

INTERACTIVE MULTIMEDIA DESIGN

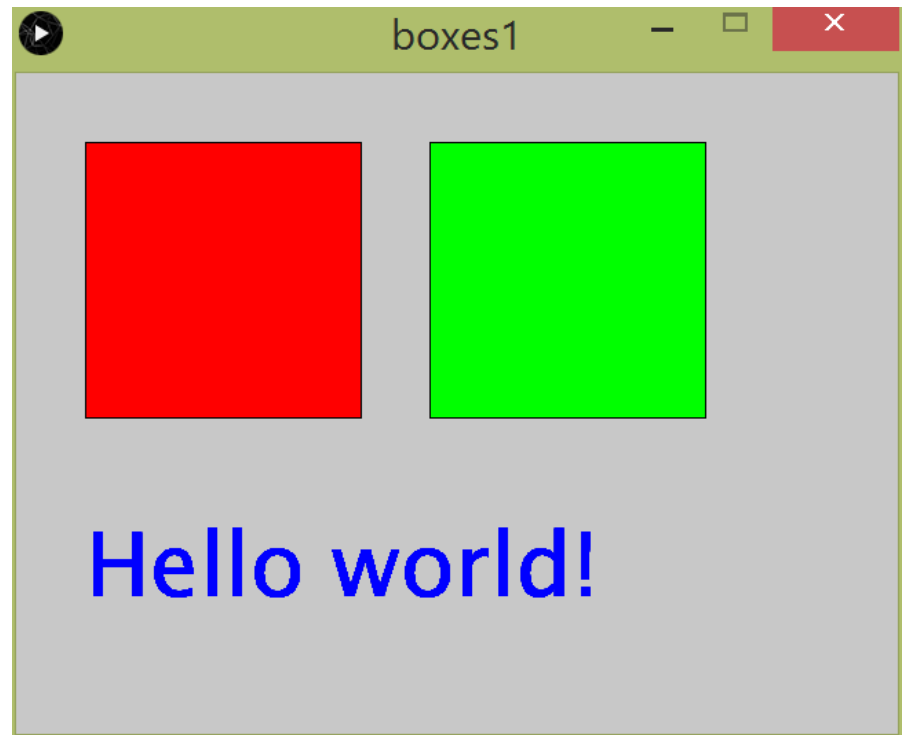
With an AI touch :)

Challenge – Colors and Drawing

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- Make a Processing sketch that generates the following drawing

- Use
 - ▣ `rect()`
 - ▣ `text()`
 - ▣ `fill()`
 - ▣ `textsize()`



Challenge – Colors and Drawing

3

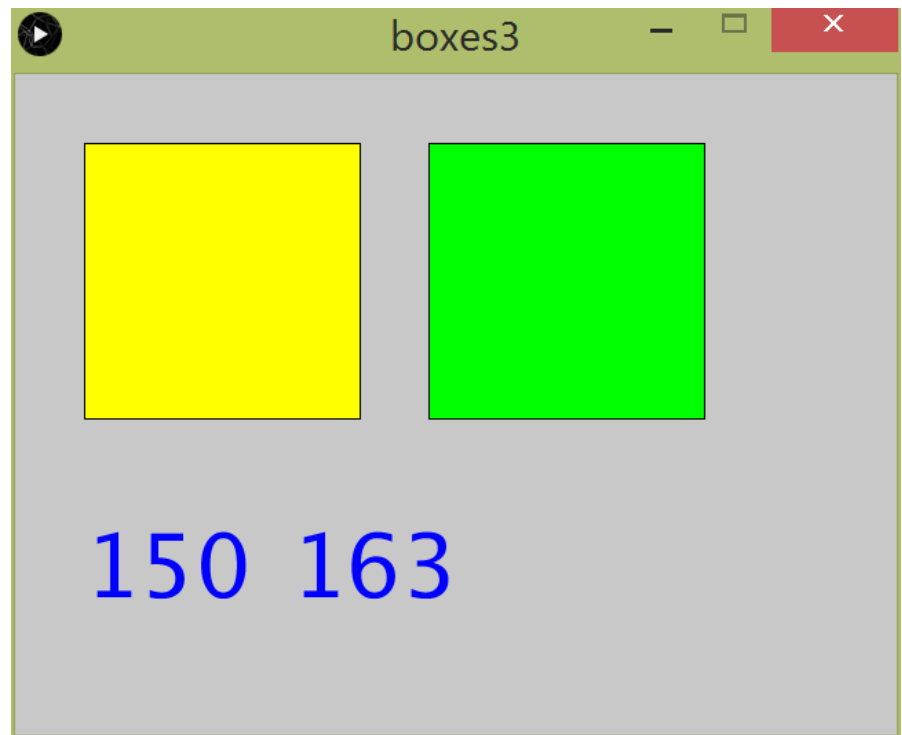
- Make a Processing sketch that prints the location of the mouse
- Use
 - ▣ mouseX
 - ▣ mouseY



