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

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------