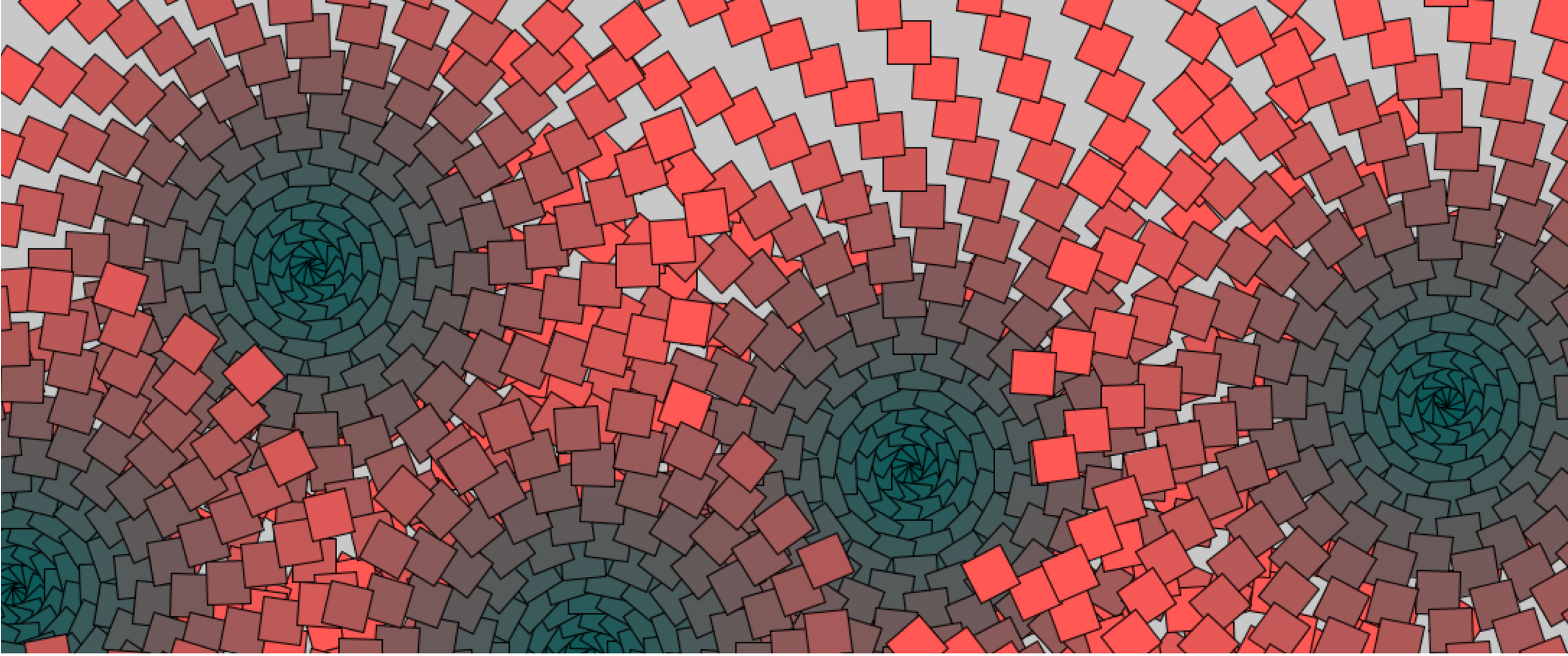
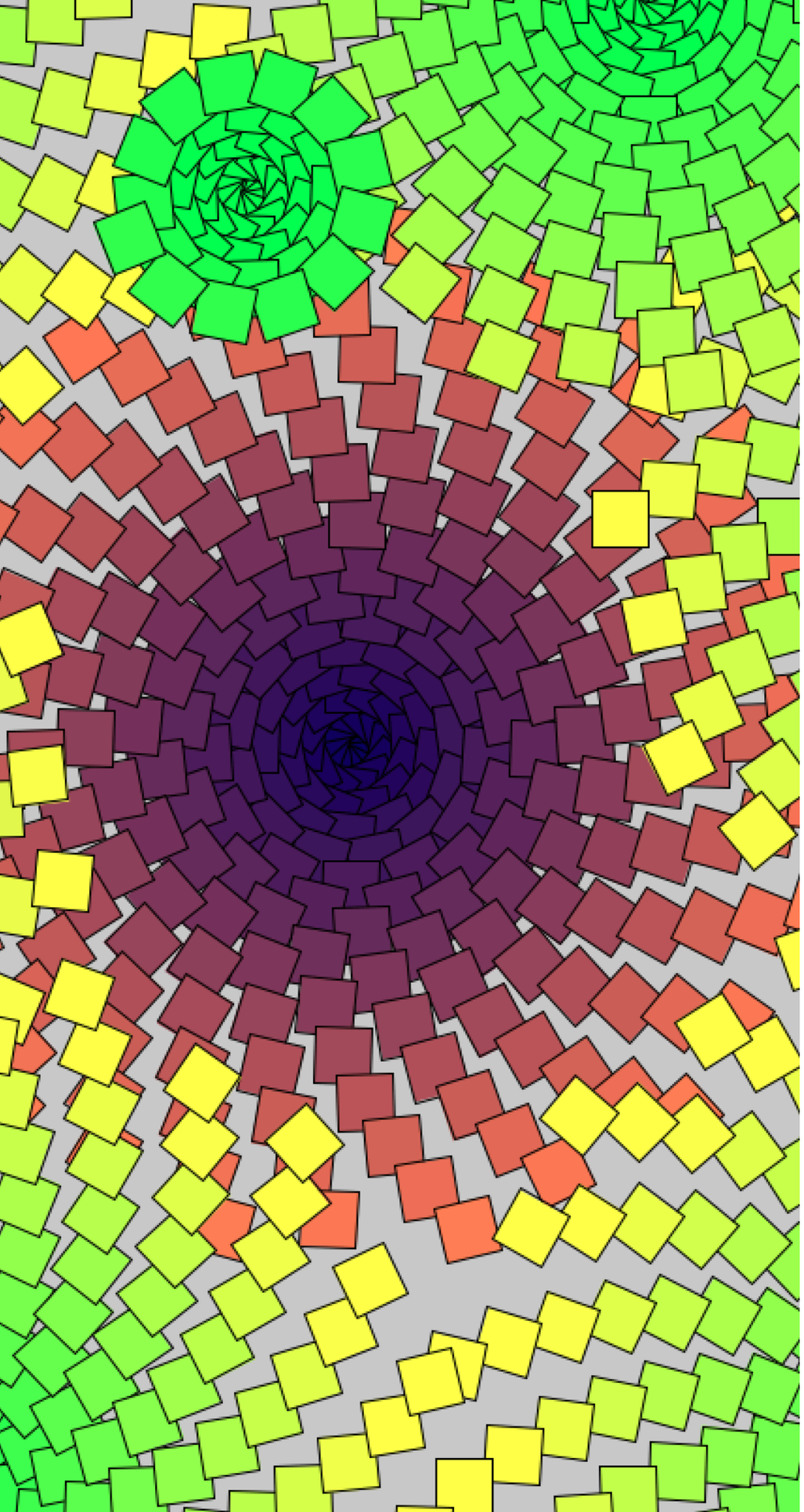


DIGITALES ZEICHNEN MIT PROCESSING



ABLAUF

14:00 Agenda / Intro

14:10 Pixelwerkstatt?!

