Music Technology

Processing 1 - Introduction

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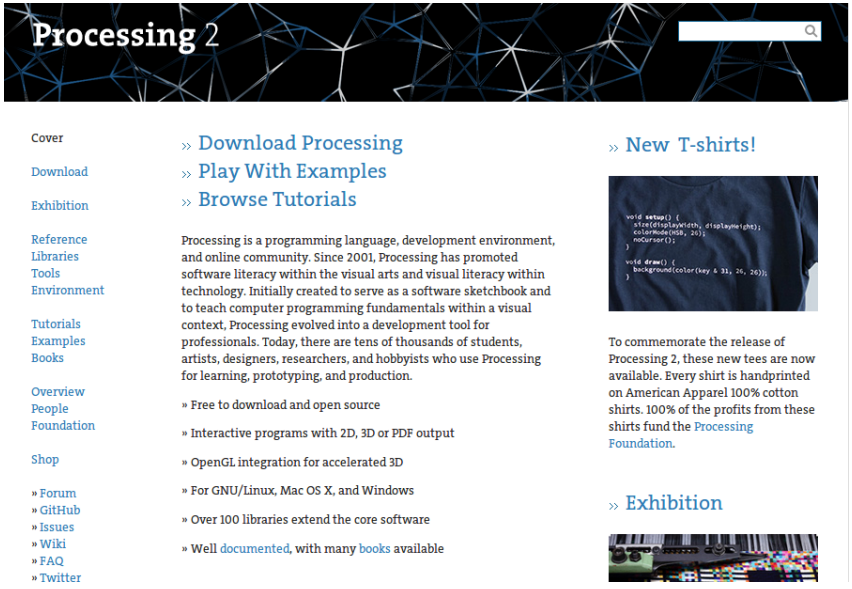
Processing

- Free/open source project
- Initiated by Casey Reas and Ben Fry in 2005
- For learning programming in visual context
- Based on Java, but simplified
- Sketchbook metaphor

