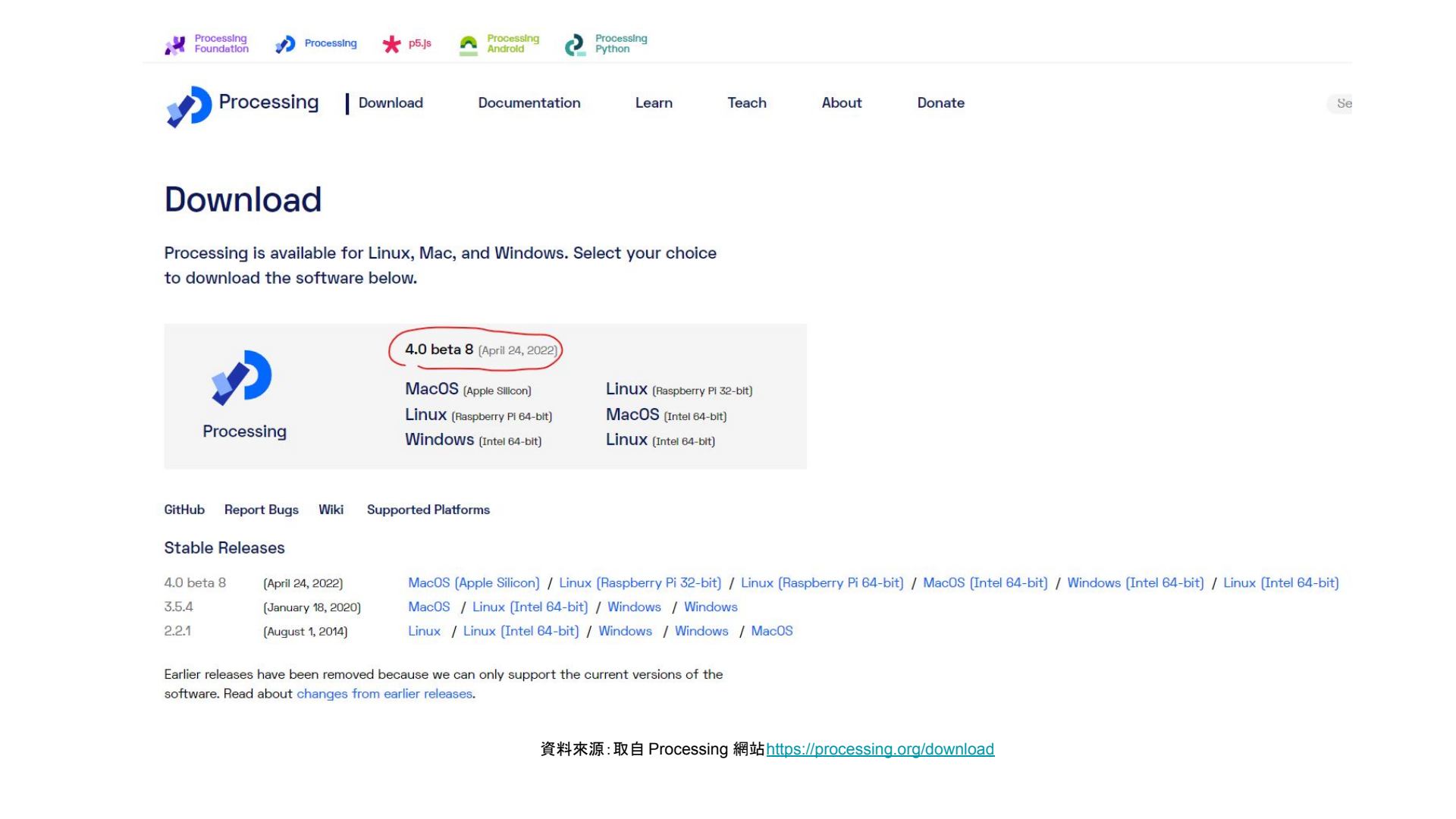


資料來源：取自 Processing 網站https://processing.org/download

Zip and unzip files and folders on Mac

Compressed files take up less disk space than uncompressed files, so compressing is useful for making backup copies of your data or for sending information over the internet.

On your Mac, do any of the following:

- *Compress a file or folder:* Control-click it or tap it using two fingers, then choose Compress from the shortcut menu.