14:20 Wie malt man am Computer

15:00 Aufgaben Lösen

16:40 Demo & Abschluss

WIE IST DIE PIXELWERKSTATT ENTSTANDEN

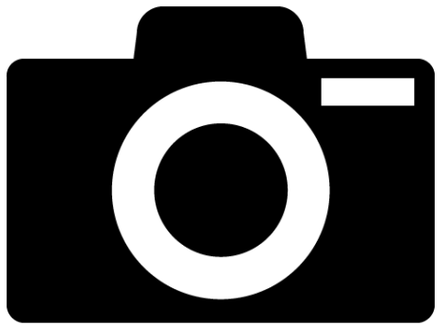
WIE IST DIE PIXELWERKSTATT ENTSTANDEN

CoderDojo
Nürnberg

WIE IST DIE PIXELWERKSTATT ENTSTANDEN

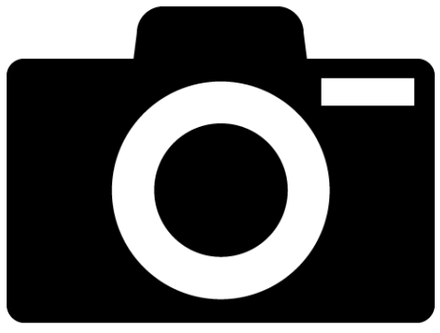
WIE IST DIE PIXELWERKSTATT ENTSTANDEN

WAS MACHT DIE PIXELWERKSTATT

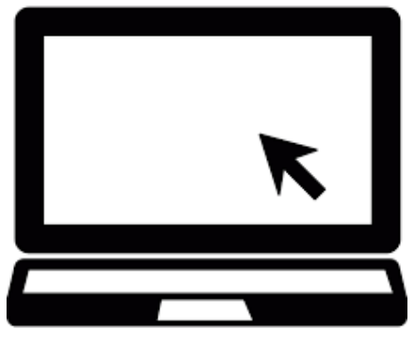


Film /Fotografie

WAS MACHT DIE PIXELWERKSTATT

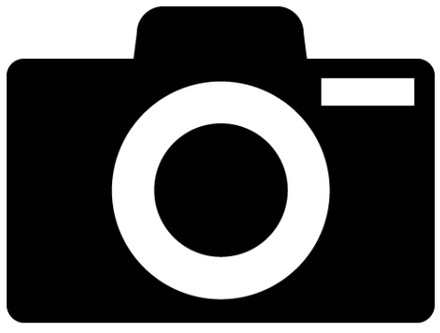


Film /Fotografie



Programmieren

WAS MACHT DIE PIXELWERKSTATT

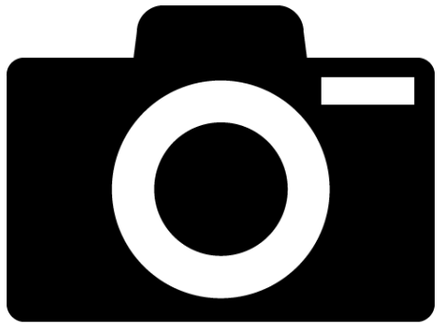


Film /Fotografie

Programmieren

Social Media

WAS MACHT DIE PIXELWERKSTATT

