

Introduction to Computational Arts: Processing Bringing it All Together (Project 3, Final Project) No artistic intent/goal. Just Processing functions. :-) Ladislav Hagara, 2014-03-05

Instructions

Press 0 to erase / show logo.

Press 1 - 9 to set the size / the numbers of the squares.

Press w or W to set the color to white.

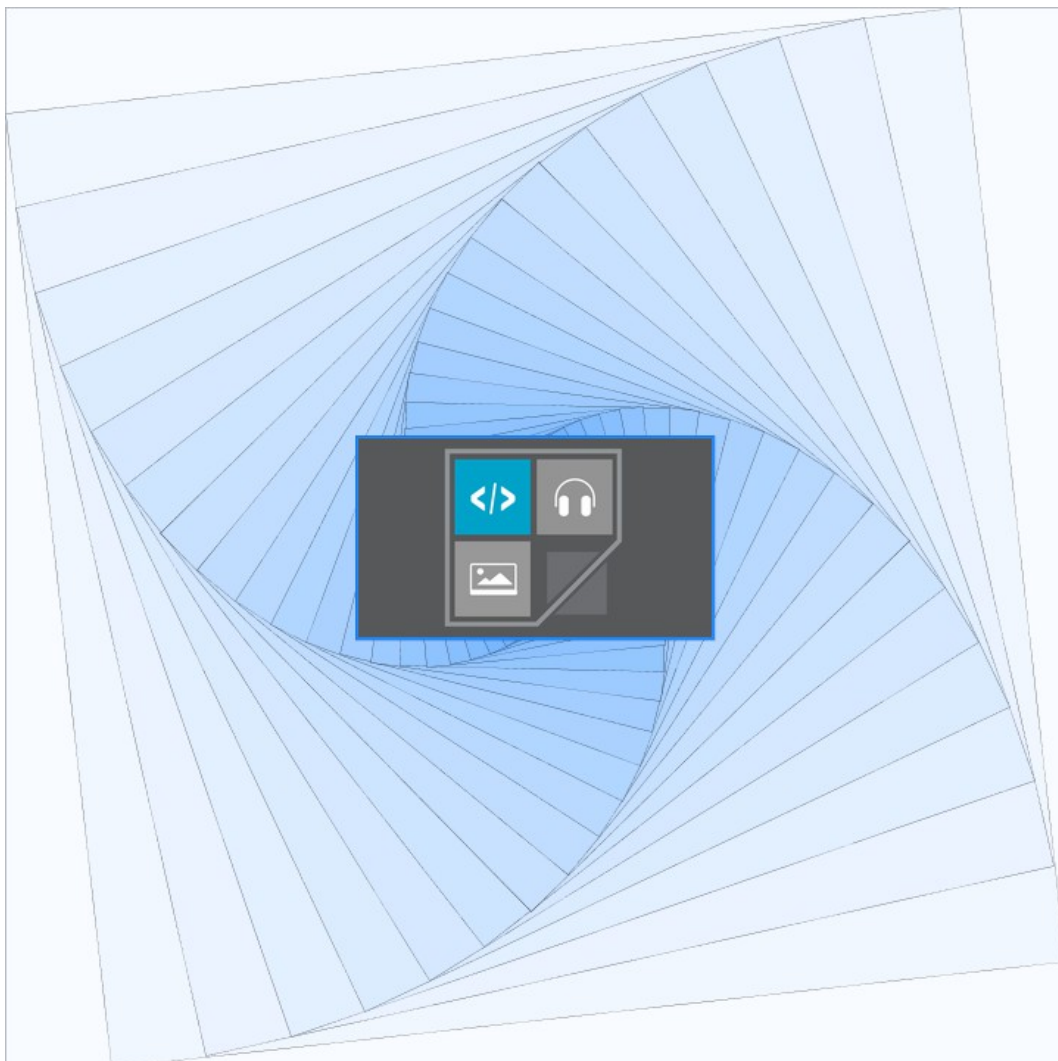
Press e or E to set the color blue.

Press r or R to set the color random colors.

