

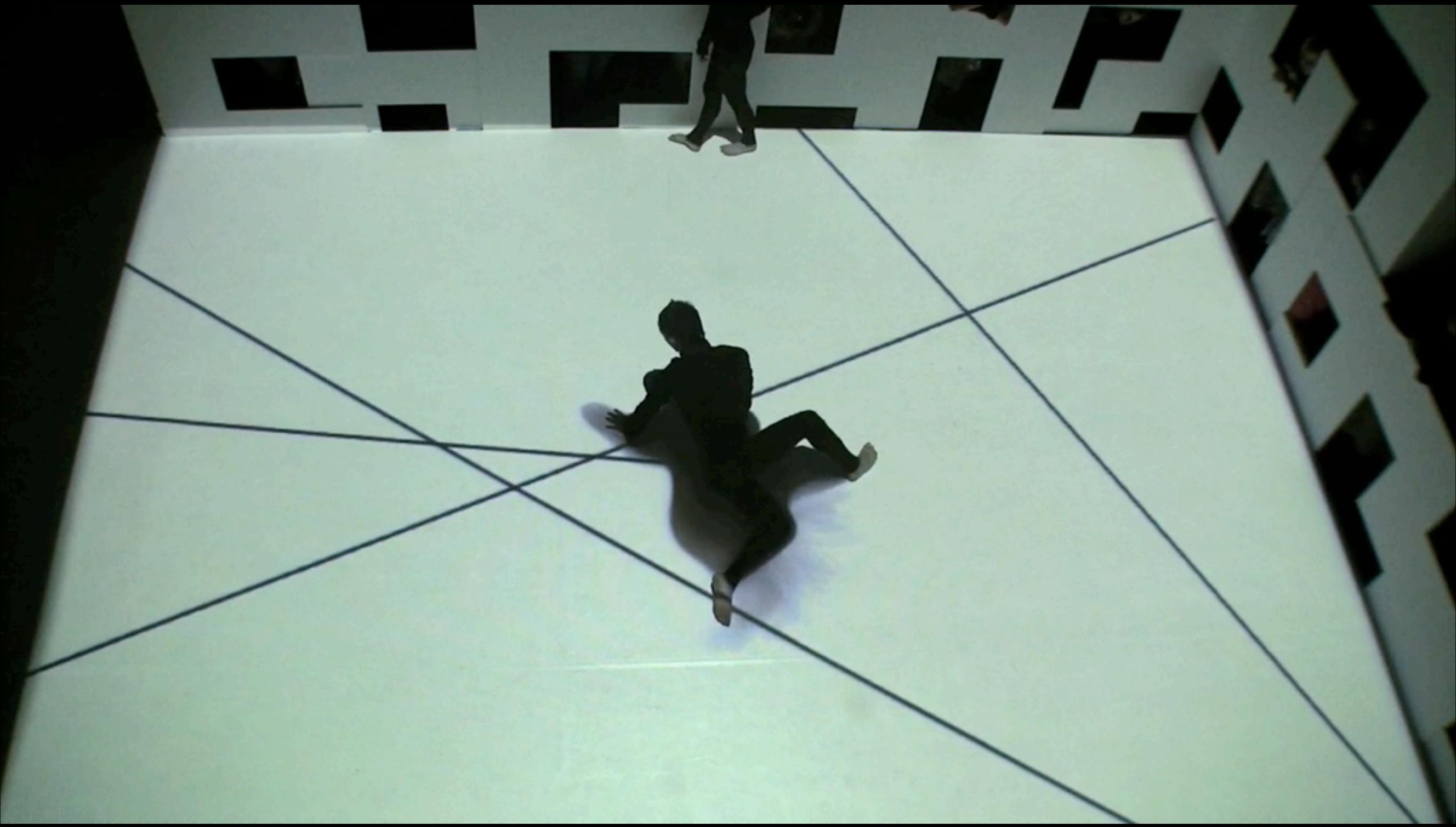
01/03/2017

LABORATÓRIO DE SOM E IMAGEM
2016/2017

INTRODUÇÃO À PROGRAMAÇÃO COM PROCESSING

RODRIGO CARVALHO

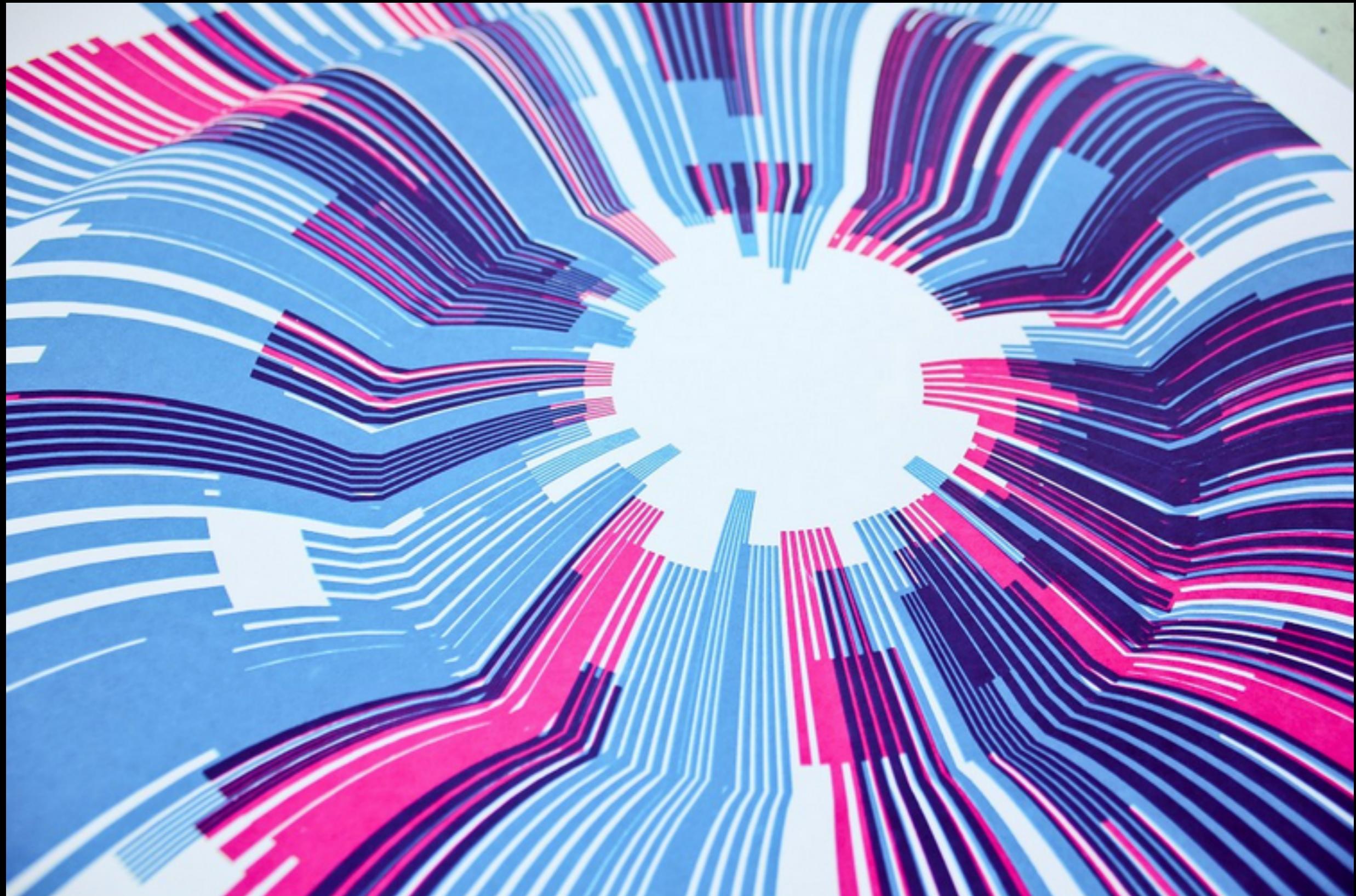
/GITHUB.COM/VISIOPHONE/LSI



BODY NAVIGATION