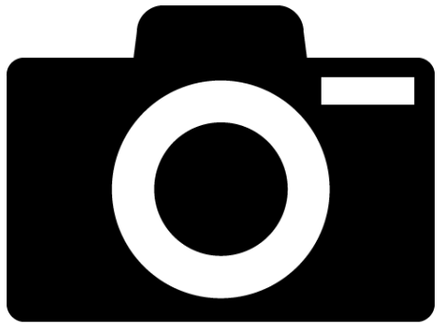


Film /Fotografie

Programmieren

Social Media

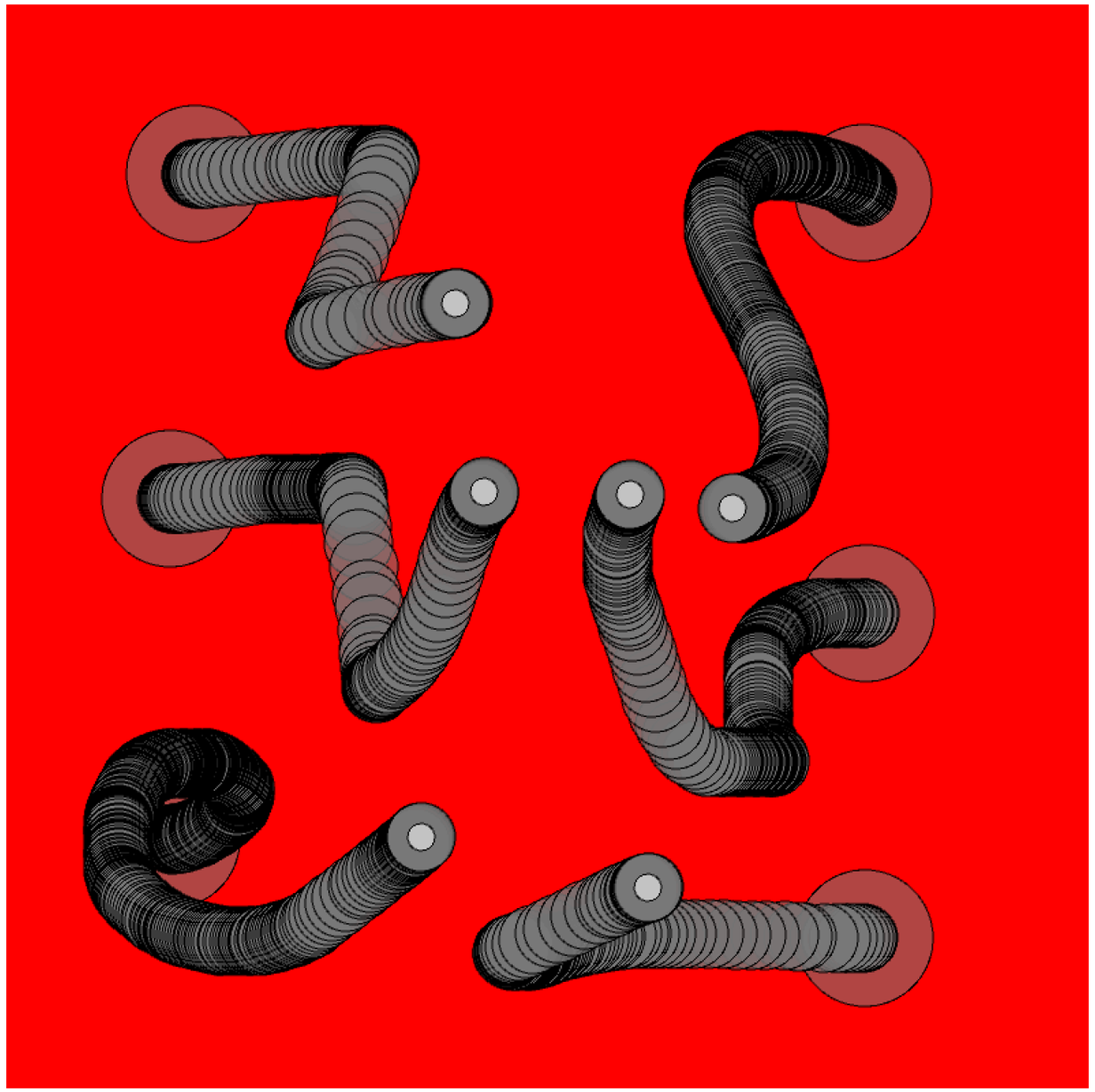
WAS MACHT DIE PIXELWERKSTATT



Film /Fotografie

Programmieren

Social Media



WIE MALT MAN AM COMPUTER

Der Start

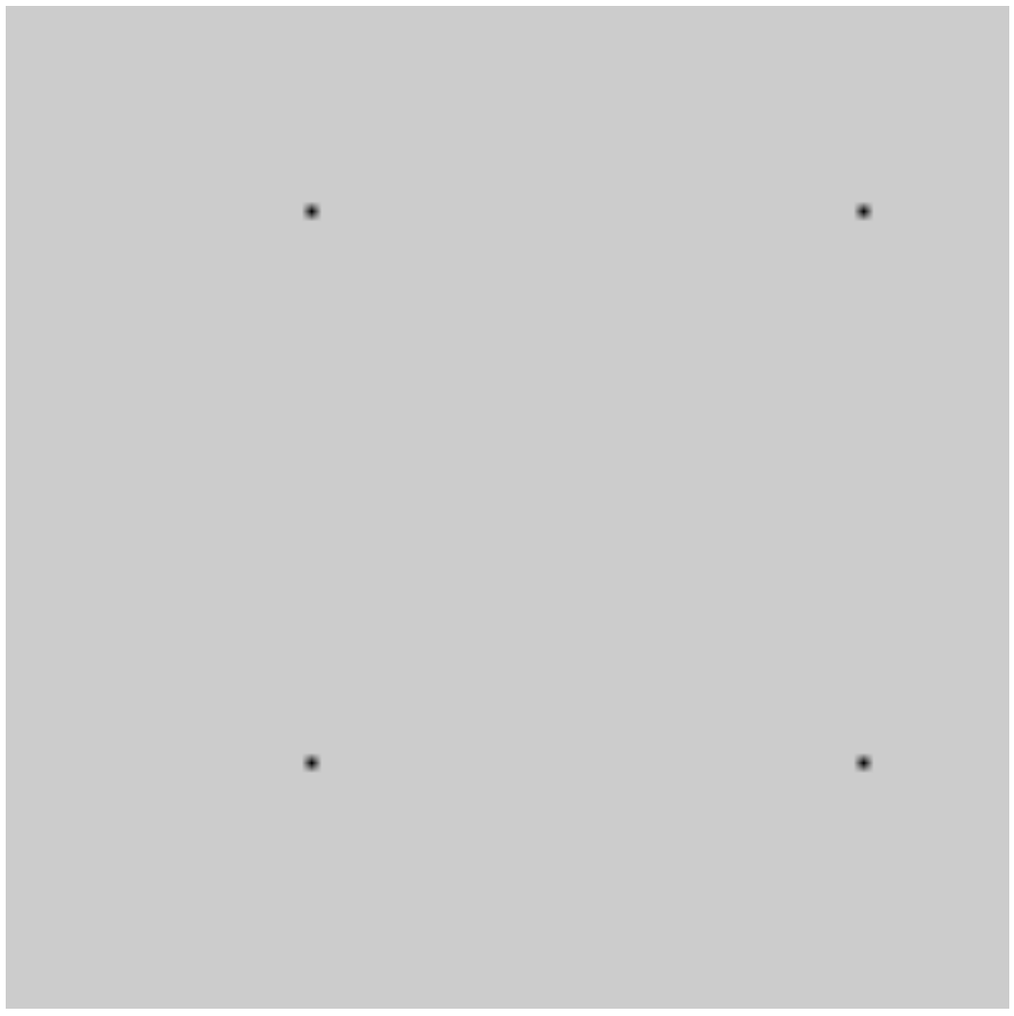
```
size(500, 500);
```

Punkt

```
noSmooth();
point(30, 20);
```

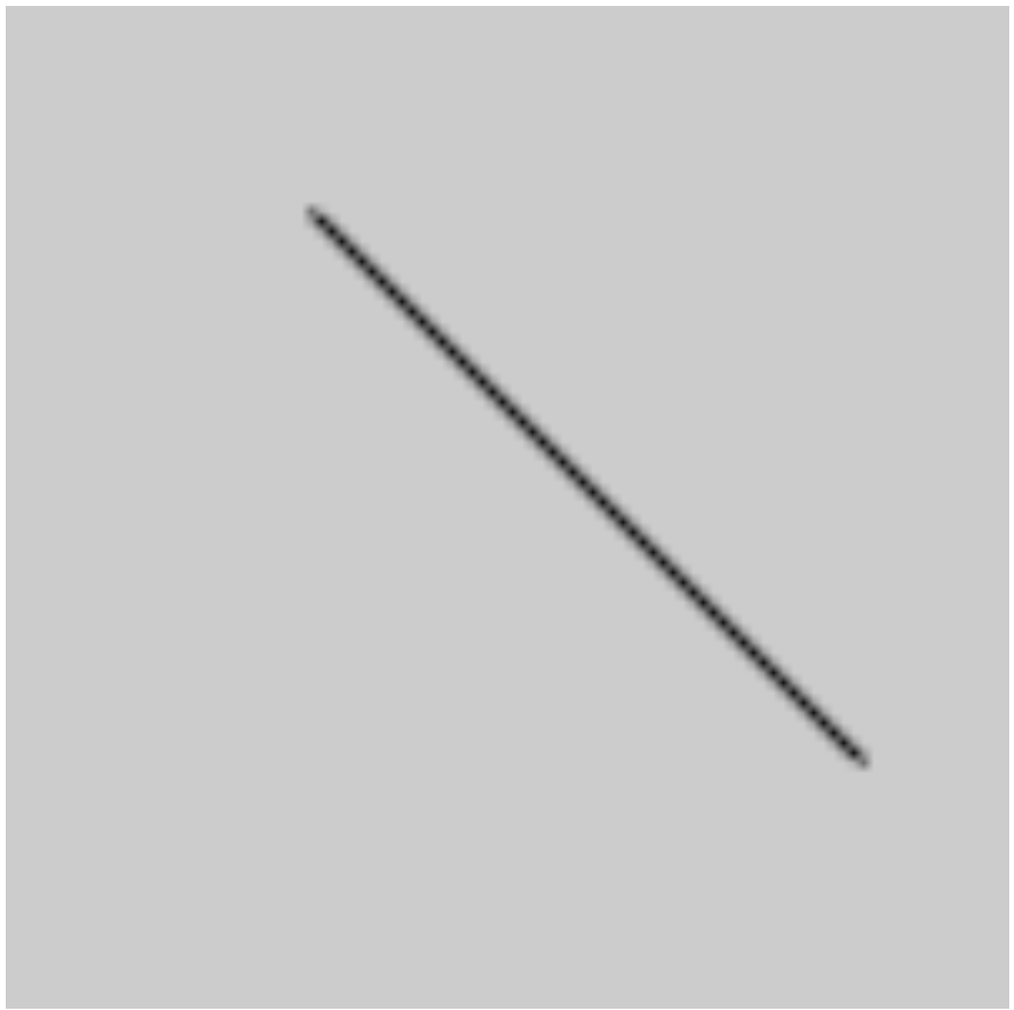
Punkte

```
noSmooth();
point(30, 20);
point(85, 20);
point(85, 75);
point(30, 75);
```



Linie

```
line(30, 20, 85, 75);
```

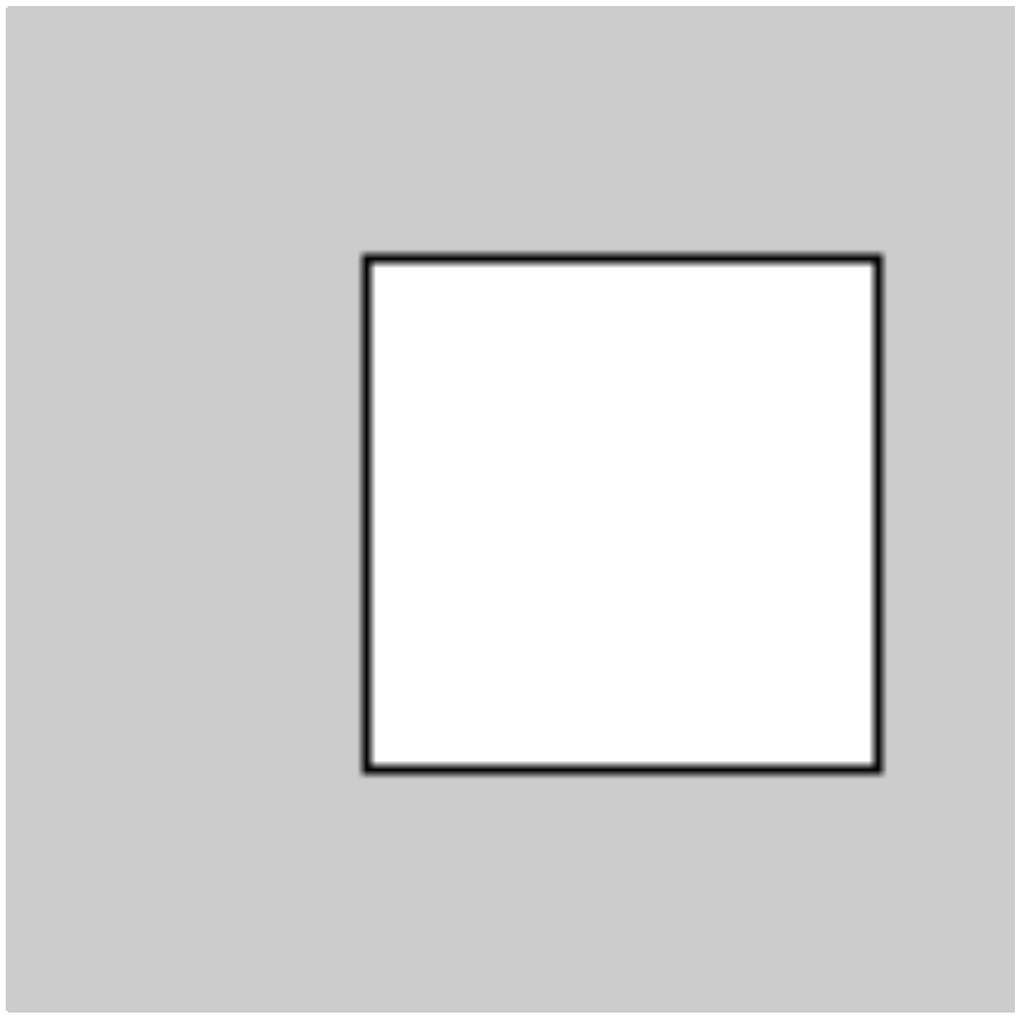


Quadrat

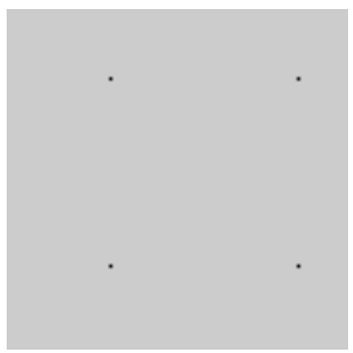
```
quad(38, 31,
     86, 20,
     69, 63,
     30, 76);
```

