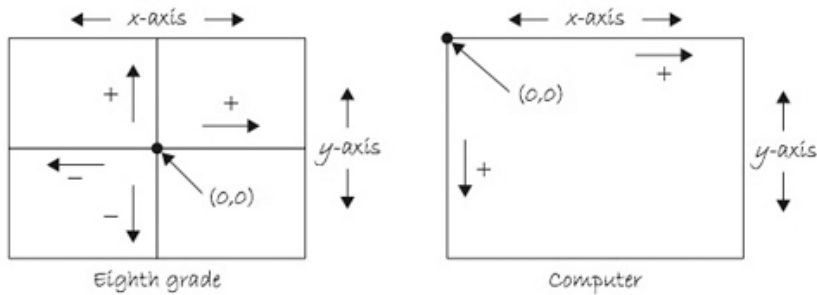


Some notes for Processing – Computational Art Workshop SBHS –
Zoë Wood zwood@calpoly.edu

2D coordinate space:



Some shapes in processing

```
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);
```

```
arc(x, y, width, height, start, stop);
```

```
beginShape();  
    vertex(11, 23);  
    vertex(21, 33);....  
endShape(CLOSE);
```

----Recall that order is clockwise-----

