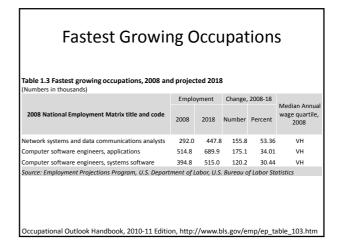
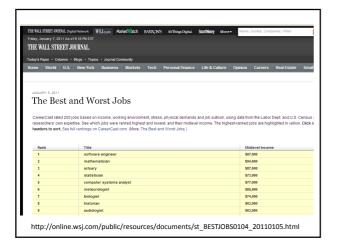


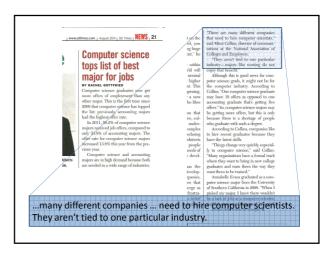
"Computer science is no more about computers than astronomy is about telescopes"

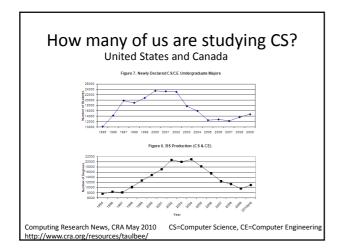
- Edsger Dijkstra

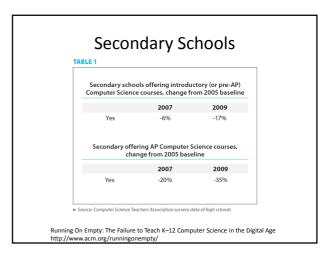
### Computing is important.











### We've turned a corner...

- "Stanford University enrollment for in CS106A (CS1) [in 2010/2011] is 1087, which represents a year-on-year growth of 51%"
- Why?
  - 1. I'm just curious
  - 2. Increase my potential to land a good job
  - 3. Hove computing
  - 4. Need to fill a requirement
  - 5. Other...

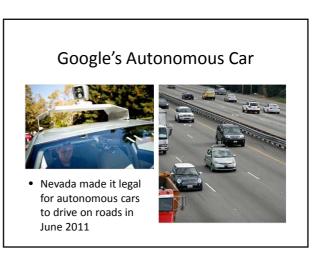
http://computinged.wordpress.com/2011/04/13/guest-post-eric-roberts-on-the-dangers-of-escalating-enrollments

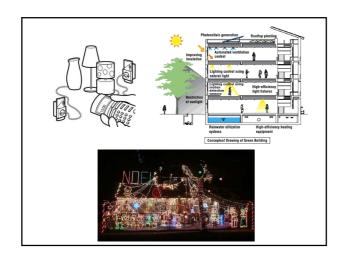
What can be programmed?



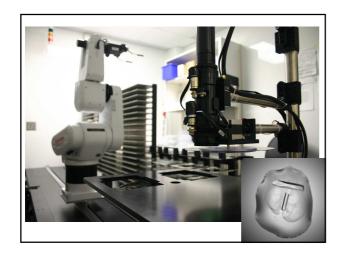


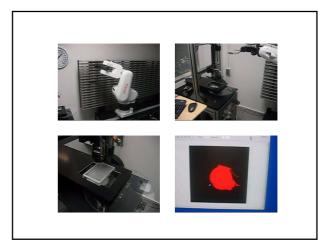












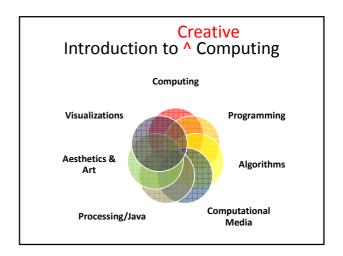
How do you program?



### What is a Computer Program?

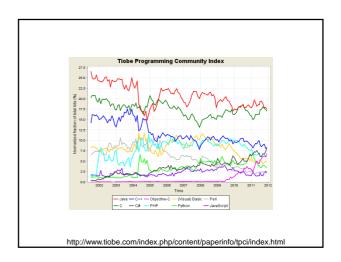
A collection of human and machine readable statements that can be translated to instructions executable by a computing device.

A text file.