Quadrat

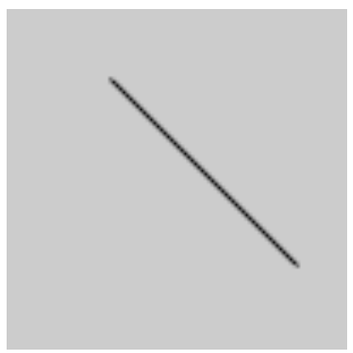
```
rect(30, 20, 55, 55);
```



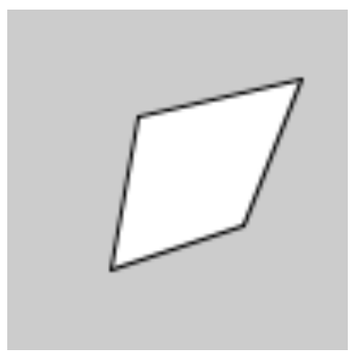
ÜBERSICHT



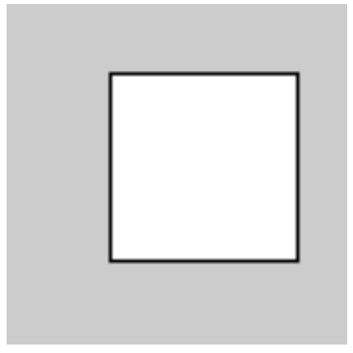
```
point(30, 20);
point(85, 20);
point(85, 75);
point(30, 75);
```



```
line(30, 20, 85, 75);
```

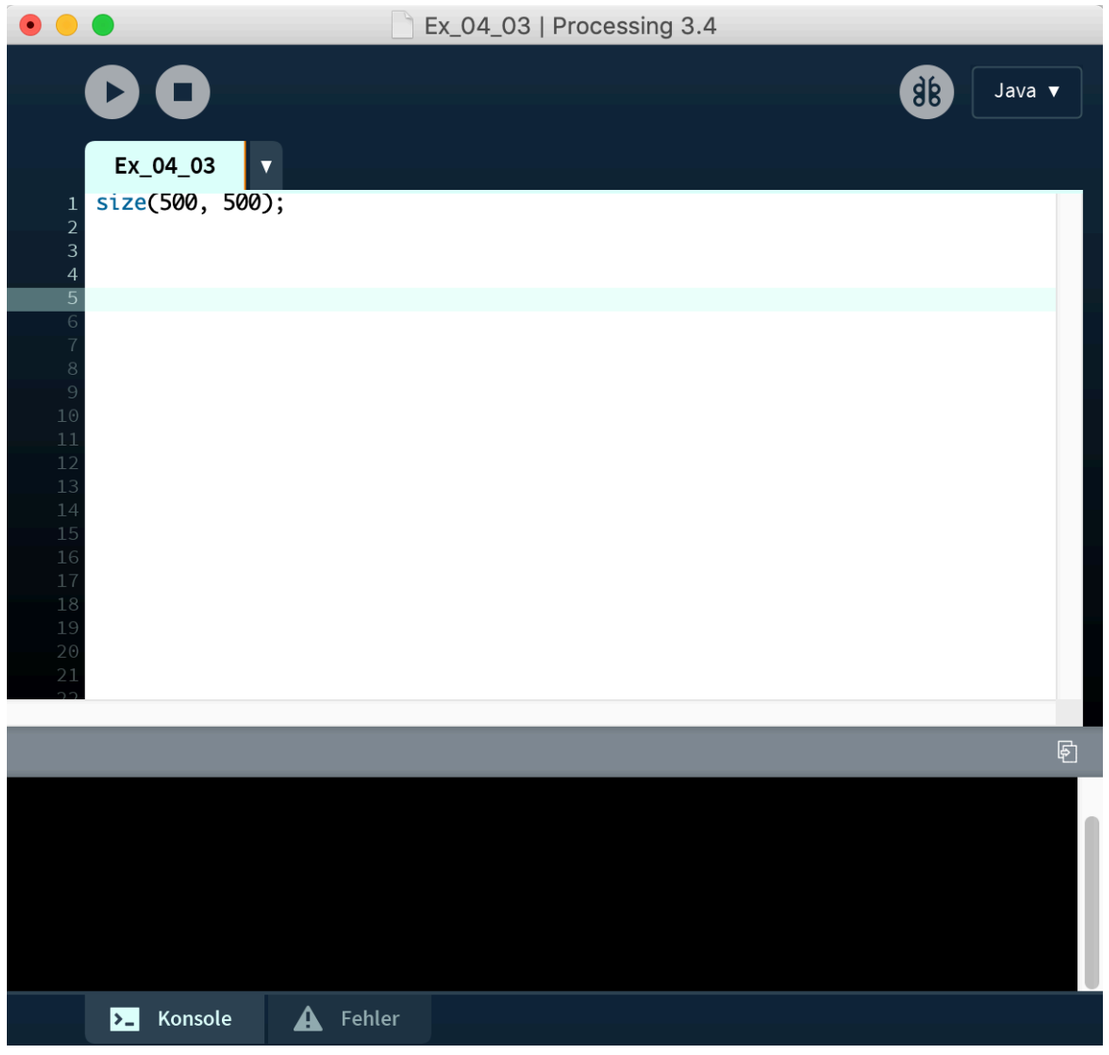


```
quad(38, 31,
     86, 20,
     69, 63,
     30, 76);
```