OLE KRISTENSEN / 2008



ARCS04
MARIUS WATZ / 2011



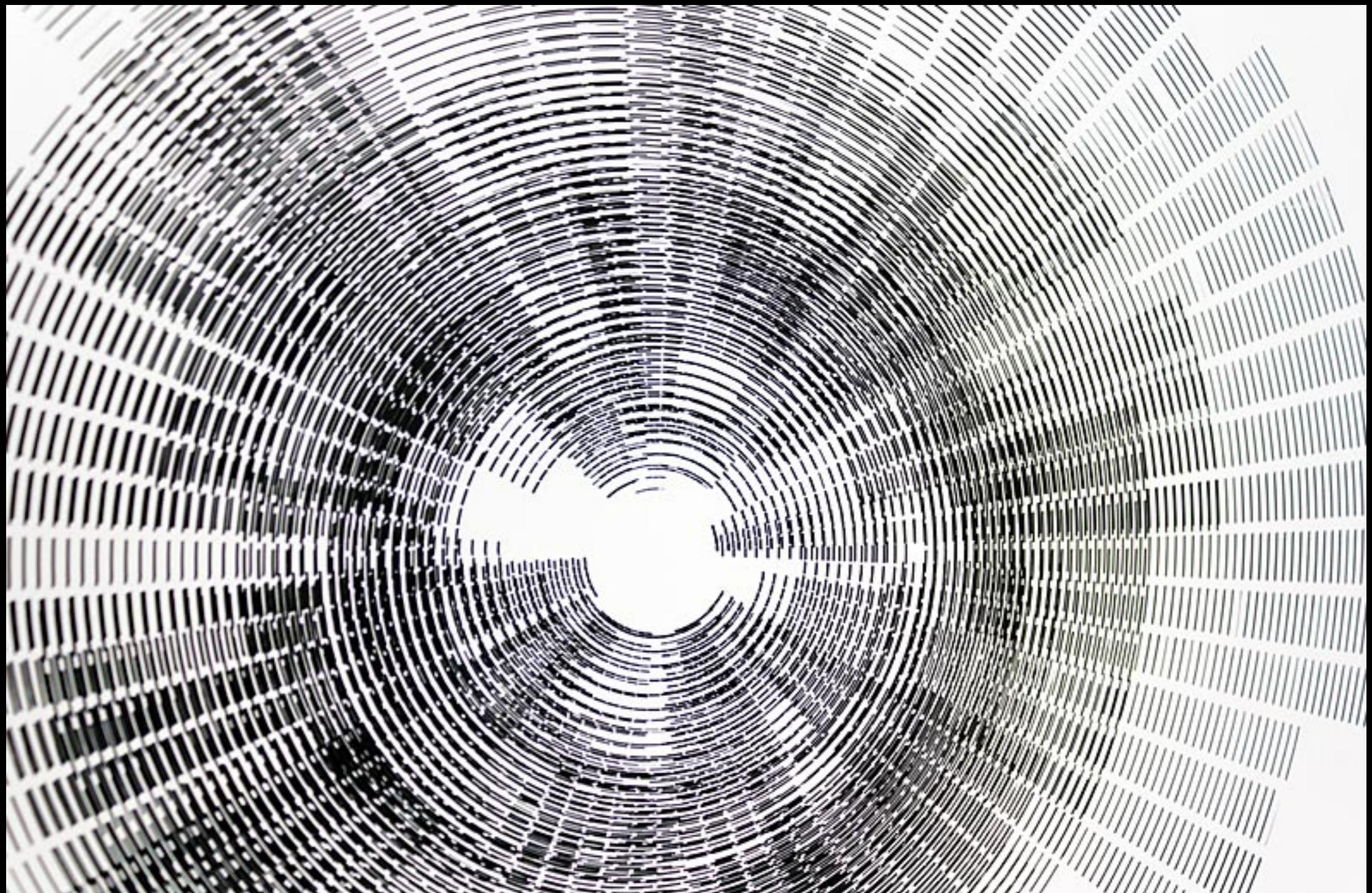
ARCS04
MARIUS WATZ / 2011



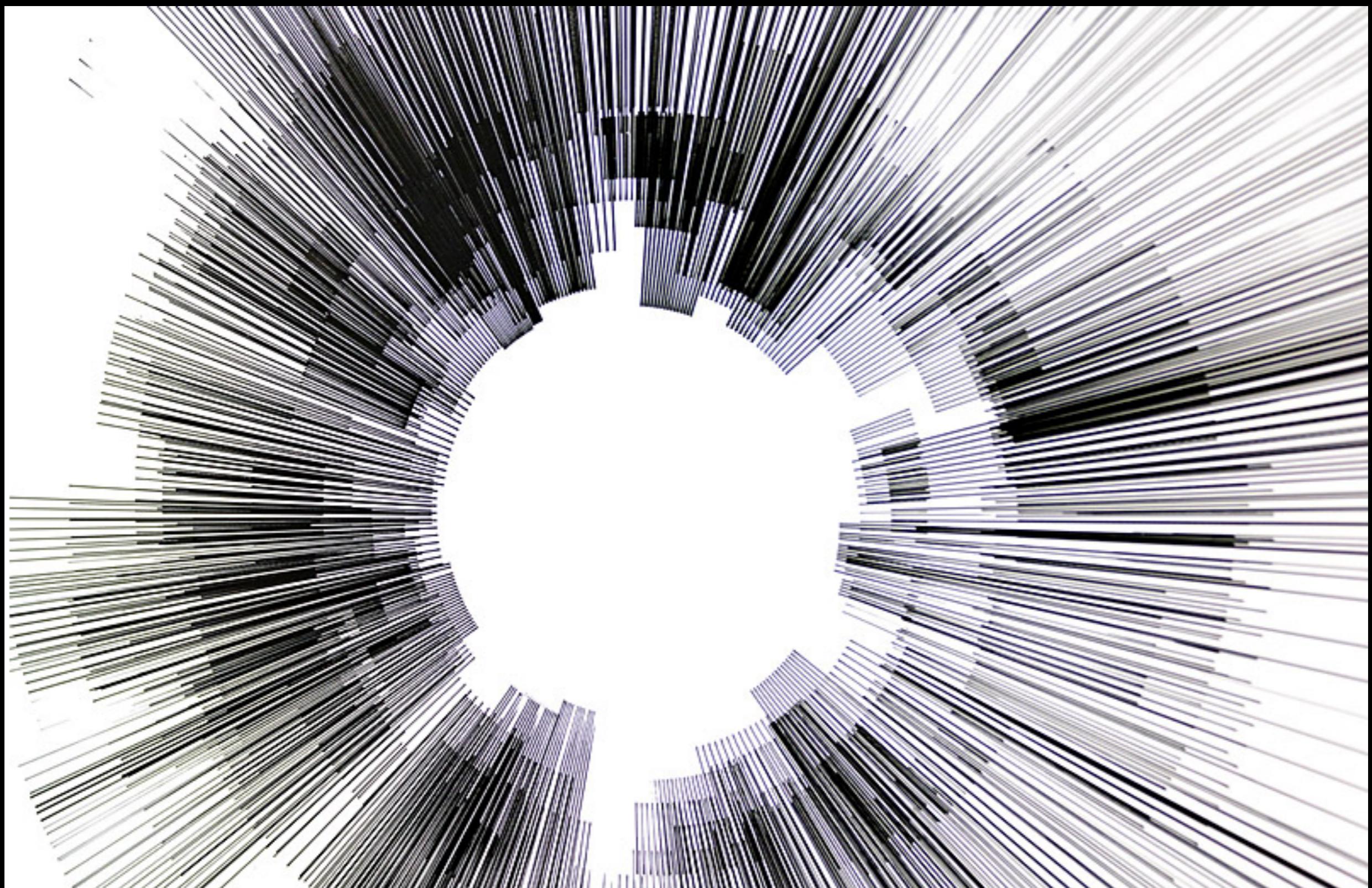
ARCS04
MARIUS WATZ / 2011



ARCS04
MARIUS WATZ / 2011



ARC DRAWING
MARIUS WATZ / 2011