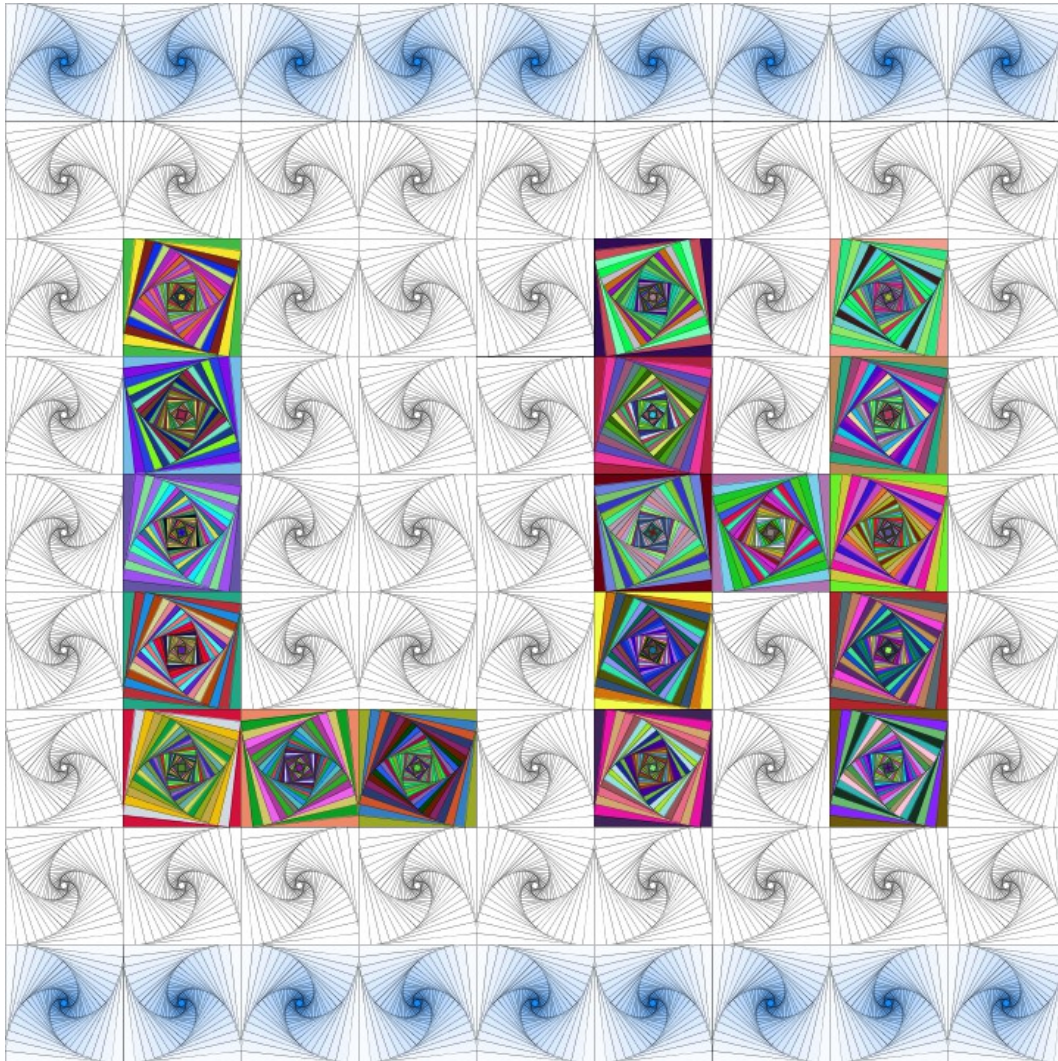
Press s or S to save screenshot.png.

Press mouse button to change rotation of the square and enable or disable color according to color setting, w/W or e/E or r/R.

Initialization with logo



Demonstration of sketch functionality



Reminder

The image must be preloaded in processing.js:

```
/* @pjs preload="logo.png"; */
```

I had to add `int()` function here for Processing.js. Works in Processing without it.

```
int mx=int(mouseX/SIZEX);
```