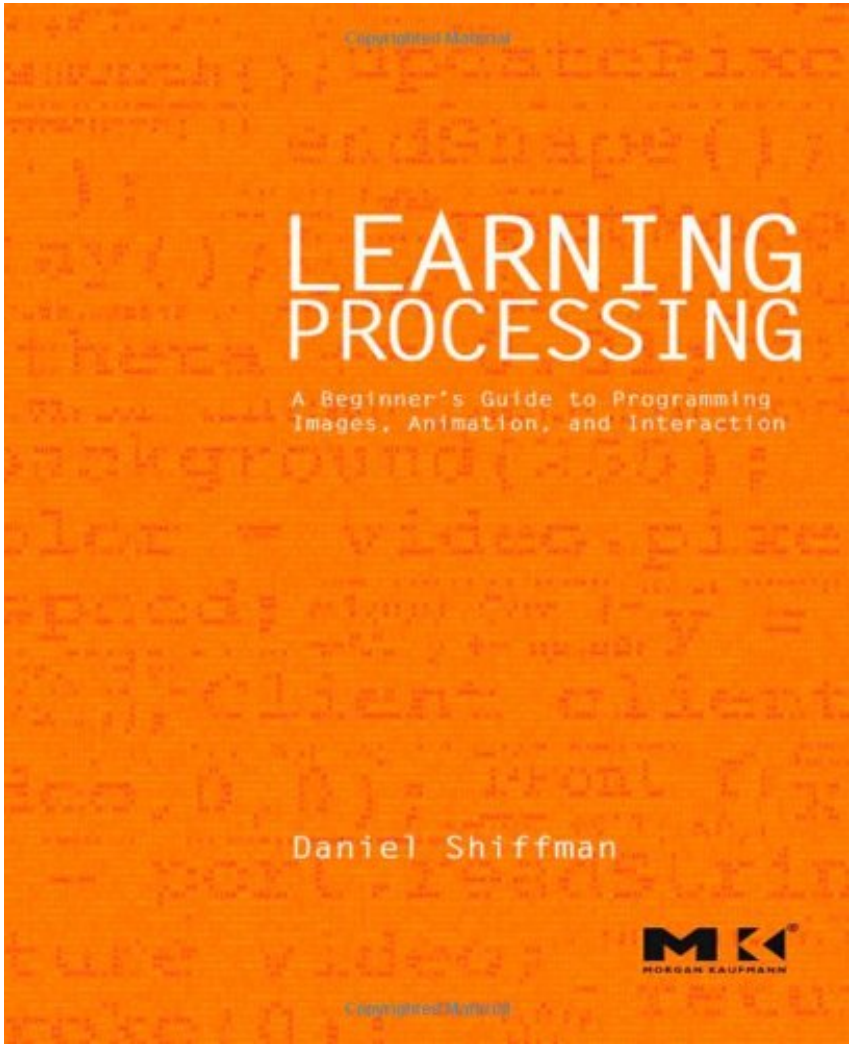
On-line documentation



`https://processing.org/`

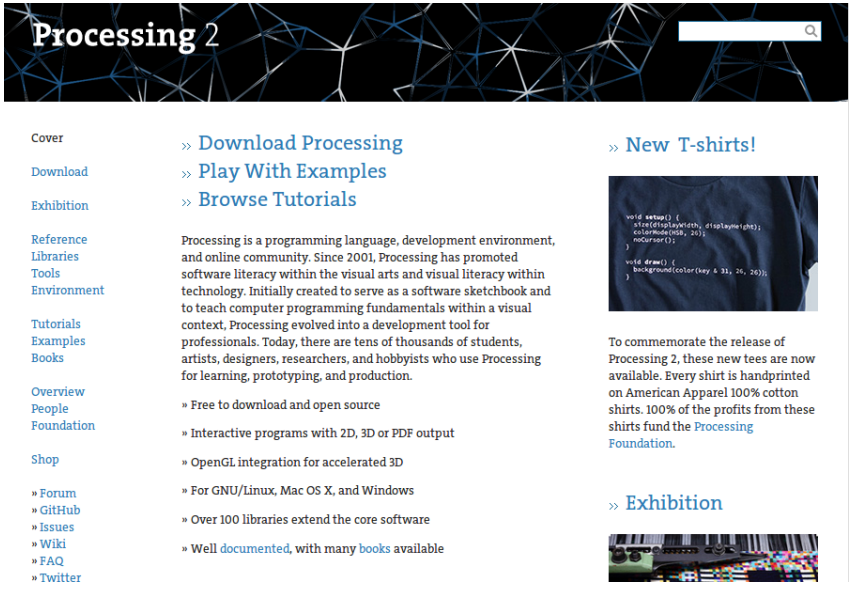
- Reference, Tutorials, Forum
- Off-line from UI:
  - Help -> reference
  - Right click on code -> find in reference

Further reading



Video lectures: `http://icm.shiffman.net/`

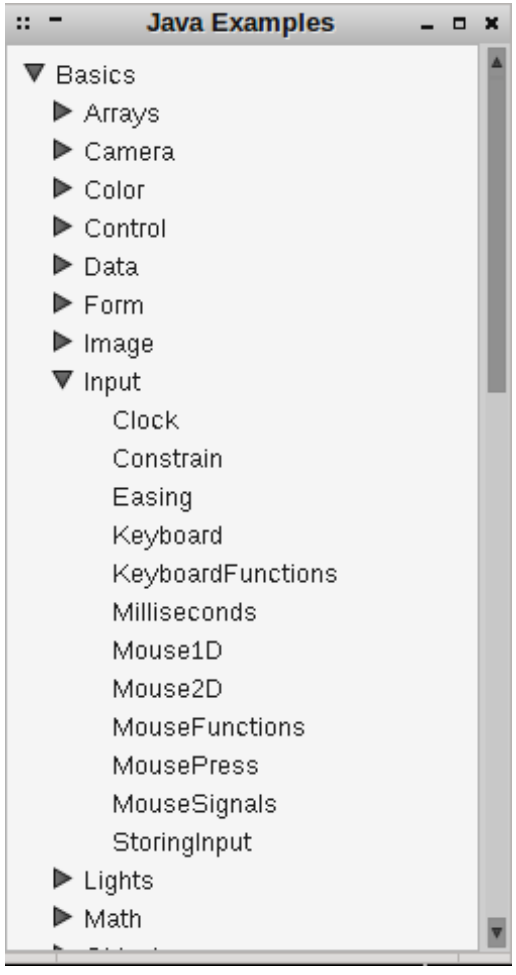
Open processing



https://openprocessing.org/

Examples

File -> Examples



Lets get programming

- Draw some shapes
- Play a sound

Draw a circle

Use the ellipse function call

```
// x, y, width, height
ellipse(10,10,10,10);
```

Draw a square

Use the rect function call

```
// x, y, width, height
rect(30,30,10,10);
```

Change the brush colour

```
fill(255,0,0);
ellipse(10,10,10,10);

fill(0,255,0);
rect(30,30,10,10);

fill(0,0,255);
// x1, y1, x2, y2, x3, y3
triangle(40,40,50,40,55,45);
```

Exercise 1

Draw a face (or something) using fill, stroke, ellipse, rect and line.

Reminder:

```
// red, green, blue component from 0 to 255
fill(255, 255, 255);
// Same, but for line colour (e.g. around a shape)
stroke(255, 255, 255);

// x, y, width, height in pixels
ellipse(10, 10, 10, 10);

// same as ellipse
rect(20, 20, 10, 10);

// fromX, fromY, toX, toY
line(40, 40, 50, 50);
```

Loops - Draw ten squares

```
int count = 0;
while (count < 10) {
  fill((255/10) * count, 255, 0);
  rect(count * 10, 10, 10, 10);
  // add 1 to count
  count++;
}
```

or

```
for (int count = 0; count < 10; count++) {
  fill((255/10) * count, 255, 0);
  rect(count * 10, 10, 10, 10);
}
```

Exercise 2: Make a sound

Add the minim library to your sketch: (Sketch -> Import library -> minim)

Download sound from `http://yaxu.org/tmp/kick.wav`

Add the sound to your sketch with Sketch -> Add file

```
// Initialise audio
Minim minim = new Minim(this);

// Prepare a sound
AudioSample kick = minim.loadSample("kick.wav");

// Trigger the sound
kick.trigger();
```

Animation the Processing way

Does things in `setup()` once, and then in `draw()` every frame

```
Minim minim;
AudioSample kick;

void setup() {
  // make the canvas a bit bigger
  setup(300,300);
  minim = new Minim(this);
  kick = minim.loadSample("kick.wav");
  frameRate(2);
}

void draw() {
  ellipse(random(width),random(height),10,10);
  kick.trigger();
}
```

Exercise 3

1. Make a shape move
   - Add a global `float` variable called `bally` that stores the y position of the shape
   - Add another global `float` variable that stores the speed of the shape
   - Add `speed` to `bally` every frame (i.e. within `draw()`)
2. Make the shape bounce off the edges of the sketch and make a sound
   - have an `if` statement that tests whether `bally` $>$ `height`
   - when that is true, play a sound and invert `speed`, (i.e. set `speed = 0 - speed`)
   - do something similar for the top of the sketch (i.e. when `bally` < 0)
3. Challenges: have multiple shapes, or add gravity effect.
4. Challenge question: Could we replace the `float` variables with `int` variables? What is the advantage of either?