Challenge – if-else blocks

4

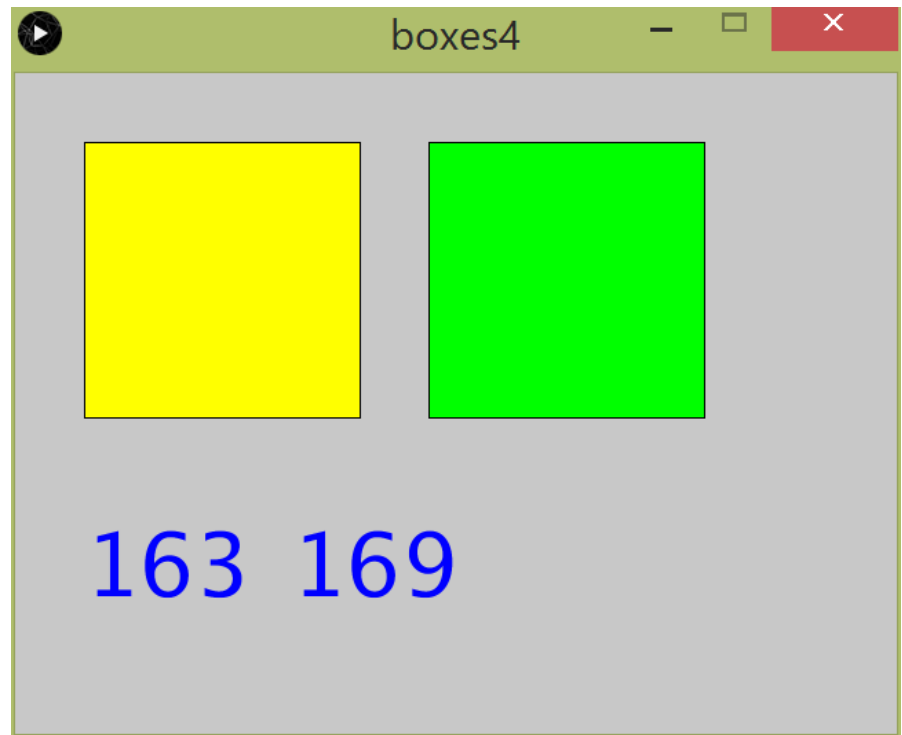
- Make a Processing sketch that changes the color of the left box when the mouse is over it
- Use
 - ▣ If-Else statement
 - ▣ `mouseX > 50`
 - ▣ `mouseY < 250`
 - ▣ ...



