#### Animating your Drawings

**Basics of Animation** 

Produced by:

**Department of Computing and Mathematics** 



#### Topics list

• The setup() function.

The draw() function.

System Variables in Processing.

#### void setup()

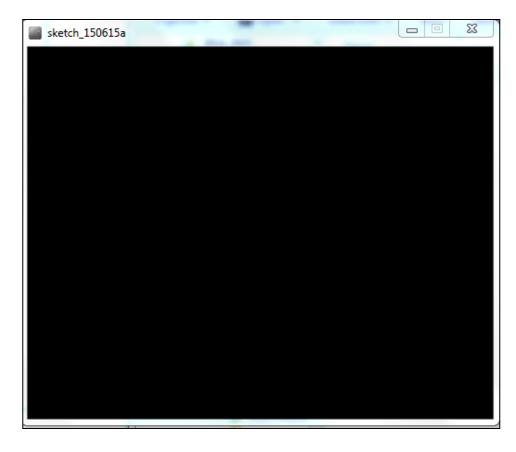
 setup() is called once when the program starts and should <u>not</u> be called again.

 setup() can set the screen size and background colour.

 There can only be <u>one</u> setup() function for each sketch.

#### void setup()

```
P sketch_150615a | Processing 2.2.1
File Edit Sketch Tools Help
  sketch_150615a
void setup()
  size(500,400);
  background(0);
```



#### Topics list

• The setup() function.

• The draw() function.

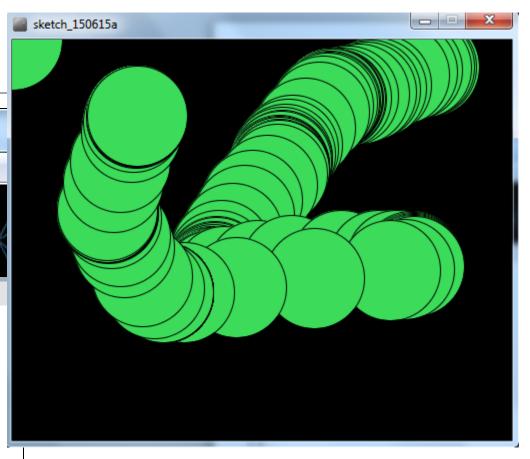
System Variables in Processing.

#### void draw()

- You should never call the draw() function.
- Processing automatically calls the draw() function straight after the setup() call.
- draw() <u>continuously</u> executes the code contained inside it.
- There can only be one draw() function for each sketch.

#### void draw()

```
P sketch_150615a | Processing 2.2.1
File Edit Sketch Tools Help
 sketch 150615a
void setup()
  size(500,400);
  background(0);
void draw()
  stroke(0, 0, 0);
  fill(60, 220, 90);
  ellipse(mouseX, mouseY, 100, 100);
```



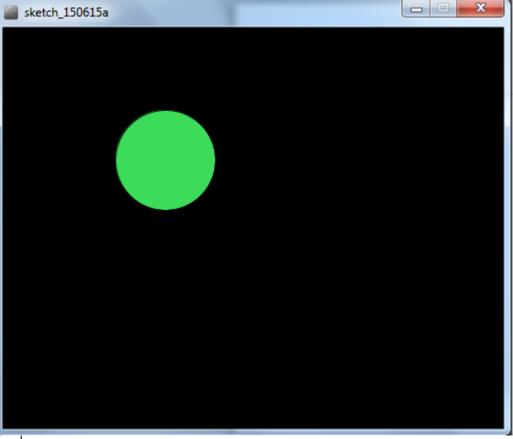
mouseX = x co-ordinate of mouse pointer
mouseY = y co-ordinate of mouse pointer

Q: Why many circles?

A: background(0) is in the setup function.

### void draw()

```
P sketch_150615a | Processing 2.2.1
File Edit Sketch Tools Help
                           Run
  sketch_150615a
void setup()
  size(500,400);
void draw()
  background(0);
  stroke(0, 0, 0);
  fill(60, 220, 90);
  ellipse(mouseX, mouseY, 100, 100);
```



mouseX = x co-ordinate of mouse pointer
mouseY = y co-ordinate of mouse pointer

Q. Why only one circle?

A. background(0) is in the draw function.

### Topics list

The setup() function.