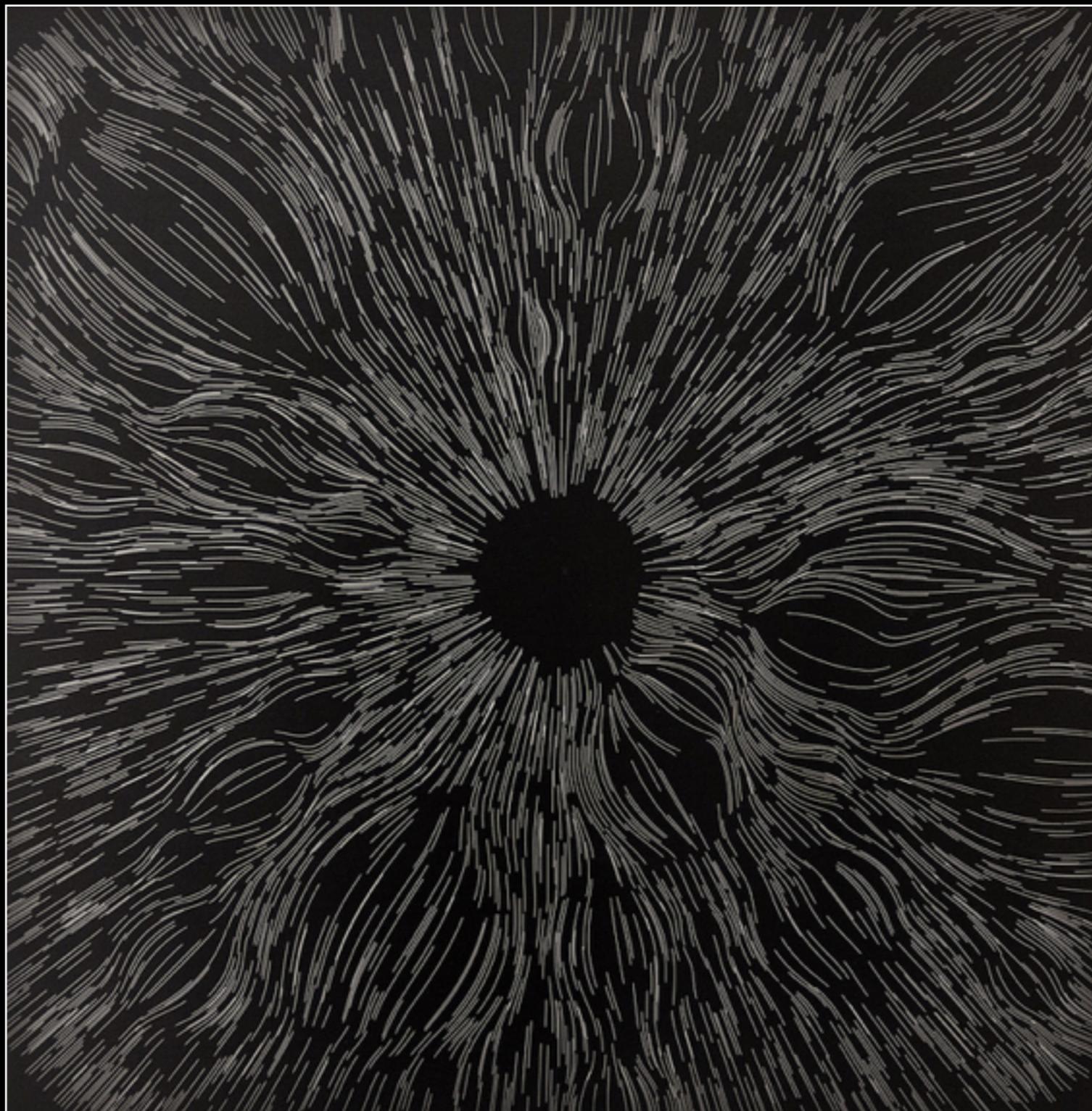
ARC DRAWING
MARIUS WATZ / 2011



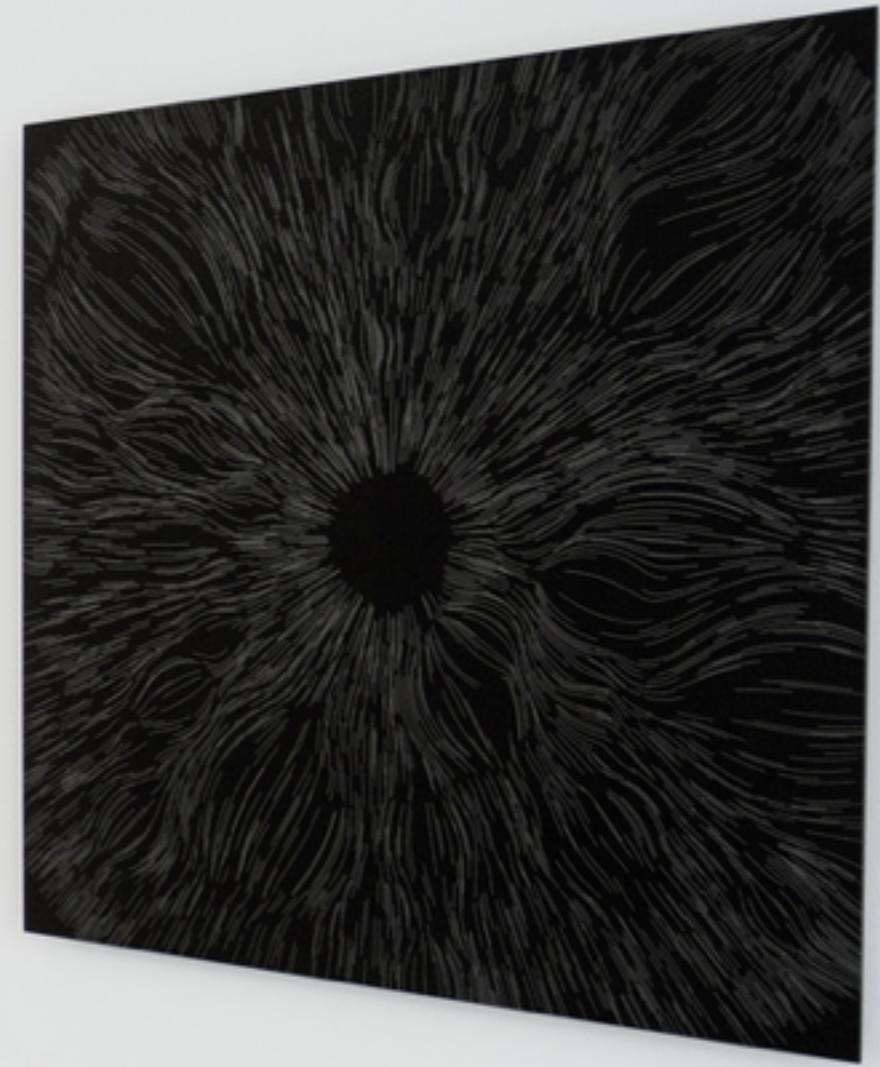
ARC DRAWING
MARIUS WATZ / 2011



CIRC-GRID
MARIUS WATZ / 2012



CIRC-GRID
MARIUS WATZ / 2012



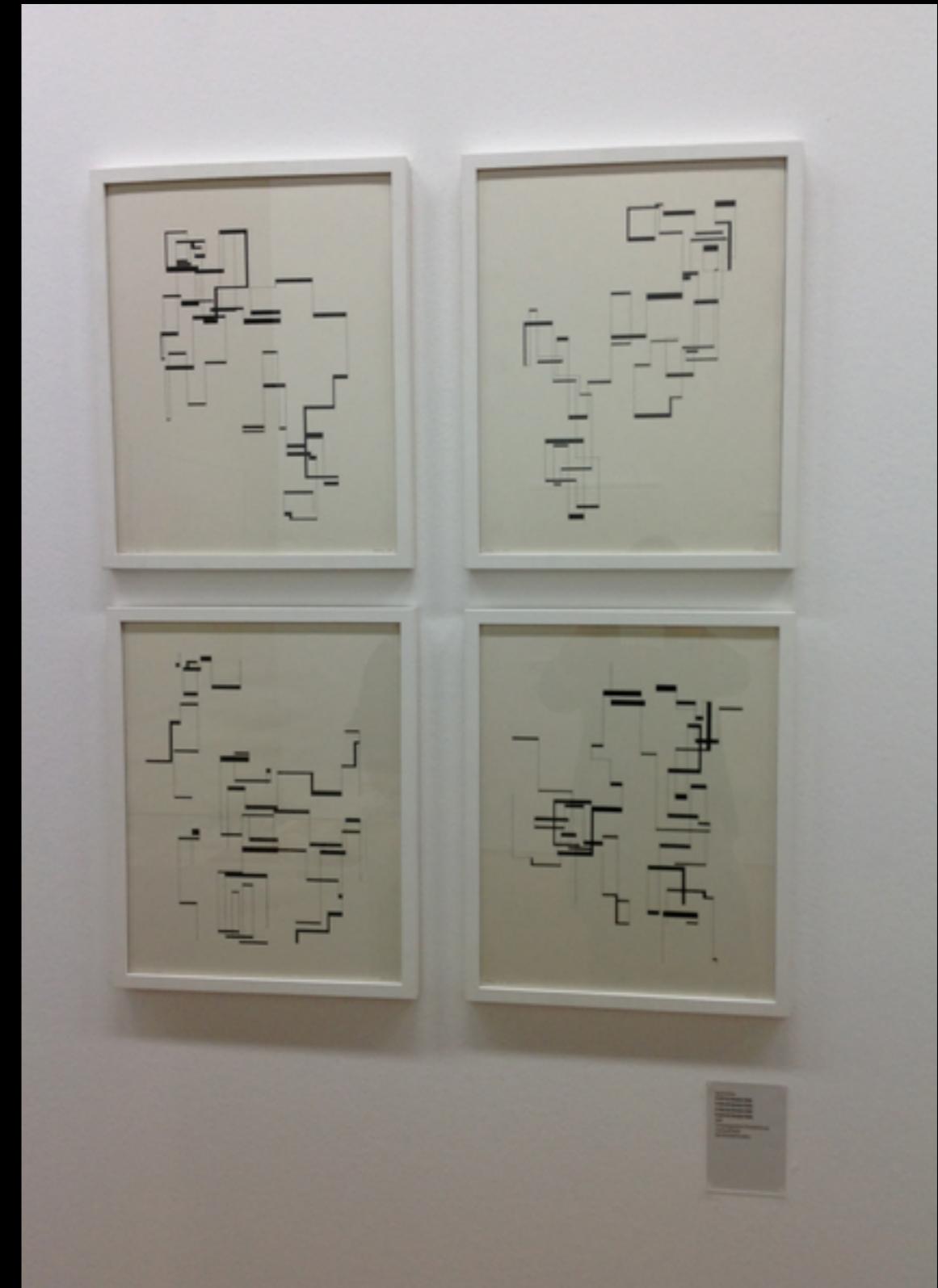