  If you compress a single item, the compressed file has the name of the original item with the .zip extension. If you compress multiple items at once, the compressed file is called Archive.zip.

- *Unzip (expand) a compressed item:* Double-click the .zip file.

  The unzipped item appears in the same folder as the .zip file. If you want to, you can delete the .zip file.

  Note: If you can't open the .zip file, make sure you have enough space on your Mac for the unzipped item. If you received the .zip file from someone else, there might be a problem with the file. Ask them to zip the file again and resend it.

資料來源：取自 Apple 網站
https://support.apple.com/guide/mac-help/zip-and-unzip-files-and-folders-on-mac-mchlp2528/mac

Hello World! Processing

9 years ago | More

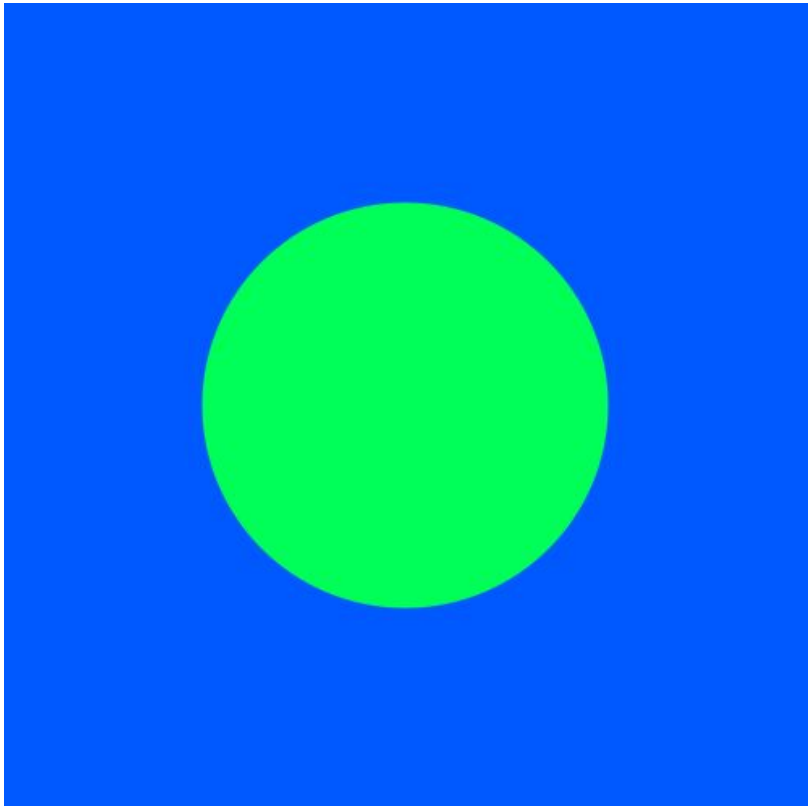
Ultra_Lab + Follow

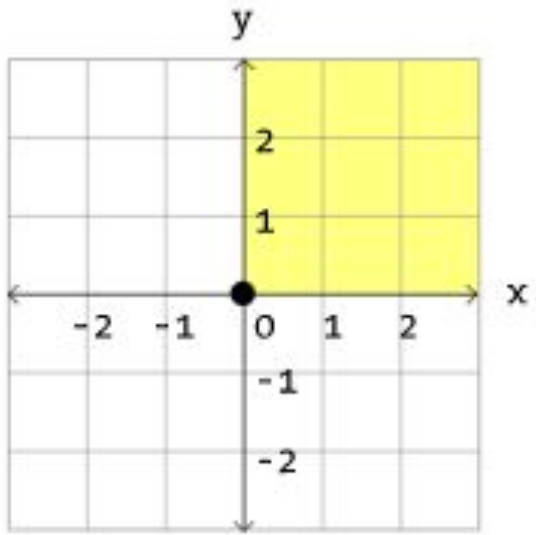
資料來源:
Ultra_Lab(2013), *Hello World! Processing*,
取自Vimeo網站
https://vimeo.com/60735314