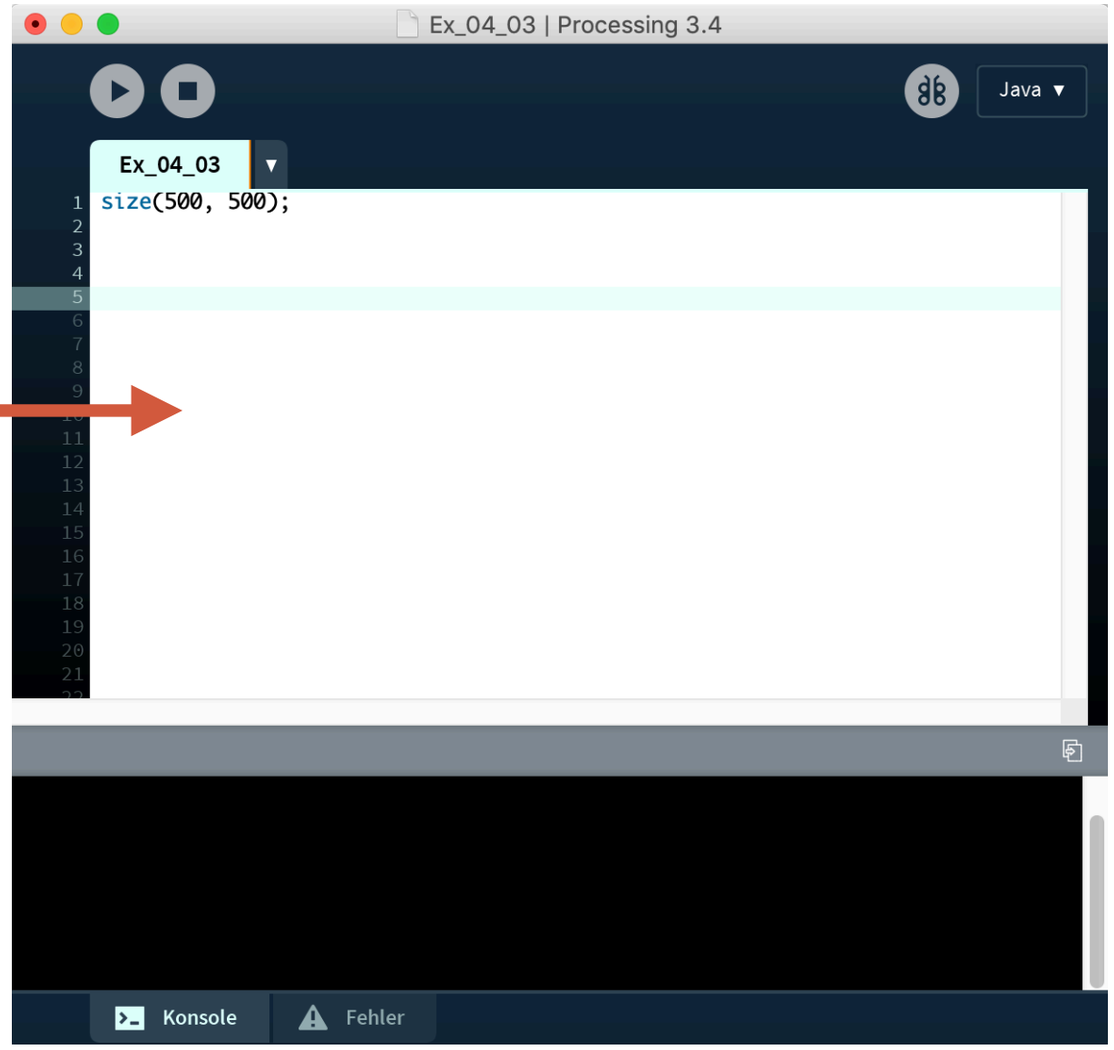
```
rect(30, 20, 55, 55);
```

ERSTER START VON PROCESSING



ERSTER START VON PROCESSING

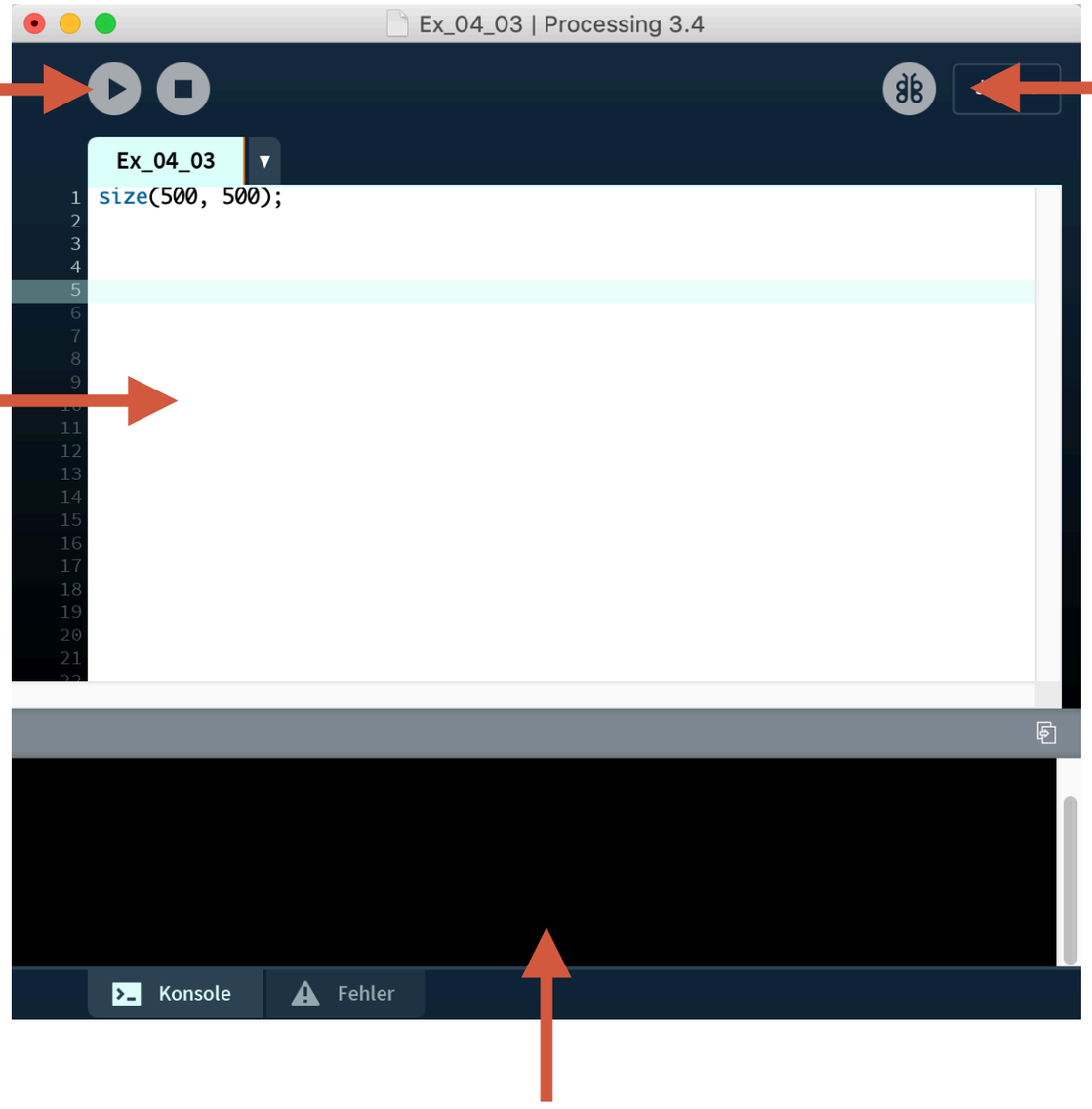
Editor



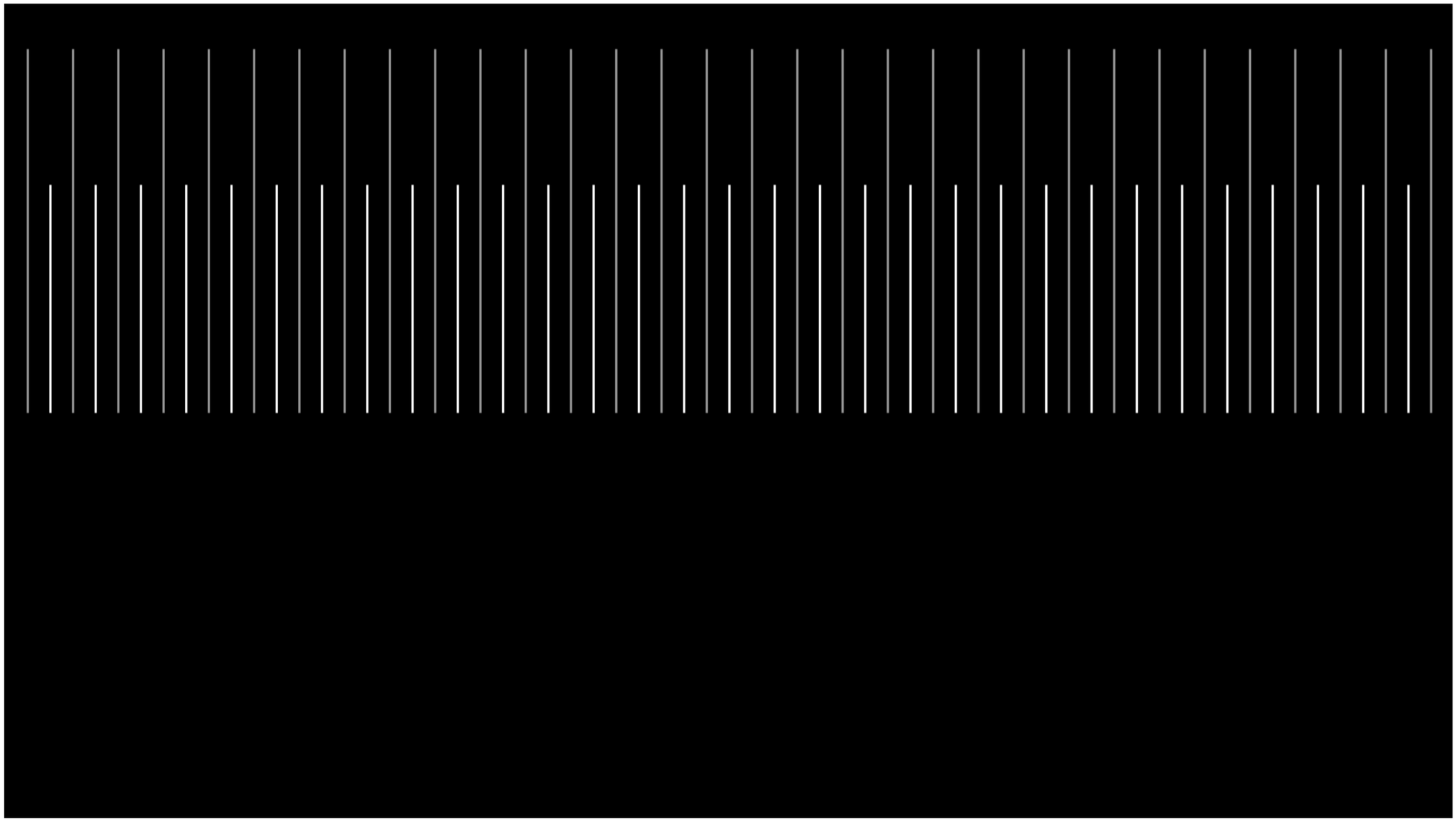
ERSTER START VON PROCESSING

Programmstart

Editor



Konsole



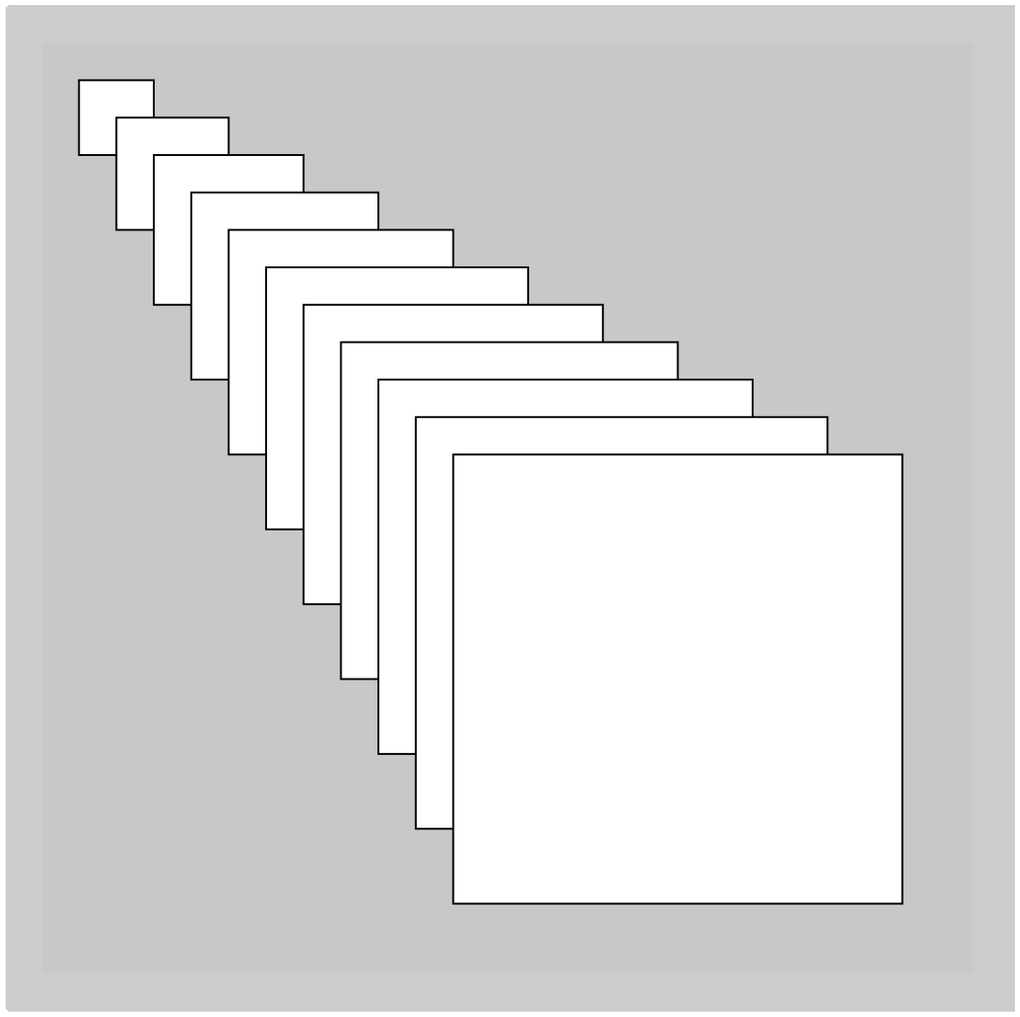