Challenge – Mouse click

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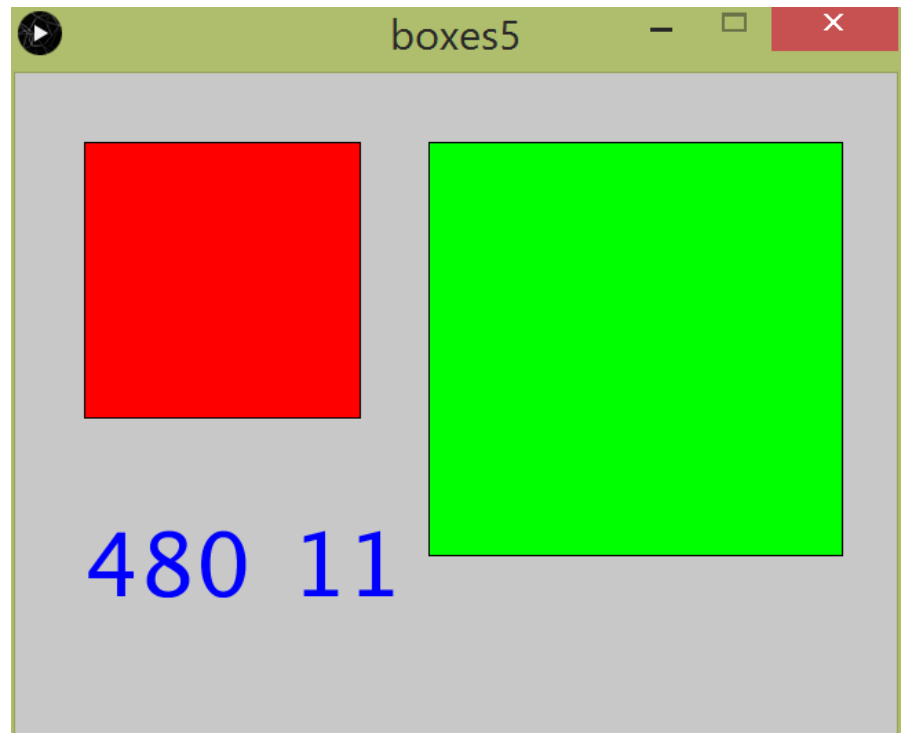
- Make a Processing sketch that changes the color of the left box when the mouse is over it **and** is pressed
- Use
 - ▣ `mousePressed`



Challenge – Key press

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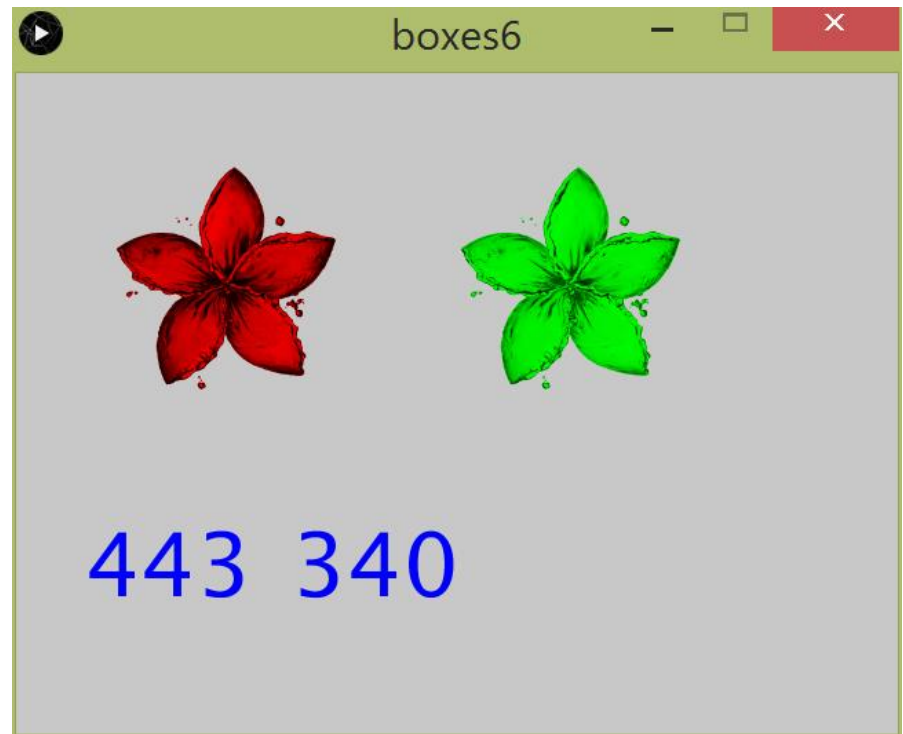
- Make a Processing sketch that changes the size of the right box when buttons ‘a’ and ‘b’ are pressed
- Use
 - ▣ `mousePressed`



