Overview

- Preliminaries.
  - Admin.
  - Questions.
- Explorations with PsAiF/R
  - Sam makes fun of GitHub behavior
  - We look at a few solutions
  - We consider your problems
  - Other issues
- Processing
  - Processing: A bit of background.
  - Why Processing?
  - Processing basics.
  - Examples.
- Lab.

Preliminaries

Admin

- Yes, there were some interesting Git issues again, mostly because I forgot to give folks permission to access the archive.
- I have handouts about my summer research. (Slides from my talk are outside my office.)
- Assignments:
  - Assignment 3: Getting Started with Processing.
  - Read a little about Postscript.

Questions

PsAiF/R

GitHub and HW2

- Don’t commit your backup files.
- Don’t make a recursive repo.
PsAiF/R: Your Answers

- AS14’s were very nice.

PsAiF/R: Your Problems

- TB17’s examples was very nice.

PsAiF/R: Your Reflections

- Sam’s coder was not necessarily competent because Sam is not necessarily competent. Anyway, (makefun ’x) doesn’t work in the definitions pane and Sam is too lazy to figure out why.
  - Write to Sam when you have problems.
- Some cool examples.
  - Many cool examples use values outside the range [-1 .. 1]. Can we achieve similar results staying within that range?
- Does anyone have a better name?

Processing

A bit of background

- Programming language for artists, designed at MIT Media Lab
- General model: Time-based images
- Language model: Java, but friendlier
- Incredibly popular - Huge community of sharing (really ugly code)

Why Processing?

- Might use for implementationa
- Think more about models of making images
  - What can we steal and make functional
- Think about community
- Fun!

Processing basics

- /glimmer/processing/processing
- Two basic functions:
  - setup() - size(width,height); also set state/globals
  - draw() - redraw the image
- Stateful: Set the state and then draw things
  - stroke(BW), stroke(R,G,B)
  - line(x0,y0,x1,y1)
- fill(BW), fill(R,G,B)
- ellipse(x,y,width,height), rect(x,y,width,height)

**A quick and ugly example**

```cpp
define foo;
define bar;
define c;

define width = 500;
define height = 300;

define void
define setup()
{
define size(width,height);
define foo = 300;
define bar = 300;
define c = 0;
}
define void
define draw()
{
define foo = (foo + 5) % width;
define bar = (bar - 2) % height;
c = (c+1) % 93;
colorMode(HSB,100);
fill(c,100,100);
strokeWeight(2);
stroke(c,100,100);
line(0,0,foo,bar);
line(50,50, foo,bar);
ellipse(200,200,200,50);
rect(200,200,200,50);
}
// draw
```

**Lab**

Your turn to play.

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