LOGIK IN BILDERN

SCHLEIFEN

```
for ( int i = 0; i < 220; i+=20){

  rect( 20 + i, 20 + i,
        40 + i, 40 + i);

}
```

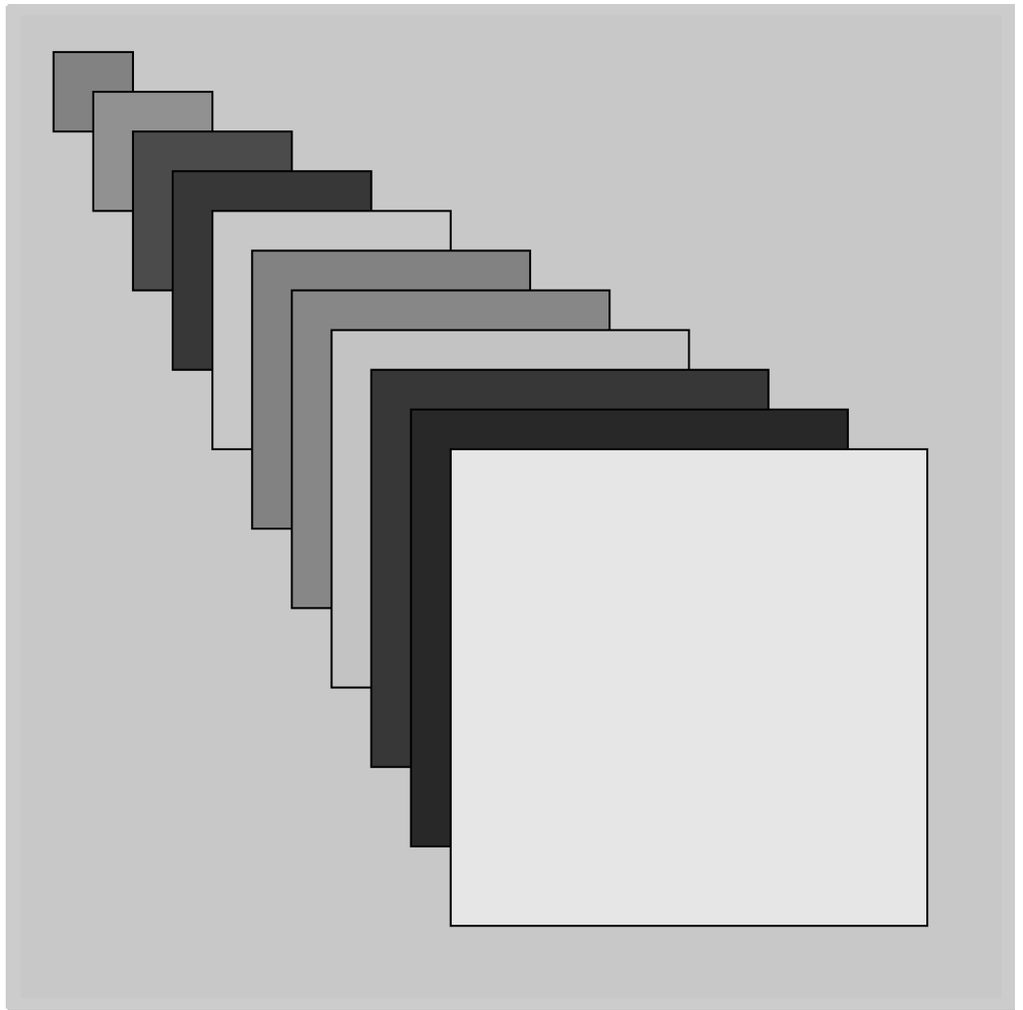


SCHLEIFEN

```
for ( int i = 0; i < 220; i+=20){

   float r = random(255);
   fill(r);
   rect( 20 + i, 20 + i,
         40 + i, 40 + i);

}
```