232K 1,813 143 35 Share

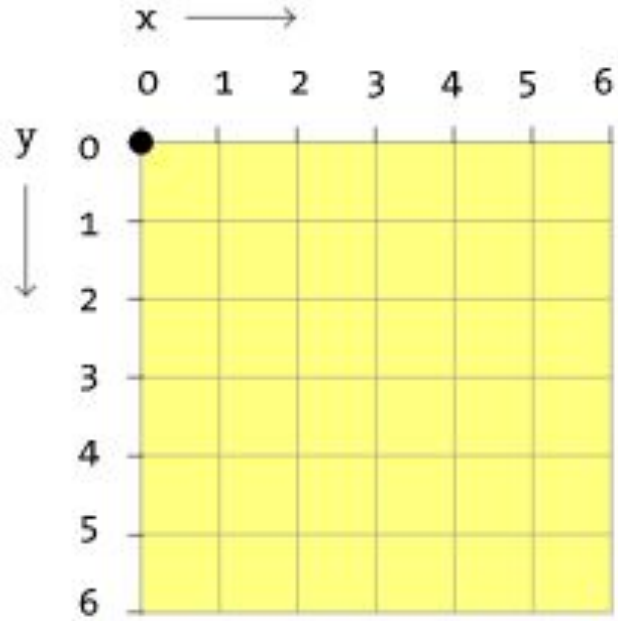
Hello World! Processing is a documentary on creative coding that explores the role that ideas such as process, experimentation and algorithm play in this creative field featuring artists, designers and code enthusiasts.

🎮使用Processing製作創造藝術(Hello, Color)



