

# Creative Programming

The background of the slide features a photograph of a playground. A large, bright yellow slide with red horizontal bands is the central focus. In the foreground, a green metal fence runs across the frame. Several people are visible: a man in a light-colored shirt and dark pants is walking towards the left, and a woman in a red jacket and light-colored pants is walking towards the right. The image is partially covered by a semi-transparent orange overlay on the left side, which contains the title text.

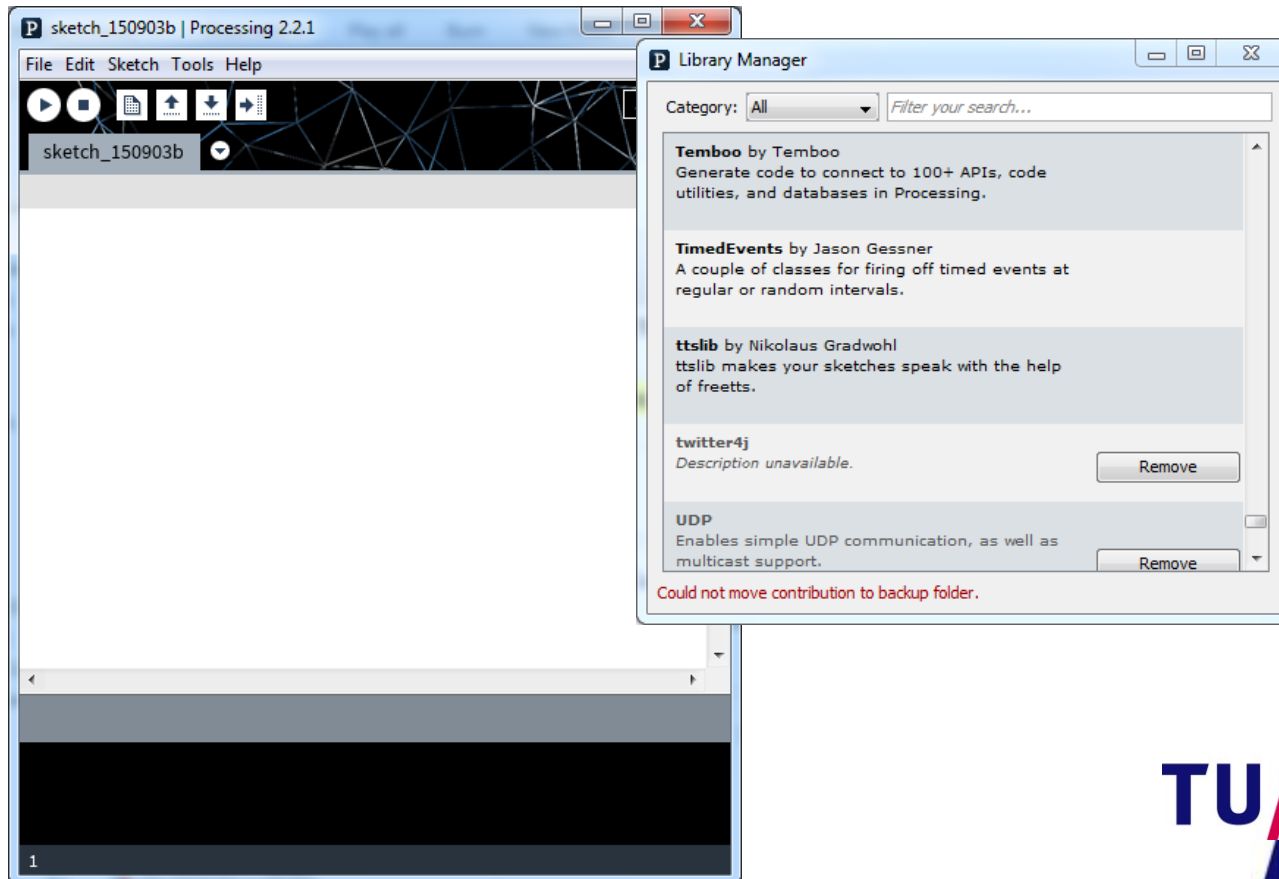
**TU** / **e**

Technische Universiteit  
**Eindhoven**  
University of Technology

**Where innovation starts**

# Installing libraries

Sketch → Import Library → Add library



# Standard libraries (pdf)

- pdf

```
import processing.pdf.*;
```

Import library

```
size(600, 600);
```

```
beginRecord(PDF, "line.pdf");
```

```
background(255);
```

```
stroke(0, 20);
```

```
strokeWeight(20.0);
```

```
line(200, 0, 400, height);
```

Use library functionality

```
endRecord();
```

# Libraries (pdf coninued)

- **Always check examples first; they show how it works!**
- **MousePress**
- **MultipleFrames**

# Libraries

- Minim (sound)
- video

Note, the reference on the *Internet* is for Processing 3!  
Some of the libraries mentioned there do not exist for Processing 2, use the *local* reference for that.

# Library examples

- **Scrolling headlines (uses twitter)**  
**(needs an alternate way of installing the library)**

# Inspiration

- <http://www.openprocessing.org/>
- **Glowing lines**
- **And many more**

# Books

## Must-have

*Getting Started with Processing*, by Casey Reas, Ben Fry, e-Book and hard copy available from O'Reilly

## Recommended-to-have

*Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction*, Daniel Shiffman.

Published August 2008, Morgan Kaufmann. 450 pages. Paperback, Available from LUCID, or from Amazon

*Programming Interactivity: A Designer's Guide to Processing, Arduino, and openFrameworks* (Paperback) by Joshua Noble (Author). **Very good one, covers many topics in Competency II.** Available from LUCID. Also see

<http://programminginteractivity.com>

*Processing: Creative Coding and Computational Art (Foundation)*

Ira Greenberg (Foreword by Keith Peters)., Published 28 May 2007, Friends of Ed. 840 pages. Hardcover. Available from LUCID

*Making Things Talk: Practical Methods for Connecting Physical Objects*

Tom Igoe, Published 28 September 2007, O'Reilly. 428 pages. Paperback. Available from LUCID