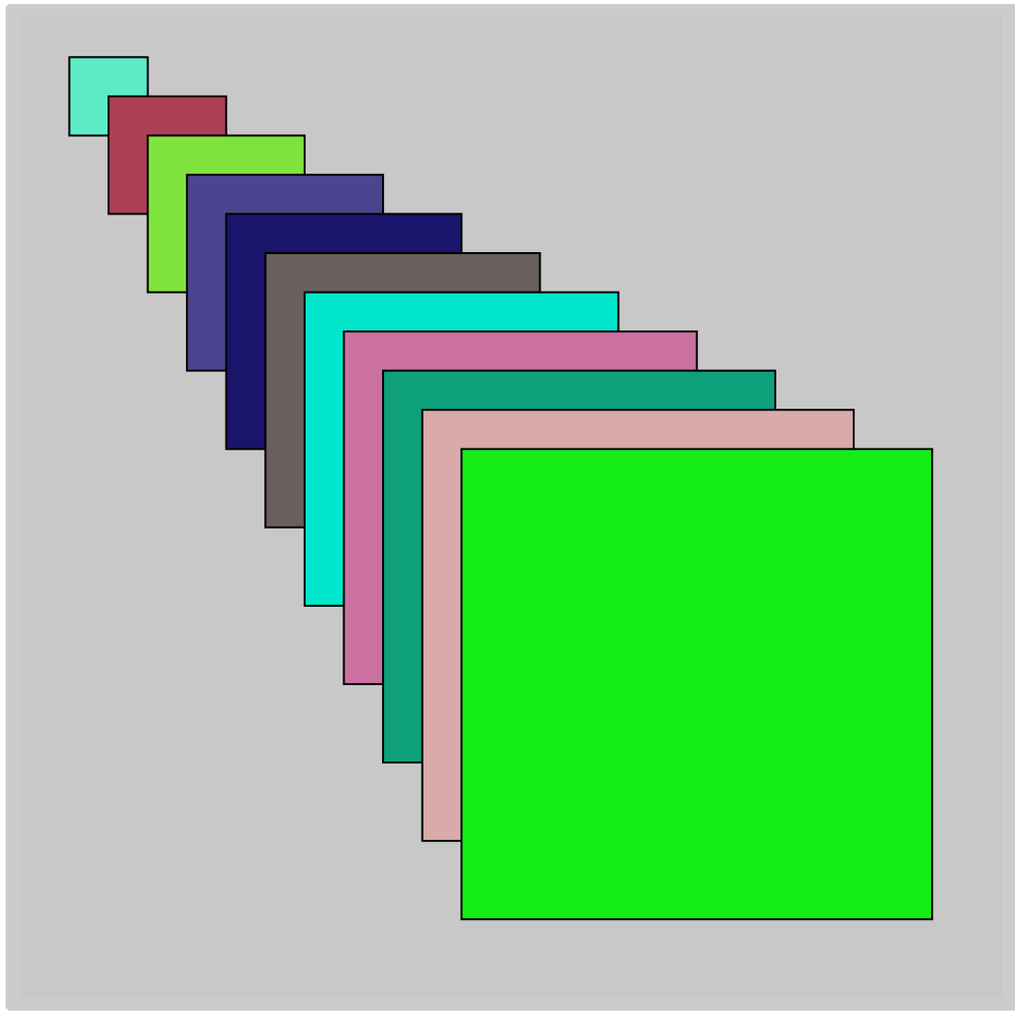


SCHLEIFEN

```
for ( int i = 0; i < 220; i+=20){

   float r = random(255);
   float g = random(255);
   float b = random(255);
   fill(r, g, b);
   rect( 20 + i, 20 + i,
         40 + i, 40 + i);

}
```



BEDINGUNGEN

WENN GERADE_ZAHL

DANN BLAU

SONST ROT

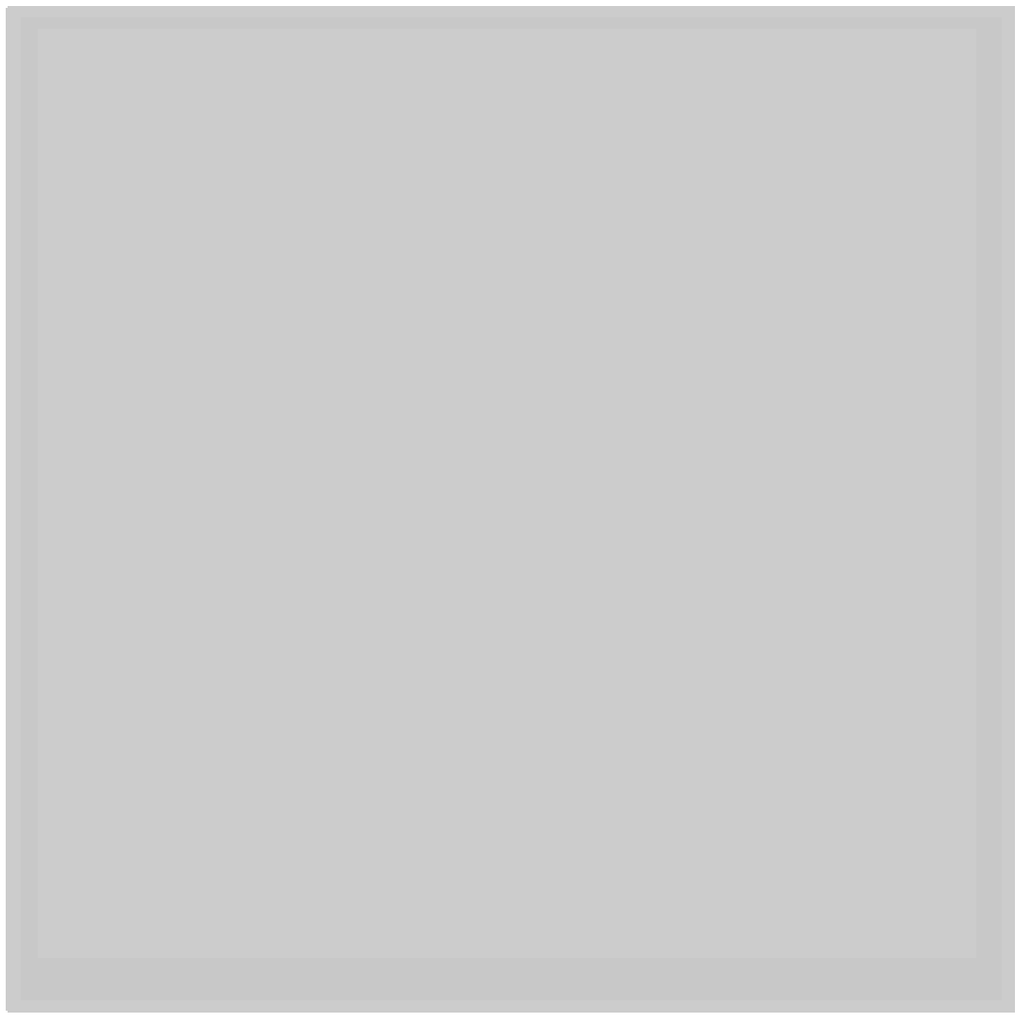
BEDINGUNGEN

```
for ( int i = 0; i < 220; i+=20){

  if ( (i % 2) == 0 ){
    fill(255,0,0);
  } else {
    fill(0,0,255)
  }

  rect( 20 + i, 20 + i,
        40 + i, 40 + i);

}
```



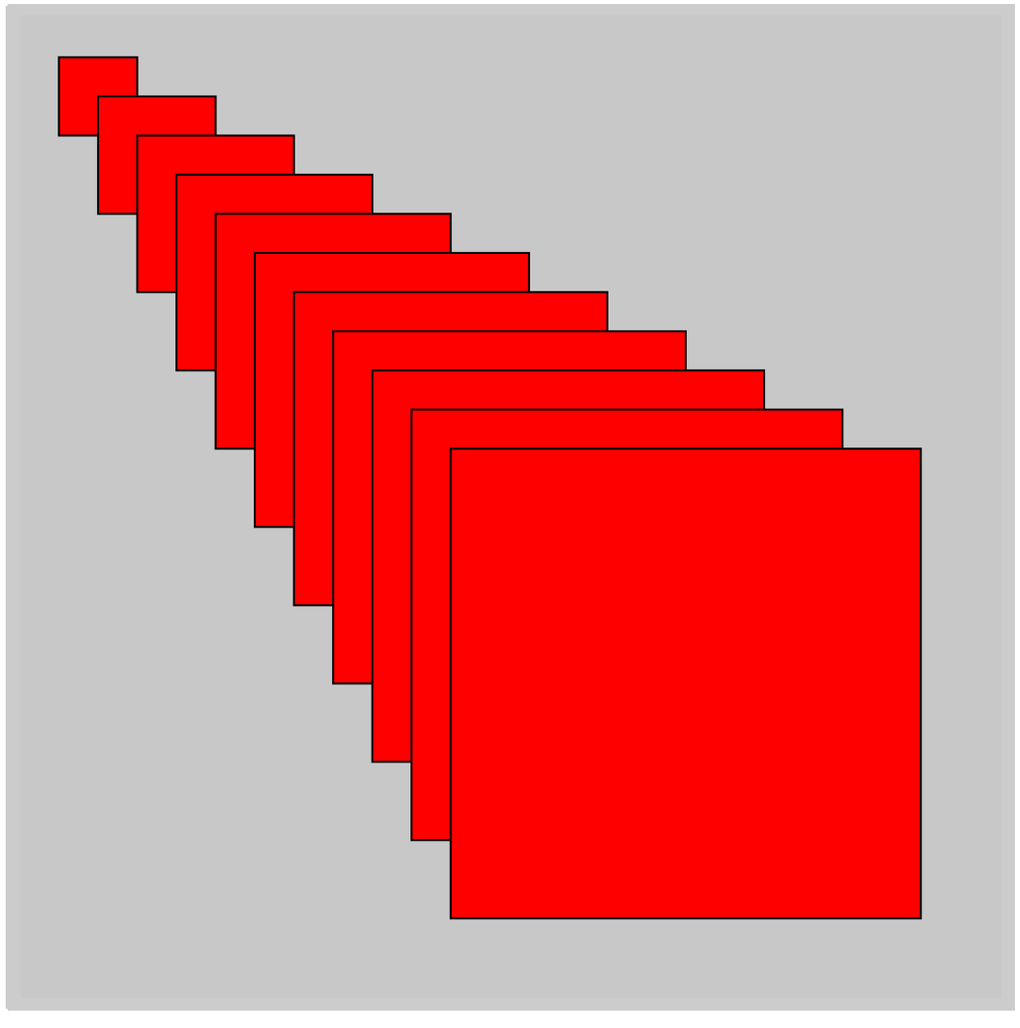
BEDINGUNGEN

```
for ( int i = 0; i < 220; i+=20){

  if ( (i % 2) == 0 ){
    fill(255,0,0);
  } else {
    fill(0,0,255)
  }

  rect( 20 + i, 20 + i,
        40 + i, 40 + i);

}
```