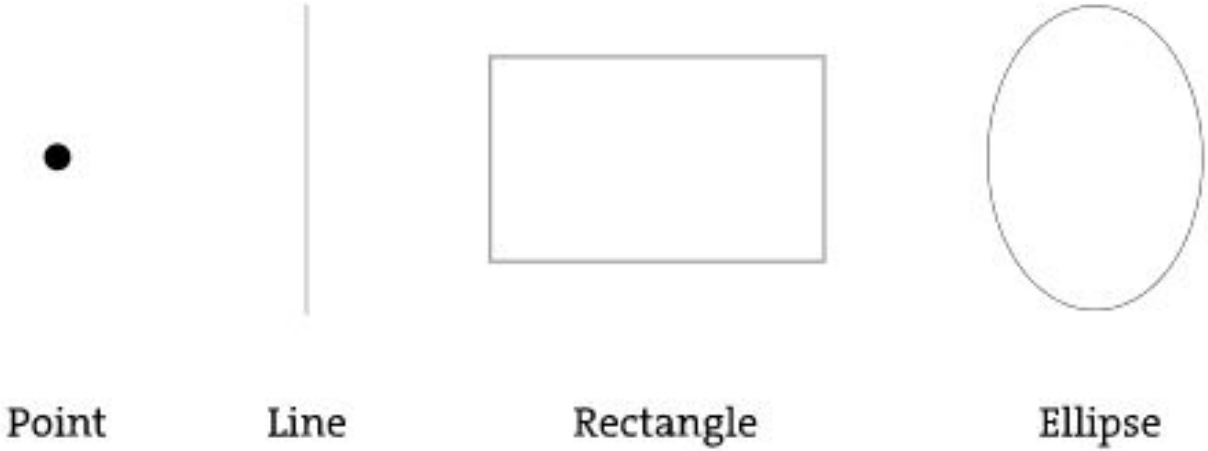


Eighth Grade

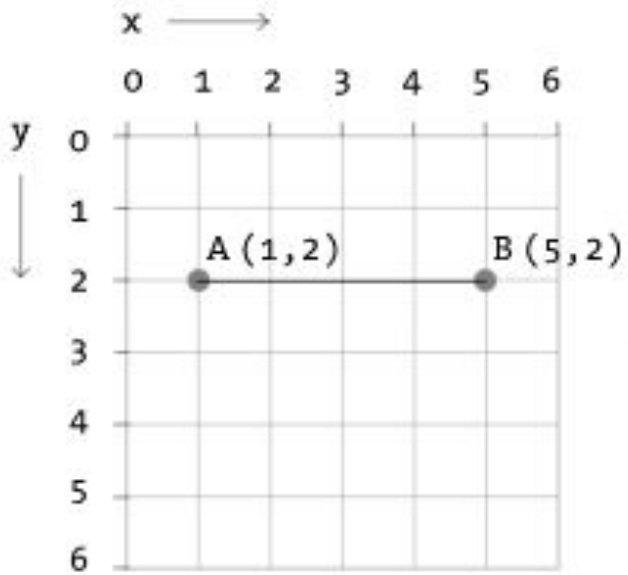


Computer

資料來源：取自 Processing 網站
https://processing.org/tutorials/coordinatesystemandshapes



資料來源：取自 Processing 網站
https://processing.org/tutorials/coordinatesystemandshapes

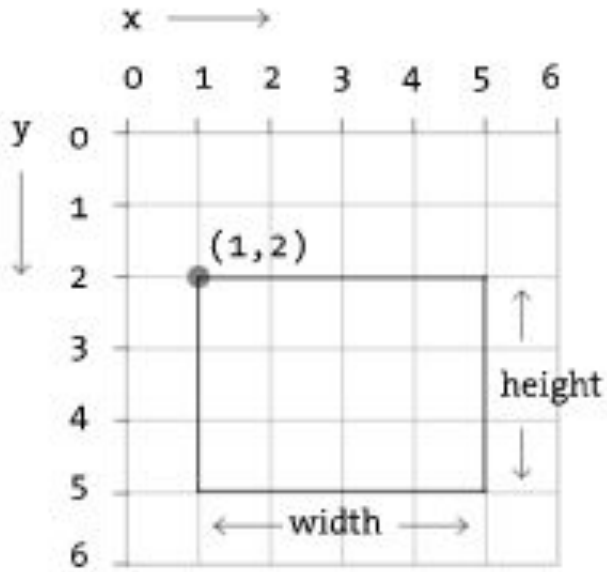


line (x1 , y1 , x2 , y2) ;

Point A Point B

Example: line (1,2,5,2) ;

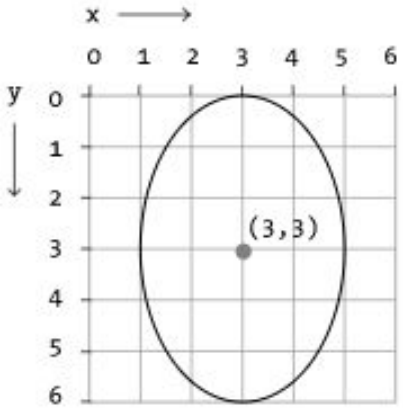
資料來源：取自 Processing 網站
https://processing.org/tutorials/coordinatesystemandshapes



rect(x , y , width , height) ;

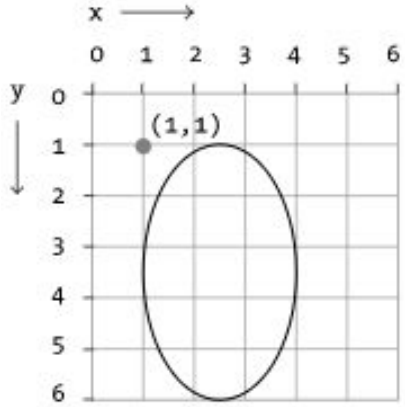
Example: rect (1,2,4,3) ;

資料來源：取自 Processing 網站
https://processing.org/tutorials/coordinatesystemandshapes



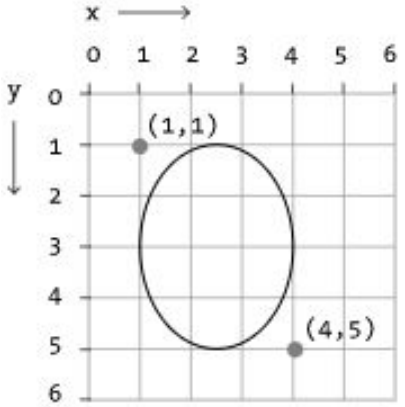
ellipseMode (CENTER) ;
ellipse (x , y , width , height) ;

Example: ellipseMode (CENTER) ;
ellipse (3,3,4,6) ;



ellipseMode (CORNER) ;
ellipse (x , y , width , height) ;

