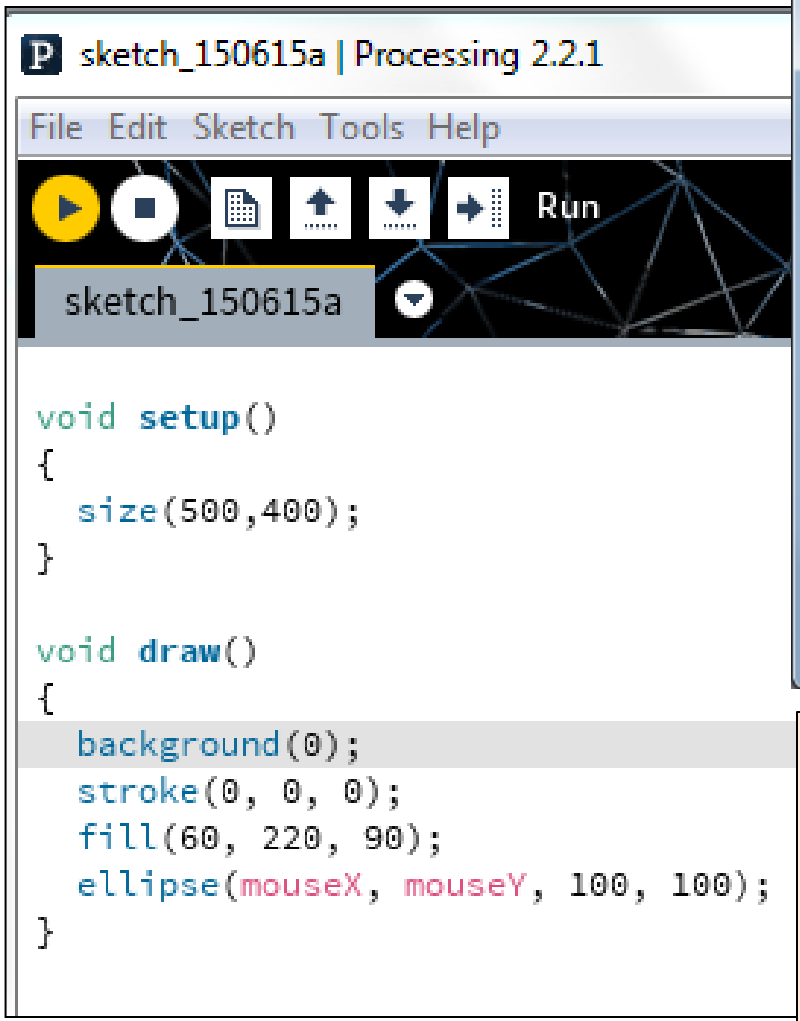
mouseX = x co-ordinate of mouse pointer

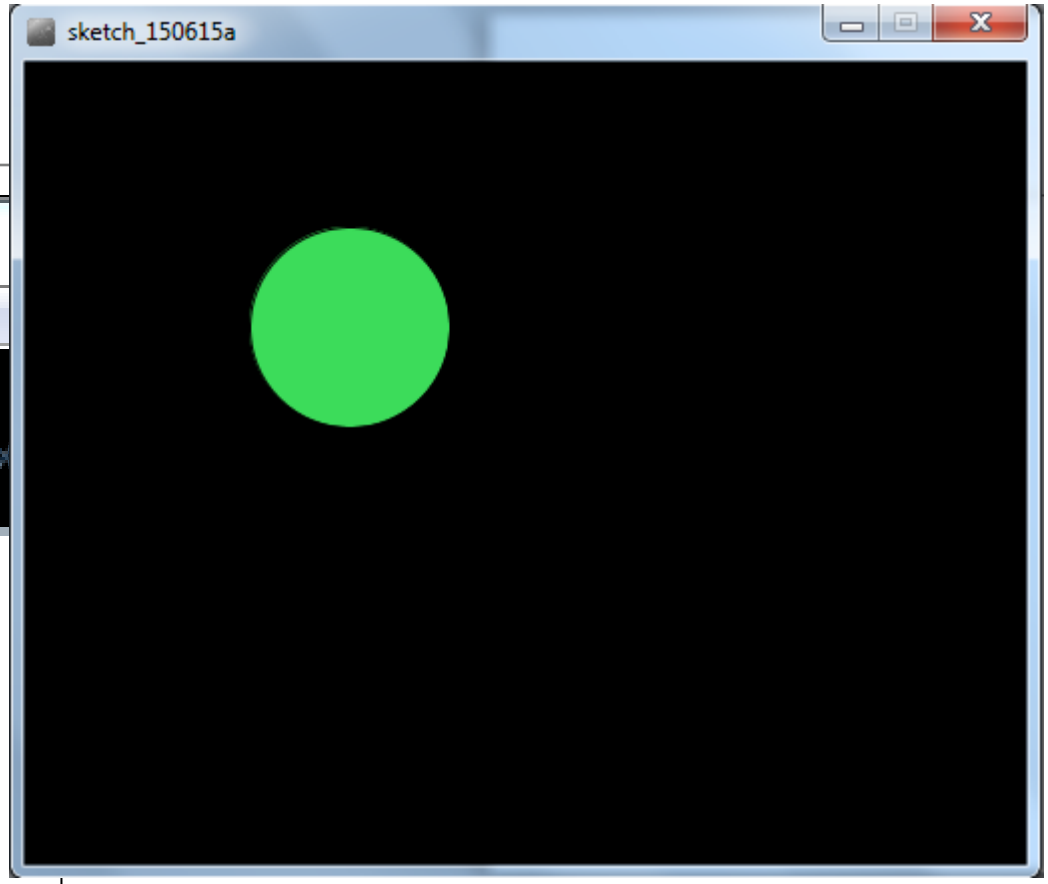
mouseY = y co-ordinate of mouse pointer

Q: Why many circles?