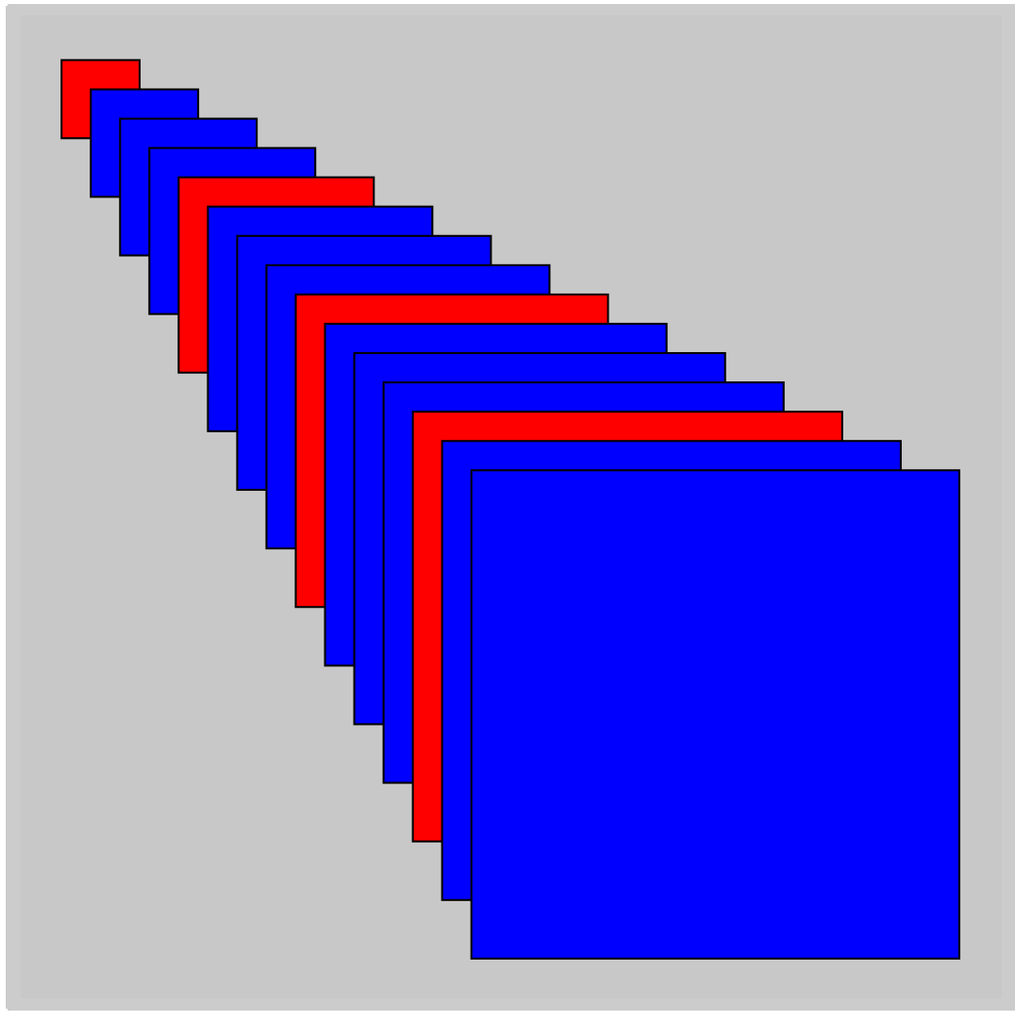
BEDINGUNGEN

```
for ( int i = 0; i < 220; i+=25){

  if ( (i % 2) == 0 ){
    fill(255,0,0);
  } else {
    fill(0,0,255);
  }

  rect( 20 + i, 20 + i,
        40 + i, 40 + i);

}
```



BEDINGUNGEN

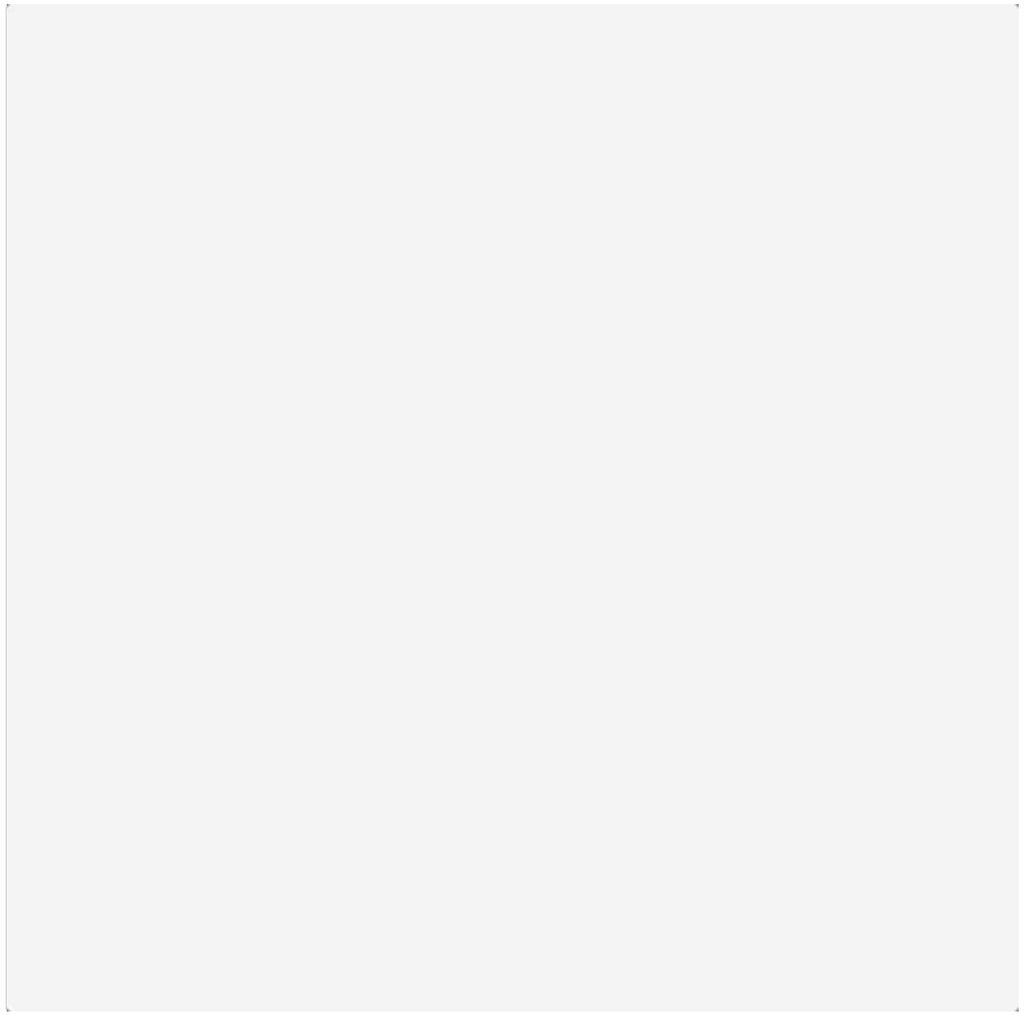
```
int time;
int i = 0;

void setup(){
  size(500, 500);
  time = millis();
}

void draw(){

  if( millis() > time + 50 && i <= 260 ){
    i += 5;
    if( (i % 20) == 0 ){
      fill(255 % millis(), 0, 0);
    } else {
      fill(0, 0, 255 % millis());
    }

    rect( 20 + i, 20 + i, 40 + i, 40 + i);
    time = millis();
  }
}
```



```
void setup(){
}

void draw(){
}
```

PROCESSING IM DETAIL

METHODEN

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

METHODEN

```
void draw (){
   rect(20, 20, 50, 50);
   point(20,30);
}
```