Challenge – Images instead of boxes

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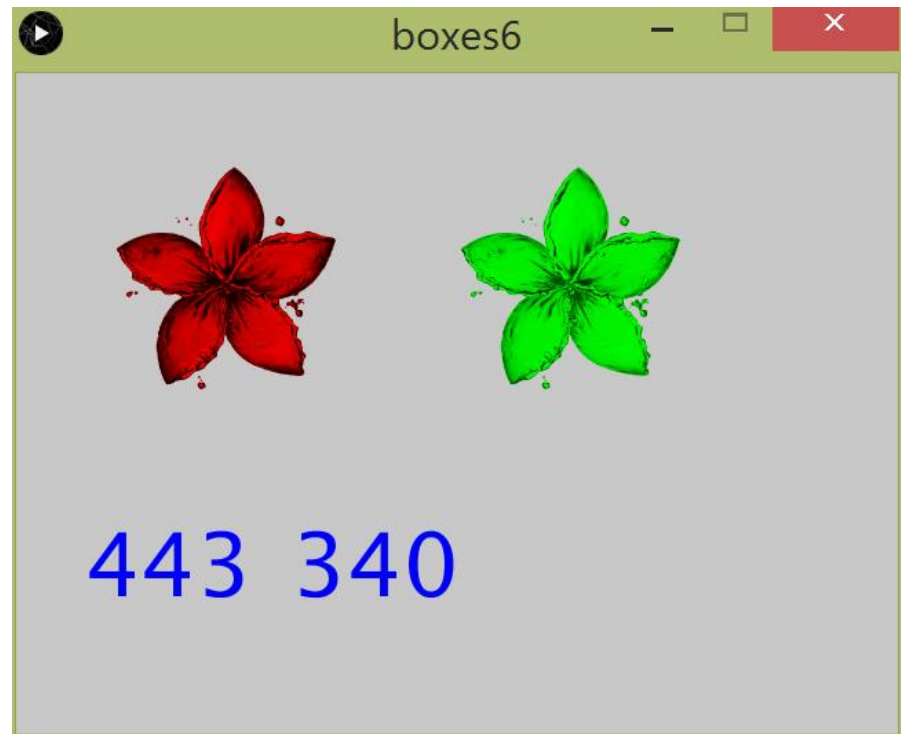
- Make a Processing sketch exactly like the previous one that uses images instead of boxes
- Use
 - ocean1.zip
 - tint()



Challenge – Images instead of boxes

8

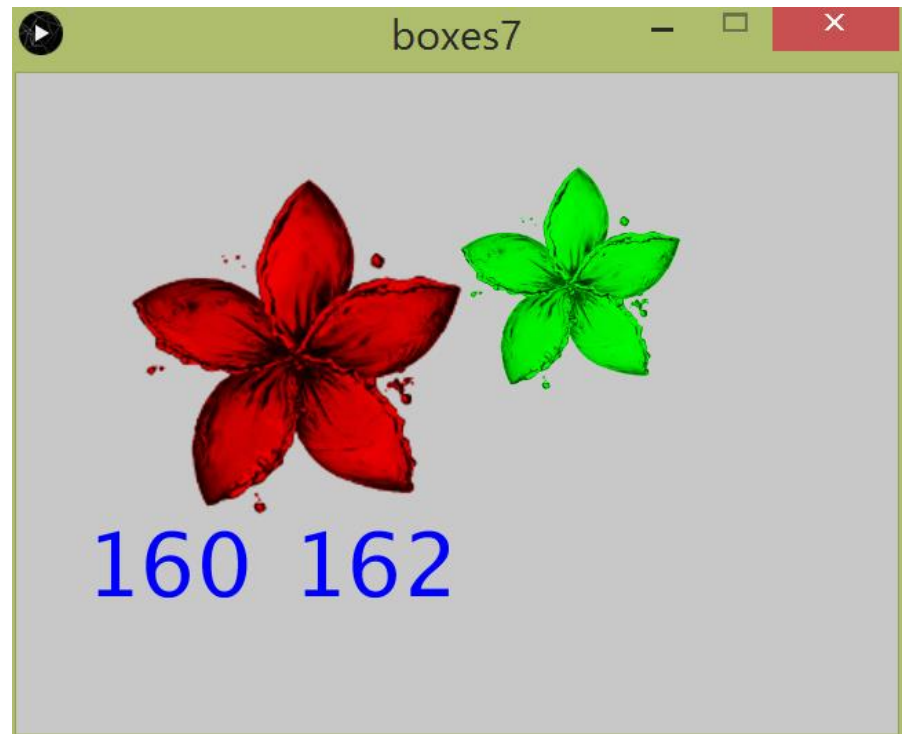
- Make a Processing sketch exactly like the previous one that uses images instead of boxes
- Use
 - ocean1.zip
 - tint()



Challenge – Images instead of boxes

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- Make a Processing sketch exactly like the previous one that uses images instead of boxes and makes the left one bigger when you click



