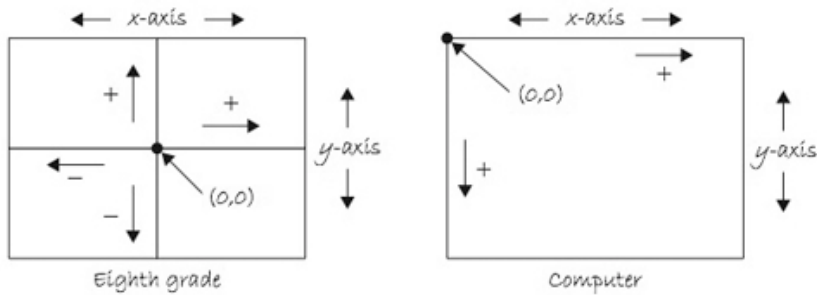


Some notes for Processing – Computational Art Workshop SBHS –  
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2D coordinate space:



---

**//consider this program**

**int i;**

**i=0;**

**while(i < 100) {**

**fill(random(0, 255), random(0, 255), random(0, 255));**

**rect(i, i, 20, 10);**

**i = i+10;**

**println("i" + i);**

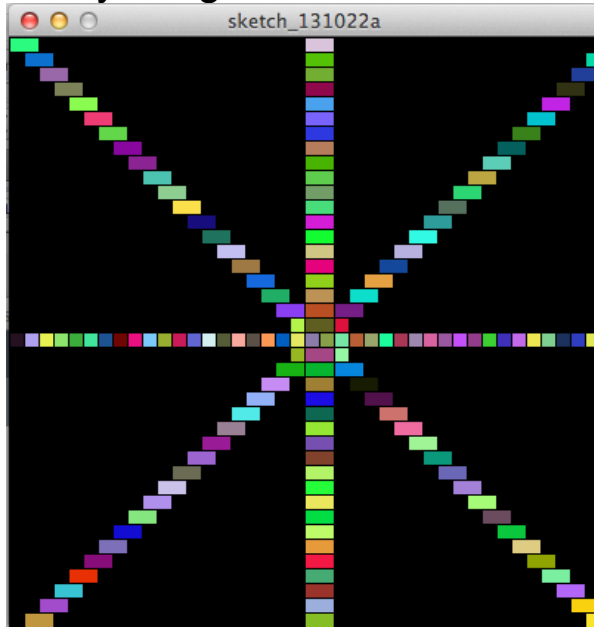
**}**

---

It creates something like this:



Can you figure out how to make something like this:



One new command you might try:  
**size(400, 400);**

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-----