A: background(0) is in the setup function.

void draw()





mouseX = x co-ordinate of mouse pointer
mouseY = y co-ordinate of mouse pointer

Q. Why only one circle?
A. background(0) is in the draw function.

Topics list

- The setup() function.
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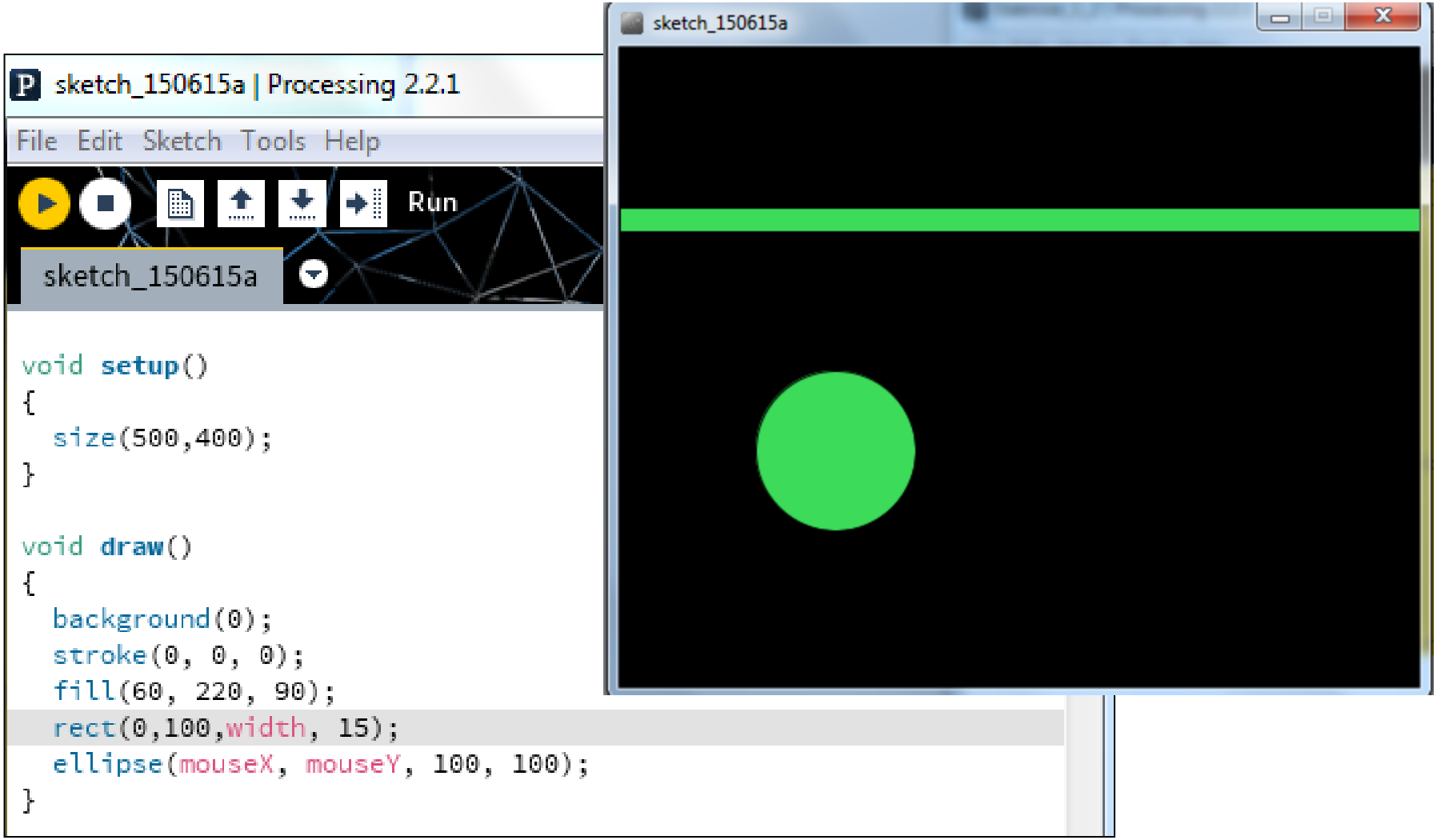
System Variables in Processing

Some examples of system variables in Processing:

mouseX	(x co-ordinate of the mouse pointer on the display window)
mouseY	(y co-ordinate of the mouse pointer on the display window)
width	(width of the display window)
height	(height of the display window)

We don't have to define/create these; we just use them.

System Variables in Processing



Questions?

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