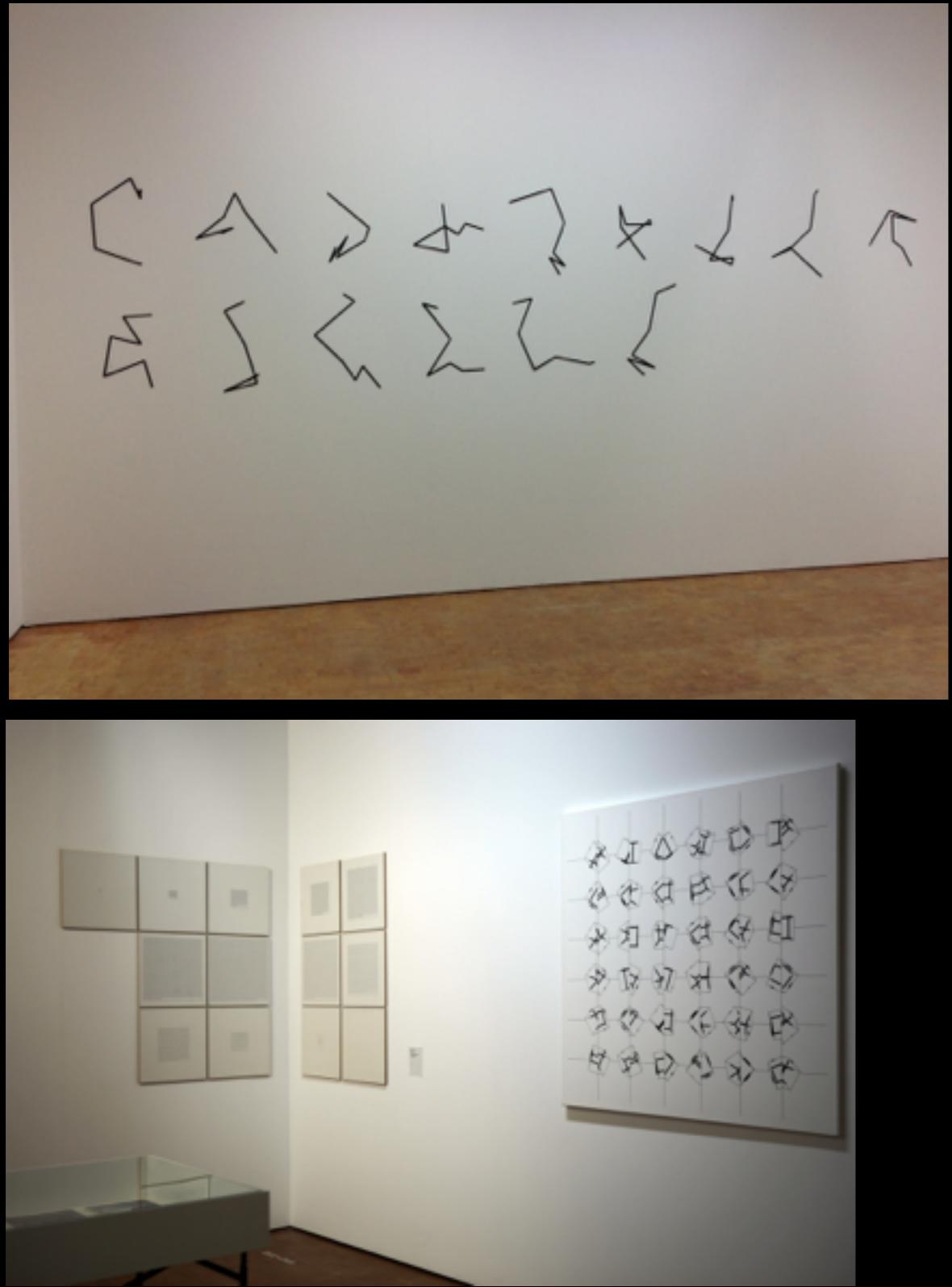
CIRC-GRID
MARIUS WATZ / 2012

MANFRED MOHR

*PIONEER:
COMPUTER ART
ALGORITHMIC ART*

WWW.EMOHR.COM



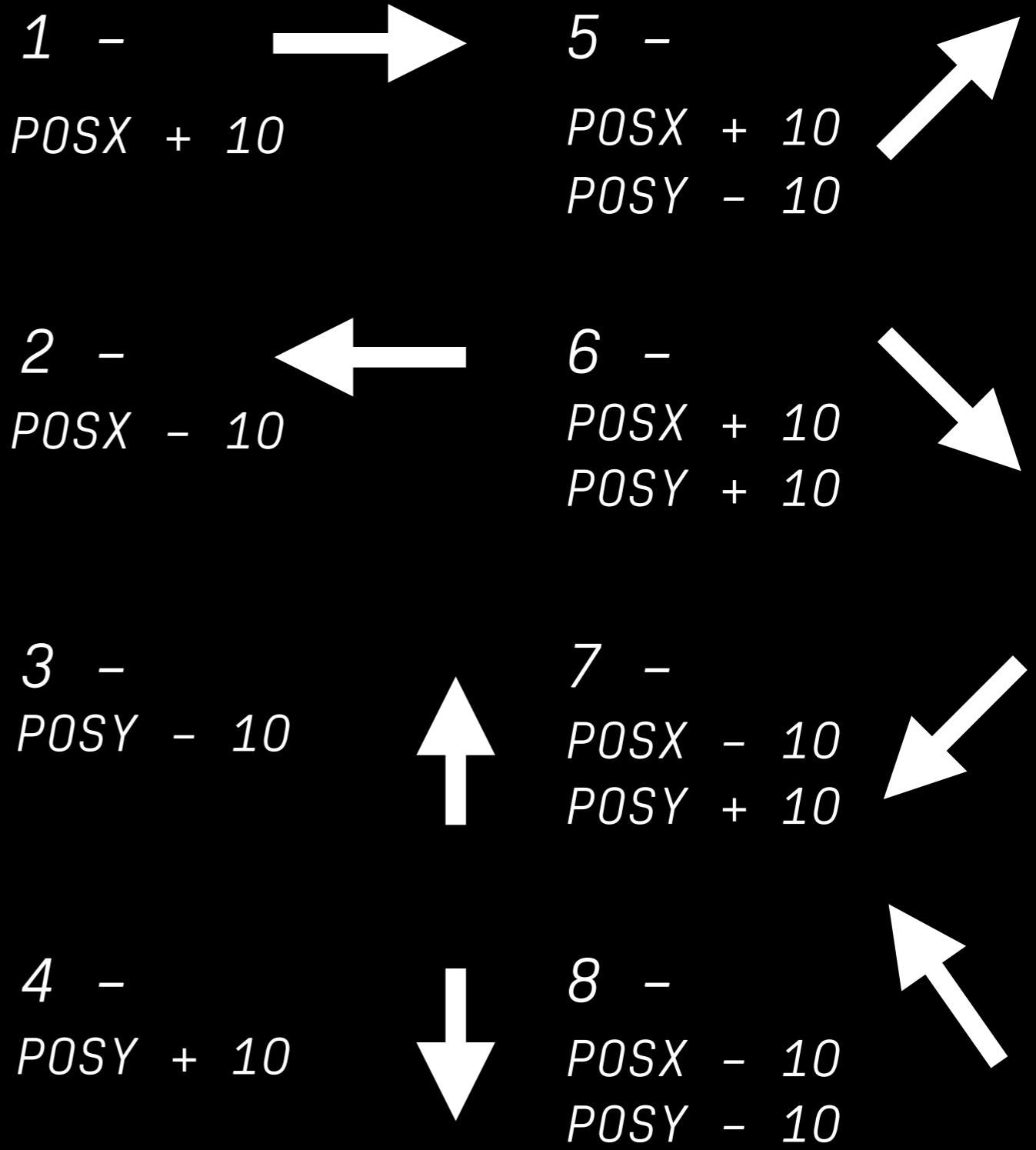
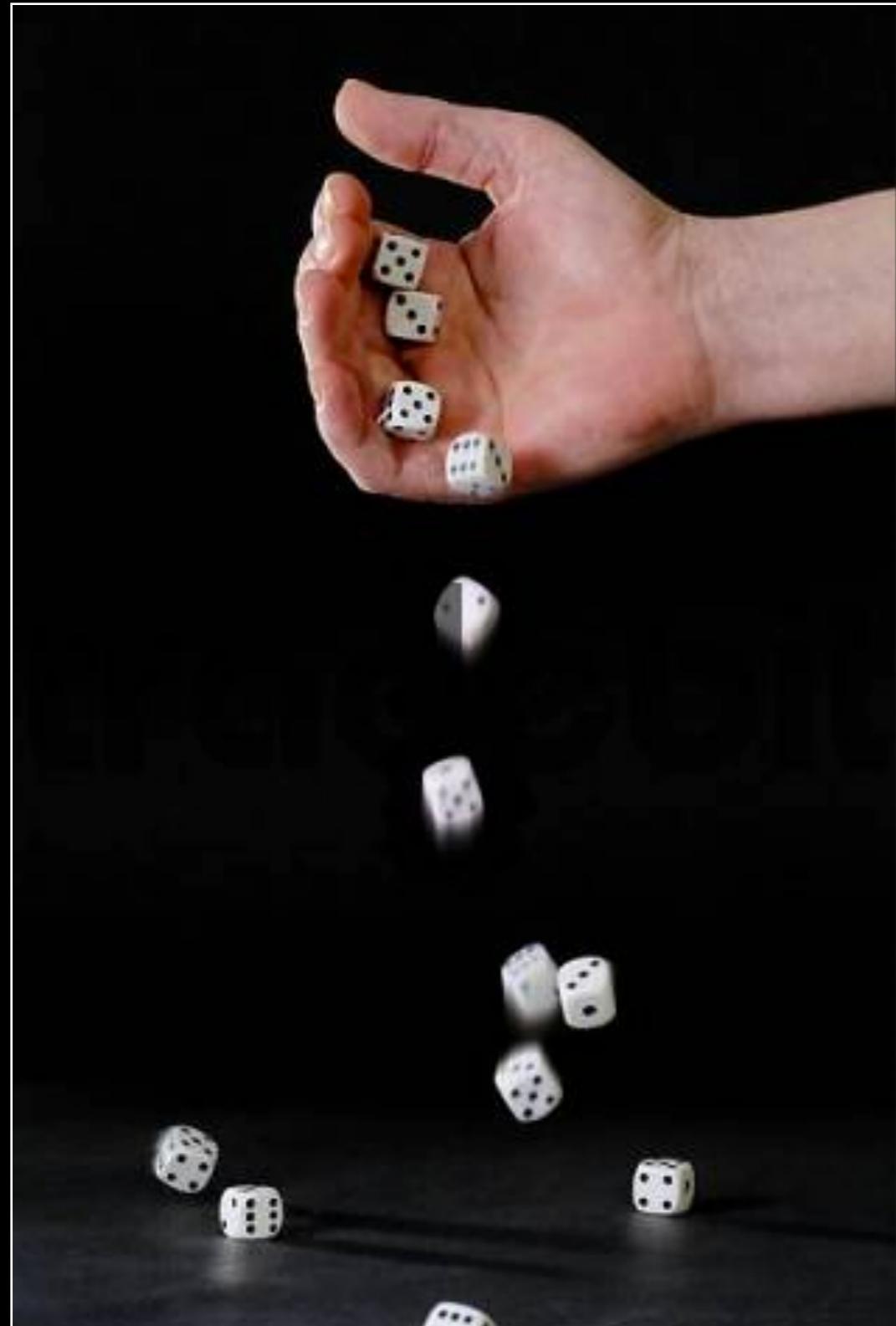