The draw() function.

System Variables in Processing.

### System Variables in Processing

Some examples of system variables in Processing:

**mouseX** (x co-ordinate of the mouse pointer on the

display window)

mouseY (y co-ordinate of the mouse pointer on the

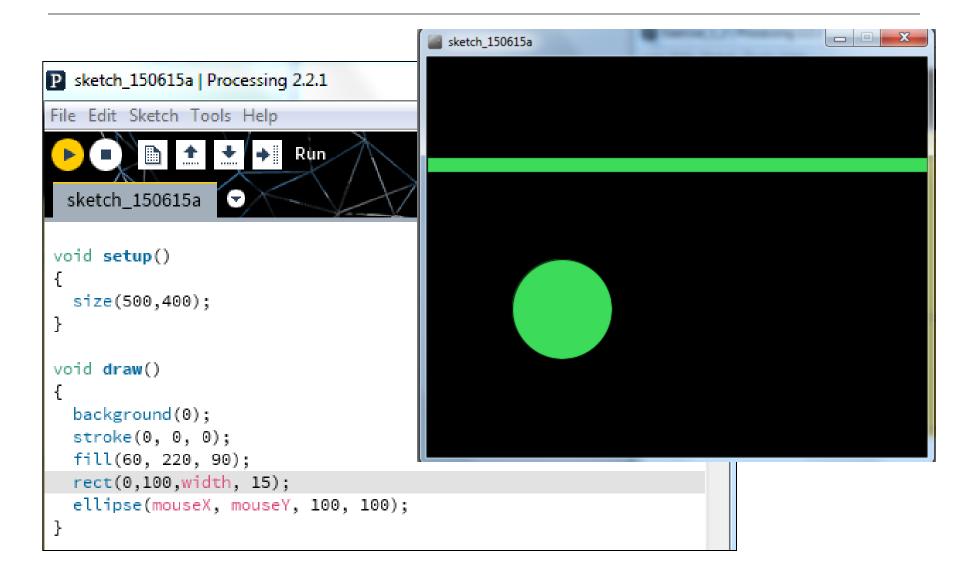
display window)

width (width of the display window)

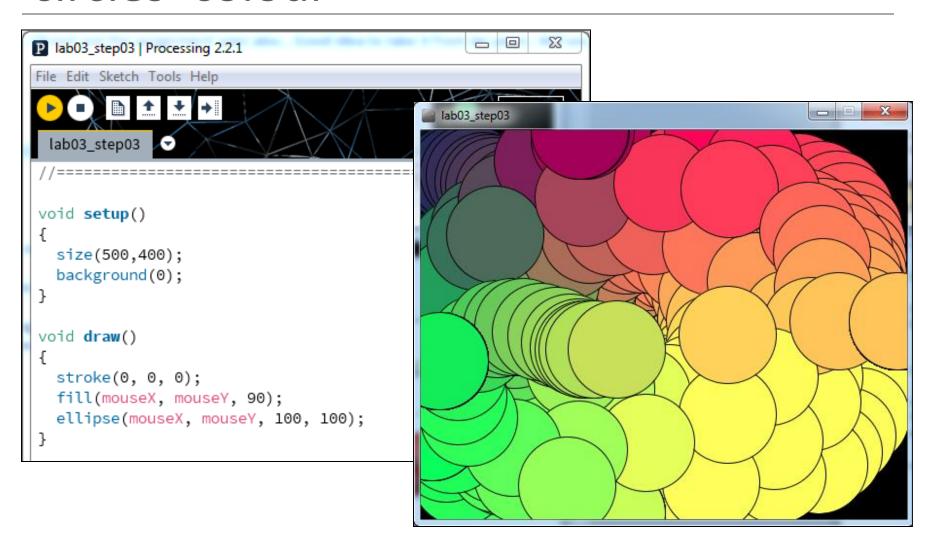
**height** (height of the display window)

We don't have to define/create these; we just use them.

## System Variables in Processing



# Using System Variables to vary the circles' colour



# Questions?





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