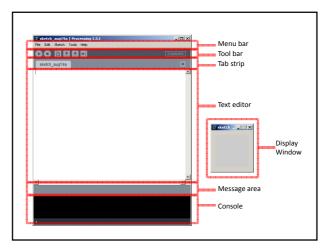


### Our Goal

- Use computing to realize works of art
- Explore new metaphors from computing: images, animation, interactivity, visualizations
- Learn the basics of computing
- Have fun doing all of the above!



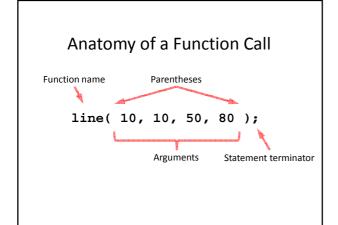
# Software Processing Already installed in the CS Lab Also available for your own computer @ www.processing.org Processing == Java Book Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction by Daniel Shiffman, Morgan Kaufmann Publishers, 2008. Available at the Campus Bookstore. http://www.learningprocessing.com/

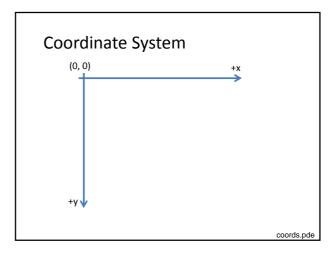


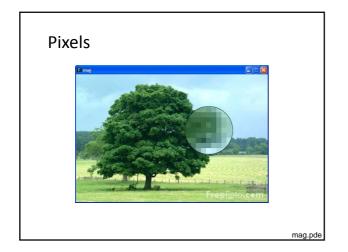
### Primitive 2D Shapes

- point
- line
- triangle
- rect (rectangle)
- quad (quadrilateral, four-sided polygon)
- ellipse
- arc (section of an ellipse)
- curve (Catmull-Rom spline)
- bezier (Bezier curve)





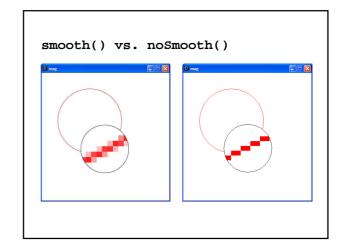




## Processing Canvas size( width, height ); Set the size of the canvas. background( [0..255] ); Set the background grayscale color.

### **Drawing Primitives**

```
point( x, y );
line( x1, y1, x2, y2 );
triangle( x1, y1, x2, y2, x3, y3 );
quad( x1, y1, x2, y2, x3, y3, x4, y4 );
rect( x, y width, height );
ellipse( x, y, width, height );
```



### Colors

### Composed of four elements:

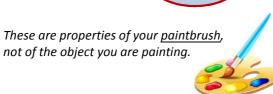
- 1. Red
- 2. Green
- 3. Blue
- 4. Alpha (Transparency)

raba.pde

Why 0 .. 255?

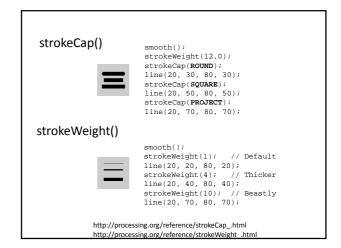
### **Shape Formatting**

- 1. Fill color
- 2. Line thickness
- 3. Line color



# Fill Color fill(gray); fill(gray, alpha); fill(red, green, blue); fill(red, green, blue, alpha); noFill();

### Stroke (Line) Color stroke(gray); stroke(gray, alpha); stroke(red, green, blue); stroke(red, green, blue, alpha); noStroke();



### ellipseMode



ellipseMode(CENTER);
ellipse(35, 35, 50, 50);
ellipseMode(CORNER);
fill(102);
ellipse(35, 35, 50, 50);

### rectMode



rectMode(CENTER);
rect(35, 35, 50, 50);
rectMode(CORNER);
fill(102);
rect(35, 35, 50, 50);

http://processing.org/reference/ellipseMode\_.html http://processing.org/reference/rectMode\_.html

### Dropbox

• https://www.dropbox.com/

### **Processing.JS**

- A Javascript implementation of Processing
- Runs in any modern web browser
  - Does not run well in IE8 and under
- Most of Processing is implemented
  - Images are processed slowly
  - No file IO
- http://processingjs.org

### Studio Sketchpad

- Collaboratively edit, run and chat about a Processing.js program
- http://sketchpad.cc
- http://studio.sketchpad.cc