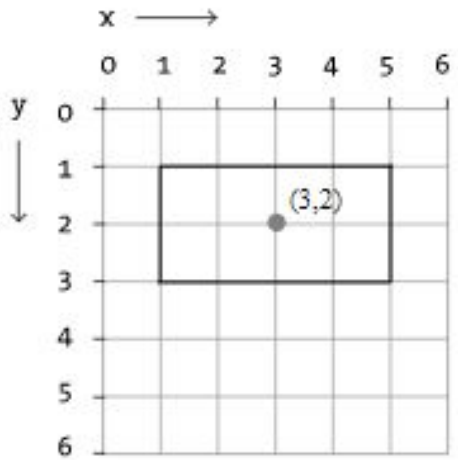
Example: ellipseMode (CORNER) ;
ellipse (1,1,3,5) ;



ellipseMode (CORNERS) ;
ellipse (x1 , y1 , x2 , y2) ;

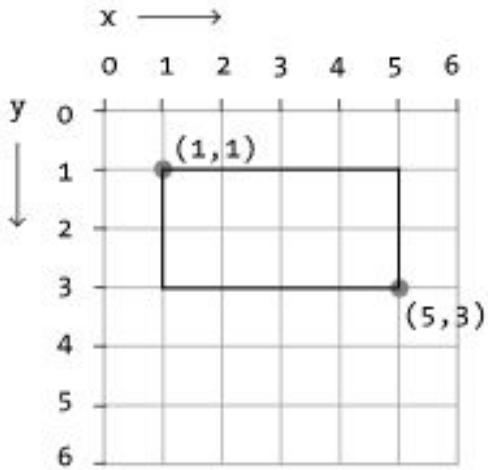
Example: ellipseMode (CORNERS) ;
ellipse (1,1,4,5) ;

資料來源：取自 Processing 網站
https://processing.org/tutorials/coordinatesystemandshapes




```
rectMode(CENTER);
rect(x,y,width,height);
```

Example:
```
rectMode(CENTER);
rect(3,2,4,2);
```




```
rectMode(CORNERS);
rect(x1,y1,x2,y2);
```

Example:
```
rectMode(CORNERS);
rect(1,1,5,3);
```

資料來源：取自 Processing 網站
https://processing.org/tutorials/coordinatesystemandshapes

資料來源:取自 Processing網站
https://processing.org/reference

Reference

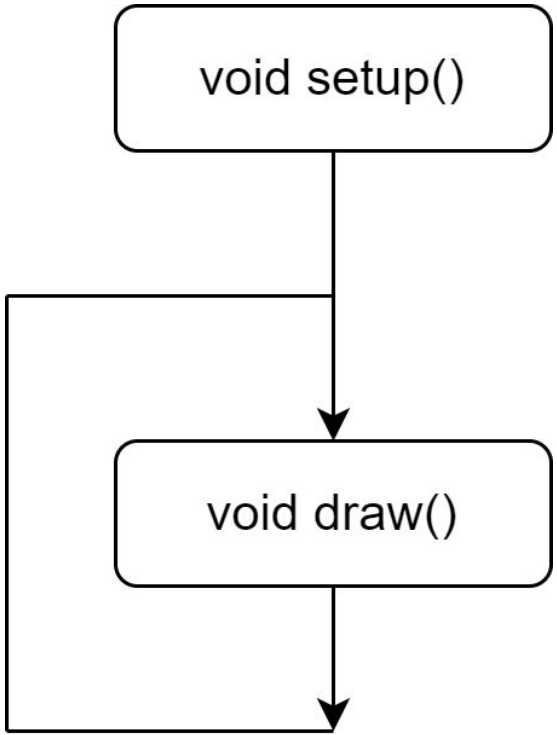
Filter by keywords...