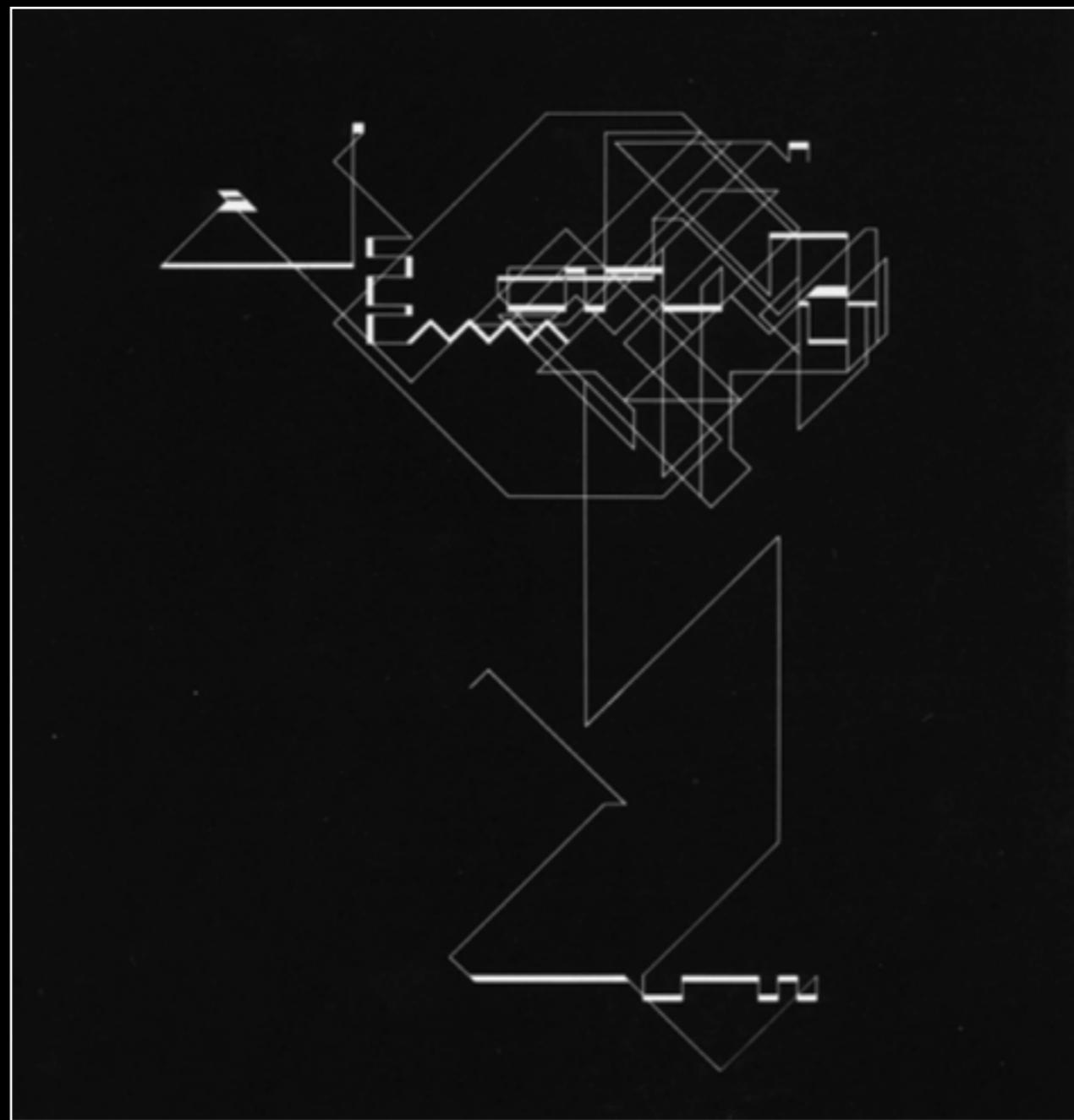
MANFRED MOHR / ZKM EXHIBITION / 2013



A RANDOM WALK OF 100 ALTERNATING HORIZONTAL AND VERTICAL LINES.
THE HORIZONTAL LINES HAVE A HIGH PERCENTAGE OF A THICKER WIDTH.