Challenge – Custom art

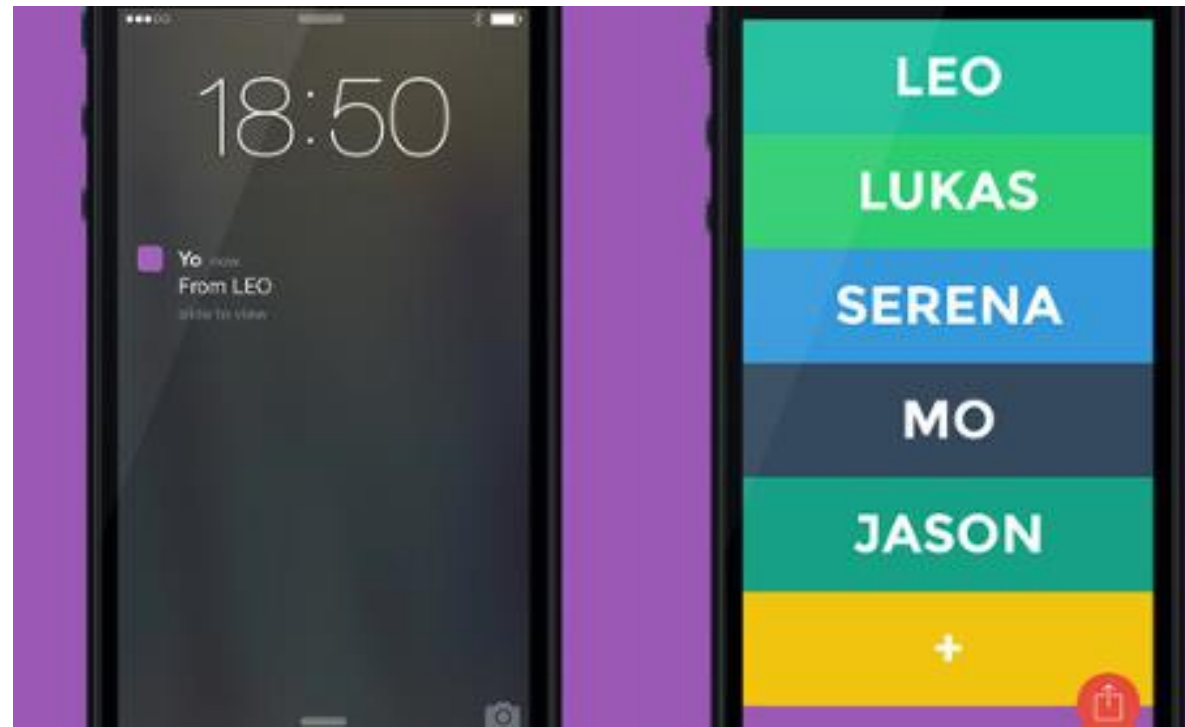
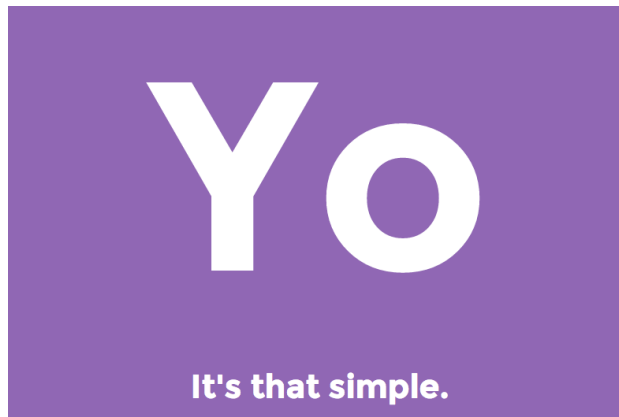
10

- Use your own images!

Bonus – Internet of Things fun

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- Download Yo app
- Add IOTUP, IOTDOWN, IOTLEFT, IOTRIGHT



Challenges

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- Whenever the mouse is pressed display a flower at the position of the mouse
- Try to do pointillism!
 - ▣ Pick a random point in the image (x,y)
 - ▣ Get the color of the pixel
 - ▣ Draw a circle at the same point (x,y) with the same color
 - ▣ Repeat :)
- Now try with putting a tinted flower instead of a circle!

Challenges

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- Use the camera to get some frame
- Use a button to start stop the camera
- Use buttons to change the size of the camera
- Use many frames to produce a film-strip