Shortcuts

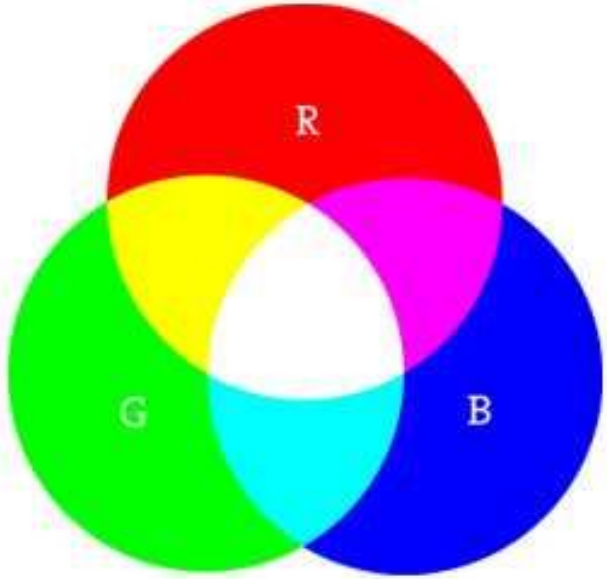
Structure	Environment	Data	Control
Shape	Color	Image	Typography
Transform	Lights Camera	Rendering	Input
Output	Math	Constants	

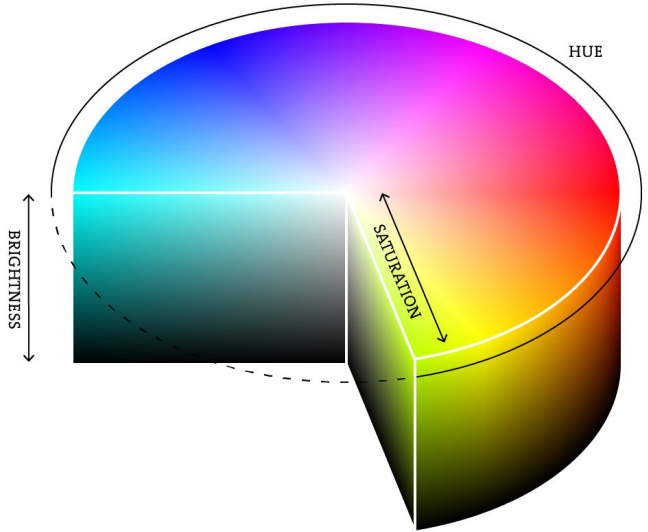
Structure

`[] (array access)`	The array access operator is used to specify a location within an array
`= (assign)`	Assigns a value to a variable
`catch`	The `catch` keyword is used with `try` to handle exceptions
`class`	Keyword used to indicate the declaration of a class
`, (comma)`	Separates parameters in function calls and elements during assignment
`// (comment)`	Explanatory notes embedded within the code
`{} (curly braces)`	Define the beginning and end of functions blocks and statement blocks such as the `for` and `if` structures
`/** */ (doc comment)`	Explanatory notes embedded within the code
`. (dot)`	Provides access to an object's methods and data
`draw()`	Called directly after `setup()` and continuously executes the lines of code contained inside its block until the


void setup()
void draw()

🎮色彩系統

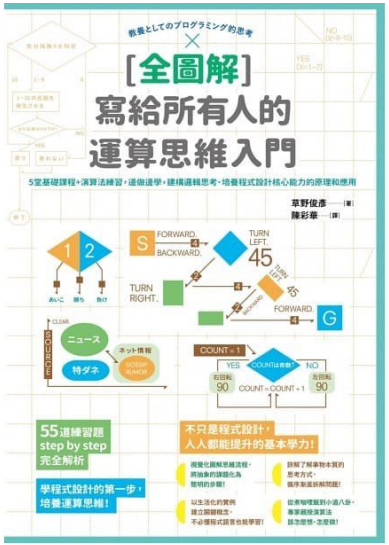




資料來源：取自 Processing 網站
https://processing.org/tutorials/color

📝 課堂作業 A (for 有選課的同學)

1. 閱讀第一章。
2. 撰寫讀書心得300~400字，試著描述你對書中內容的看法，或閱讀過後的感覺。
3. 在上課時間填寫「作業繳交表」。



📝 課堂作業 B (for 有選課的同學)

1. 嘗試用這個章節所學習到的 Processing 指令，做出「用滑鼠」做為輸入的互動藝術作品。
2. 並且製作一支作業呈現影片，內容需要包含。
   a. 自我介紹：姓名、科系、學號，學習近況分享。
   b. 作品Demo：呈現自己的作業
   c. 作品製作說明：Code Review，創作觀念以及其它關於製作方式的描述。
   d. 總影片不可短於兩分鐘 (時間不足退件)。

   作品影片示範

3. 在上課時間填寫「作業繳交表」。