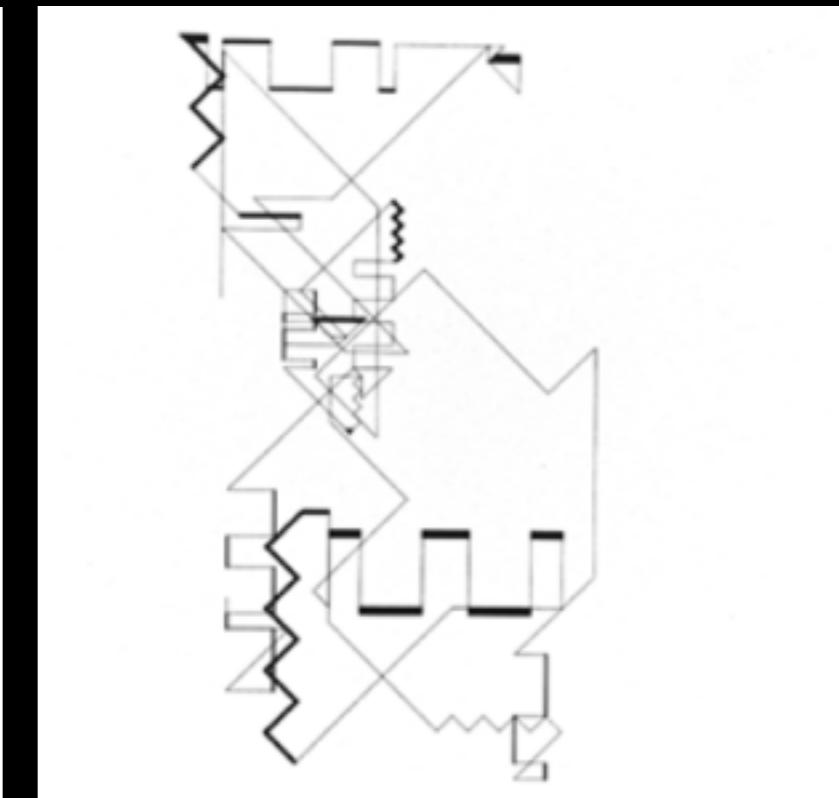
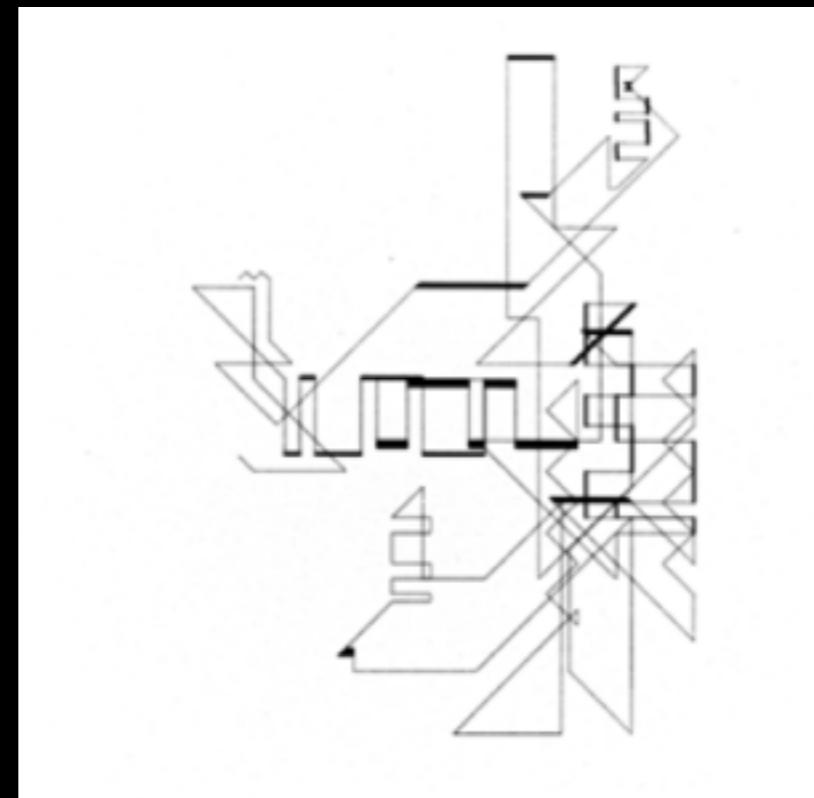
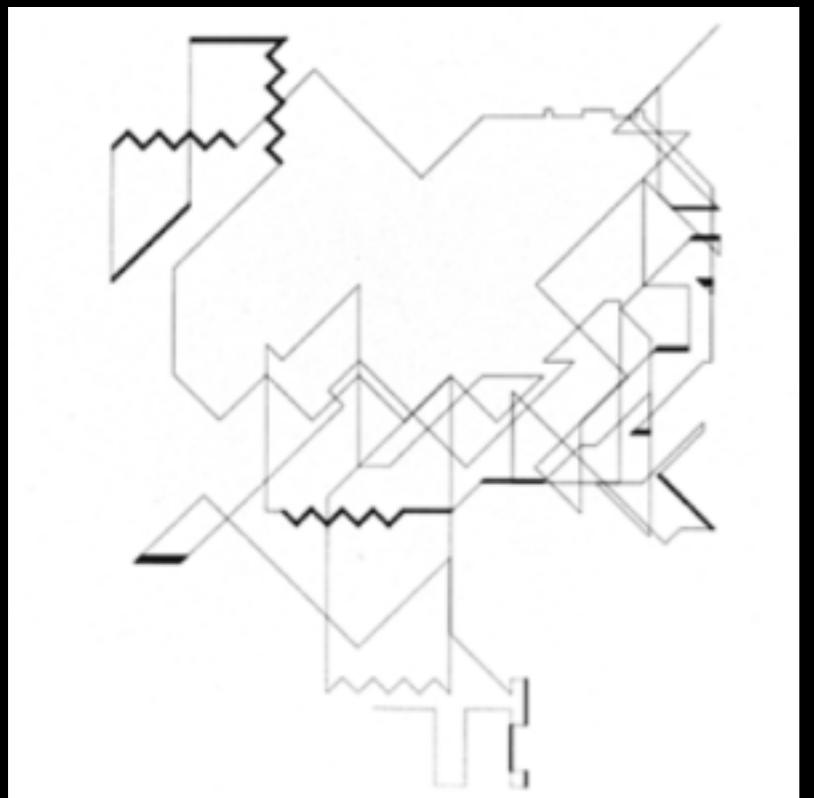
P-10, "RANDOM WALK"
MANFRED MOHR / 1969





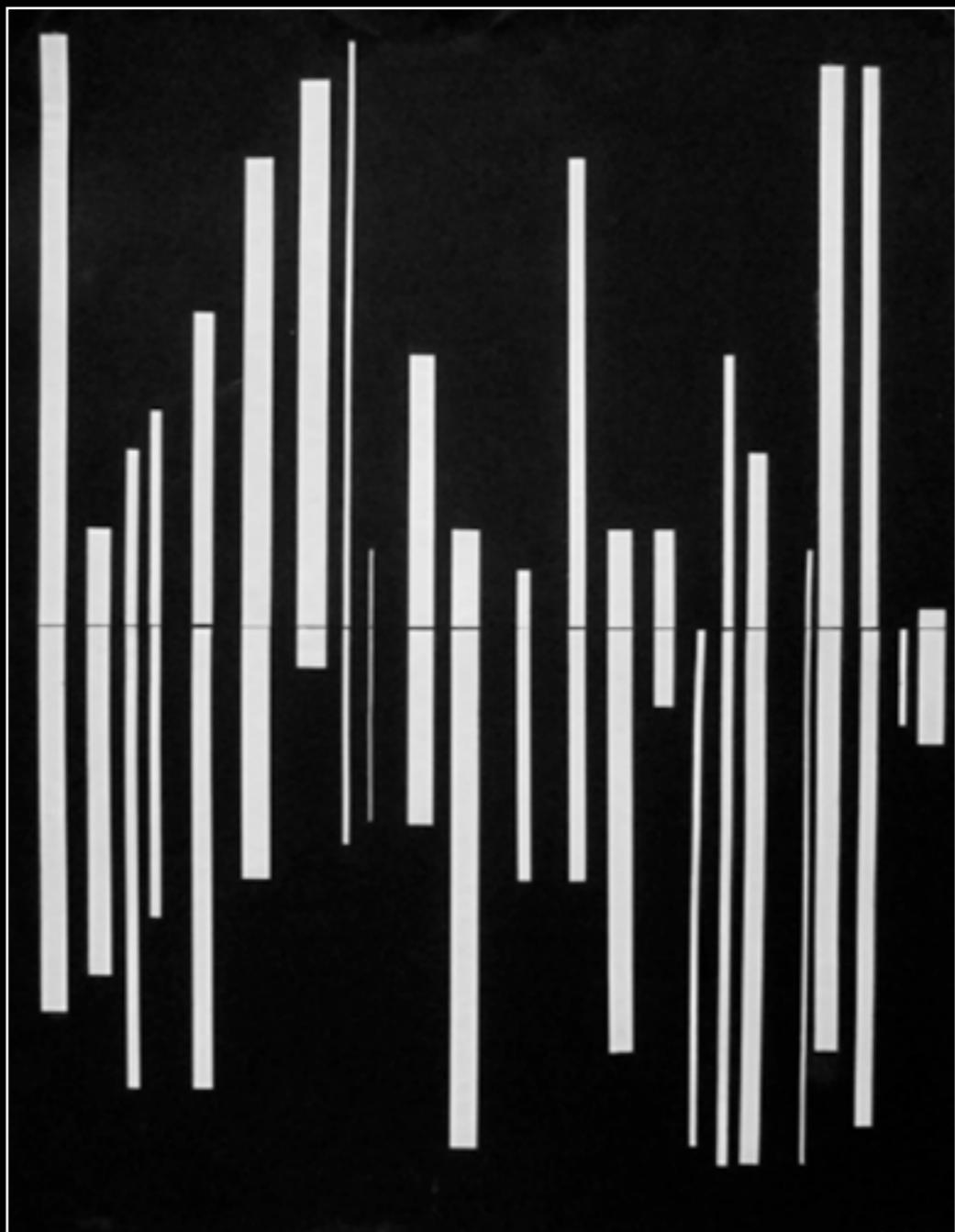
HORIZONTAL, VERTICAL, 45 DEGREE LINES, SQUARE WAVES, ZIG-ZAGS,
AND HAVE PROBABILITIES FOR LINE WIDTHS AND LENGTHS.

P-18, "RANDOM WALK"
MANFRED MOHR / 1969



HORIZONTAL, VERTICAL, 45 DEGREE LINES, SQUARE WAVES, ZIG-ZAGS,
AND HAVE PROBABILITIES FOR LINE WIDTHS AND LENGTHS.

P-18, "RANDOM WALK"
MANFRED MOHR / 1969

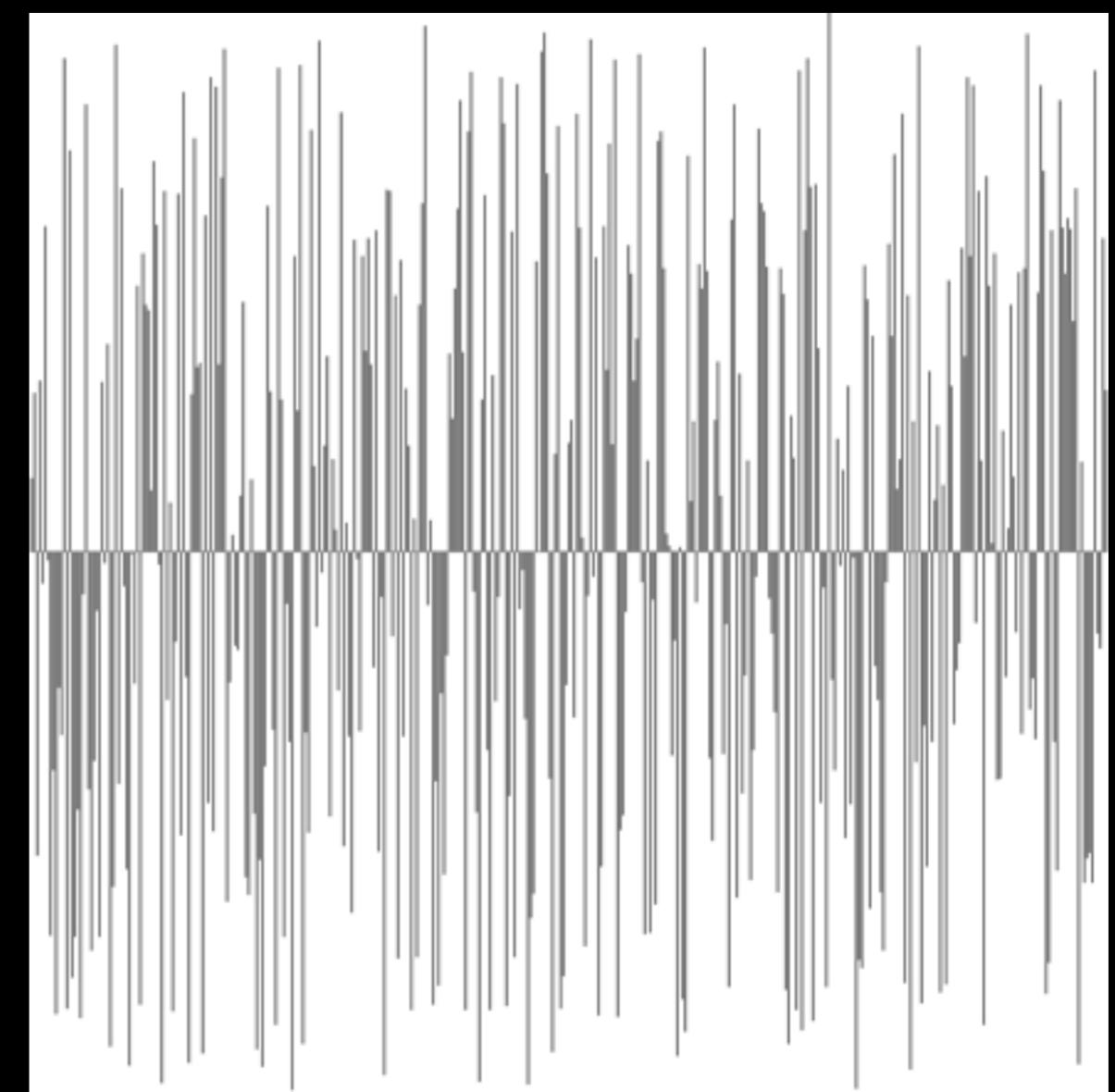
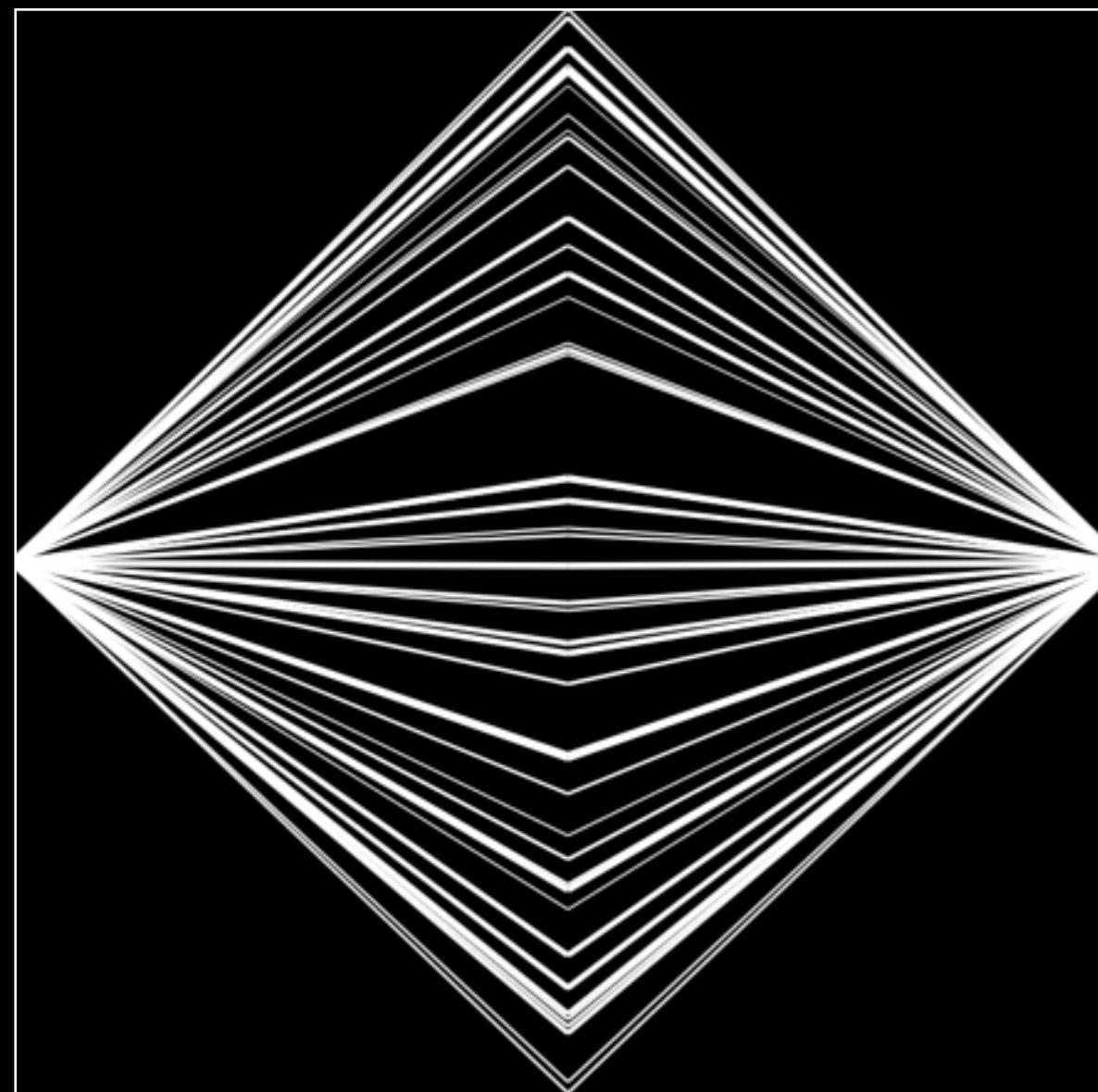


AROUND A CENTRAL LINE, RANDOM NUMBERS DETERMINE THE POSITION,
HEIGHT, WIDTH, AND EXISTENCE OF THE RECTANGULAR WHITE LINES.

RANDOM NUMBER COLLAGE
MANFRED MOHR / 1969

EXPLORE NEW LINE VARIATIONS, SIMILAR TO LAST SLIDE

/NUMBER OF LINES /POSITION /DIMENSION /WEIGHT



MORE LINES VARIATIONS

The screenshot shows the Processing IDE interface. On the left, the code editor displays a sketch named "lines_lines2". The code is written in Java and defines a variable "step" and performs a series of operations in the "setup" and "draw" functions. The right side of the interface shows the output window displaying a dense, vertical pattern of fine lines.

```
lines_lines2
1 float posX=0;
2 float posY=0;
3
4 float posXX=0;
5 float posYY=800;
6
7 float step=3;
8
9 void setup(){
10
11   size(800,800);
12   background(0);
13   stroke(255);
14 }
15
16 void draw(){
17
18 // only works if posX is inside the screen
19 if(posX<width){
20   line(posX,posY,posXX,posYY);
21 }
22
23 // go foward 1 step
24 posX=posX+step;
25 //line variation
26 //on the rigth more variation than o the left
27 float varr=map(posX,0,width,0,100);
28 // add variation
29 posXX=posX+random(-varr,varr);
30
31 }
32 }
```

At the bottom of the interface, there are tabs for "Console", "Errors", and "Updates 2".

DIAGONAL LINES / GRID / VARYING LINE WEIGHT

LSI_032_DiagonalGrid | Processing 3.3

```
int posX=0;
int posY=0;

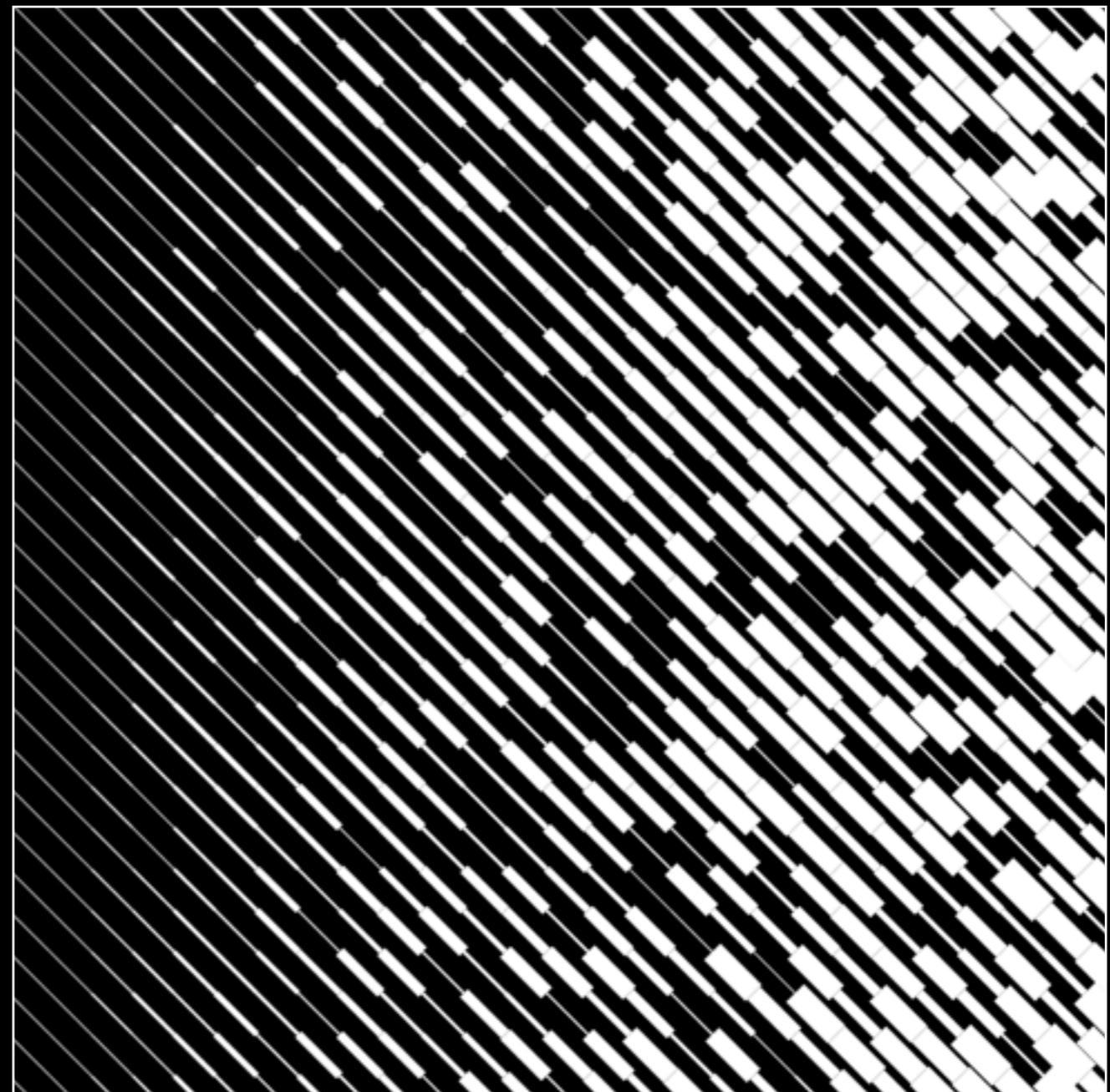
int step=30;

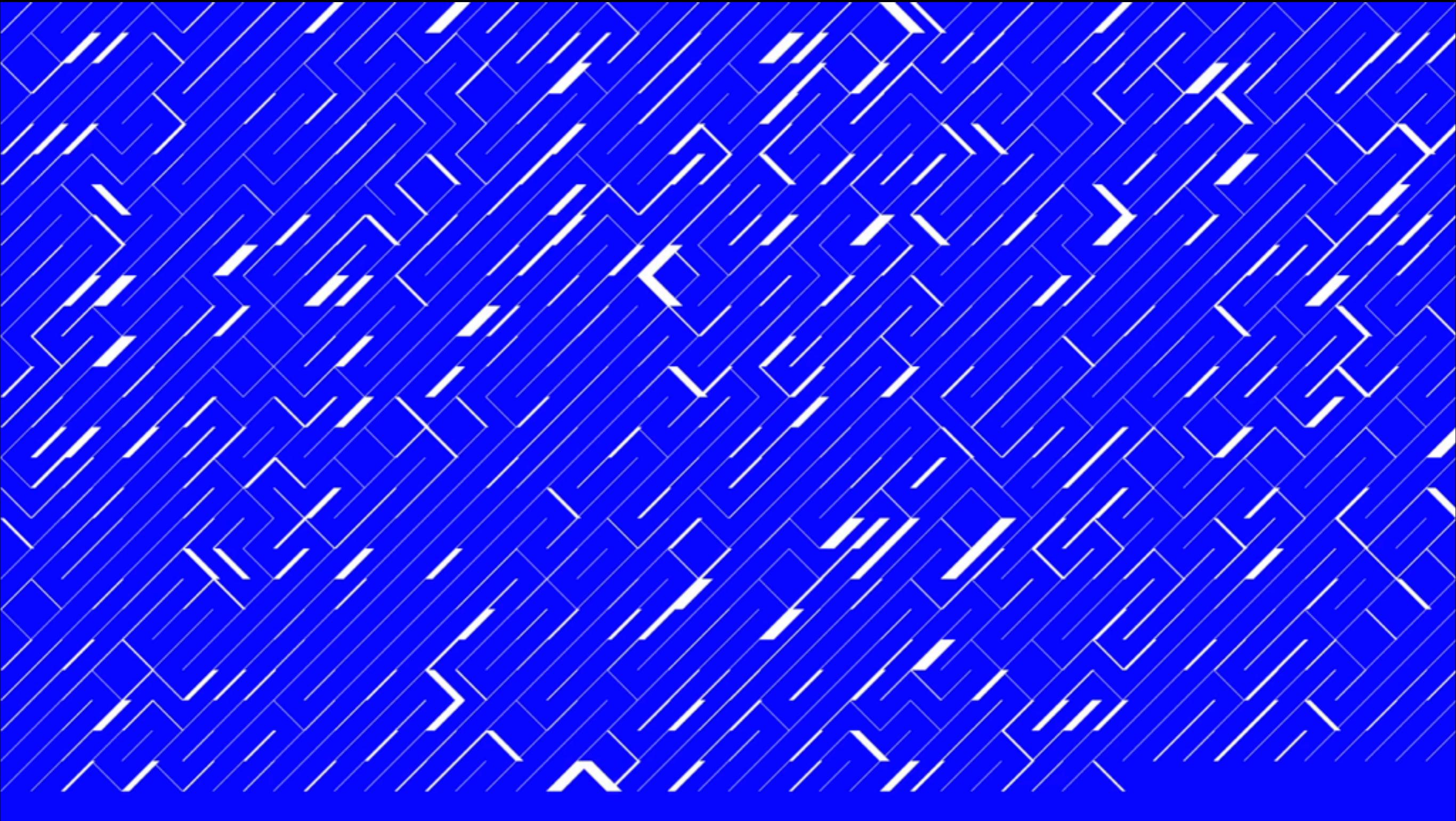
void setup(){
  size(800,800);
  background(0);
}

void draw(){
  stroke(255);

  if(posX>width){
    posX=0;
    posY=posY+step;
  }
  strokeWeight(random(1,posX/30));
  strokeCap(SQUARE);
  line(posX,posY,posX+step,posY+step);
  posX=posX+step;
}
```

Console Errors Updates 2





SOFTWARE 2
CASEY REAS, YES NO / 2012

**# EXPLORE NEW DIAGONAL LINE VARIATIONS,
SIMILAR TO LAST SLIDE**

/SIZE /ORIENTATION /WEIGHT /LINE PROBABILITIES (LEFT,RIGHT)

