

HELLO!

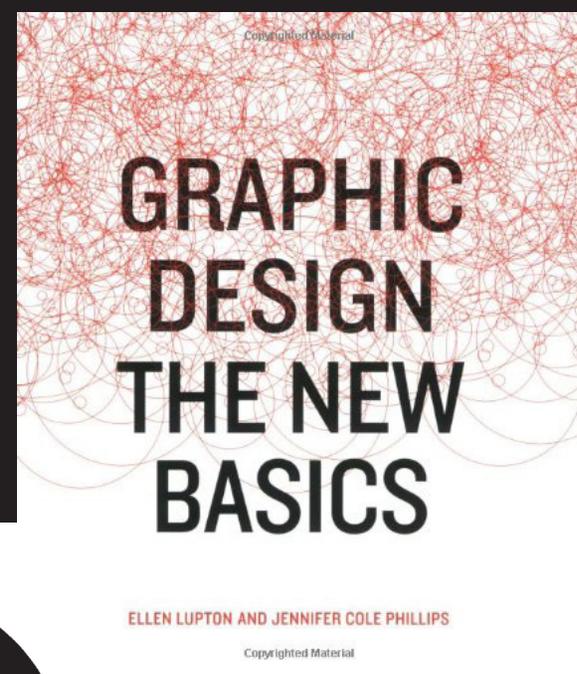
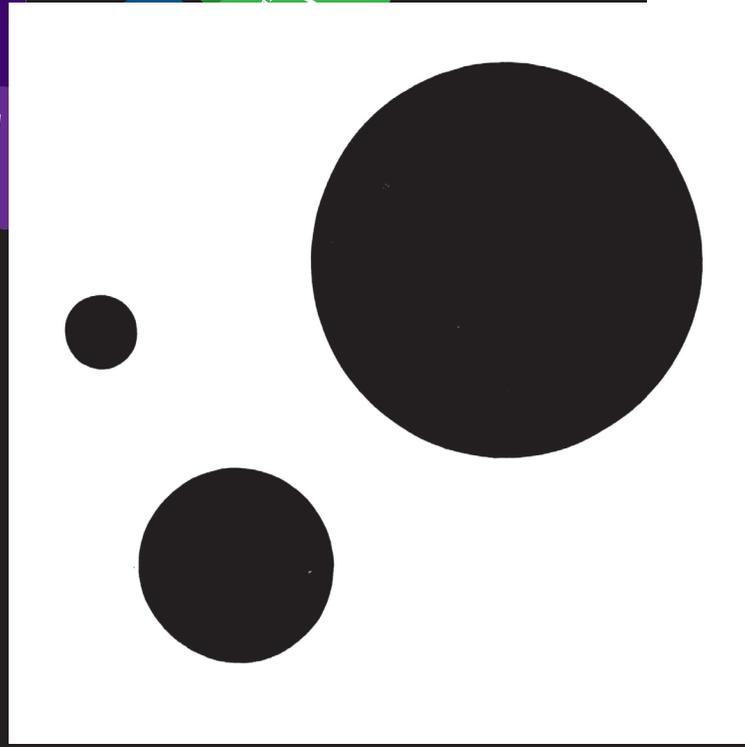
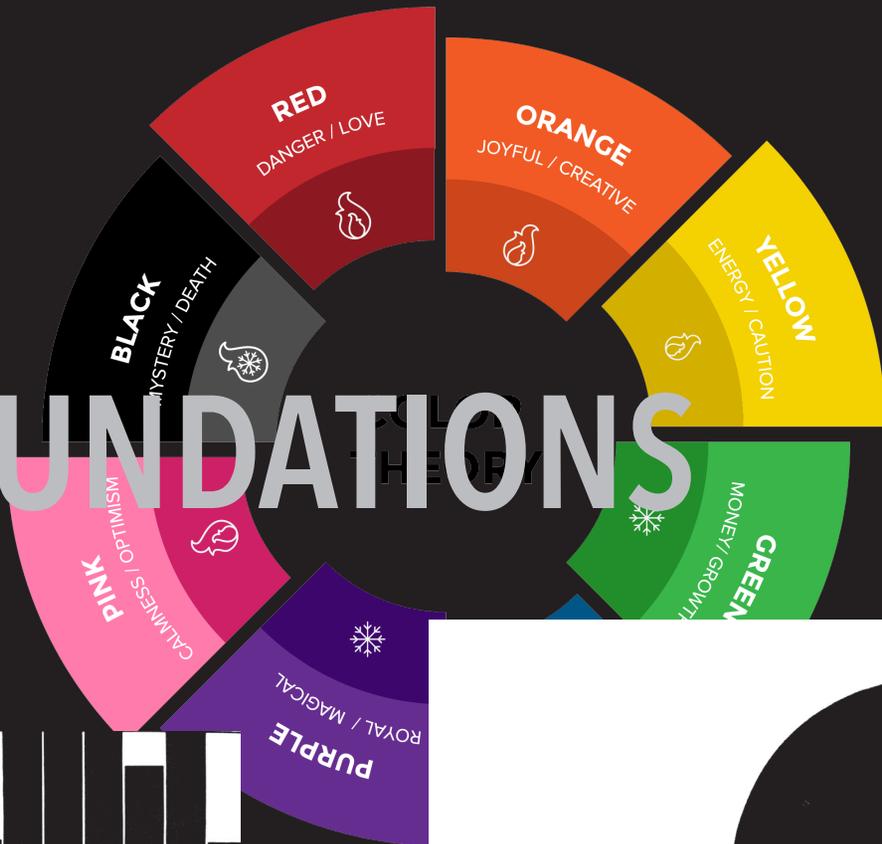
I'm Lauren Meranda

FIRST

download files – laurenmeranda.com/neiu

open processing app

FOUNDATIONS

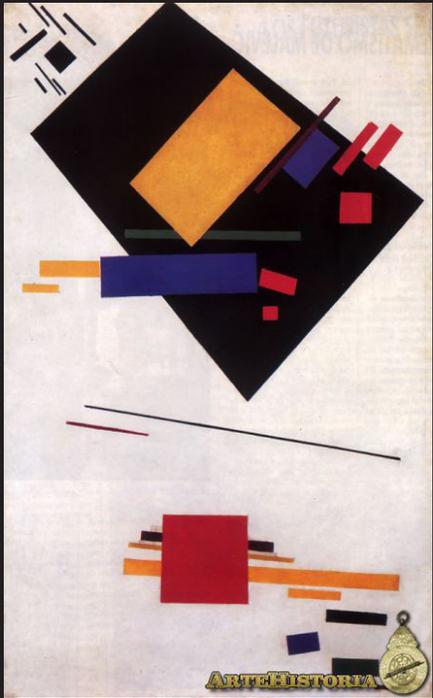


**FOUNDATIONS
ARE IMPORTANT!**





SUPREMATISM



ART & DESIGN

Jan. 30, 2017

What if Trump Really Does End Money for the Arts?

SOUND FAMILIAR?

The Heritage Foundation

About Heritage Events Renew Donate Contact

Explore Issues

REPORT Budget And Spending

Ten Good Reasons to Eliminate Funding for the National Endowment for the Arts

April 20, 1997 30 min read Download Report

GOOD Live Well. Do Good.

Government arts funding down by 20%

News

An Arts Education Crisis? How Potential Federal Cuts Could Decimate School Arts Programs



laurenmeranda.com/neiu

DESIGN

Cutting Public Funds For The Arts Could Cost America Billions

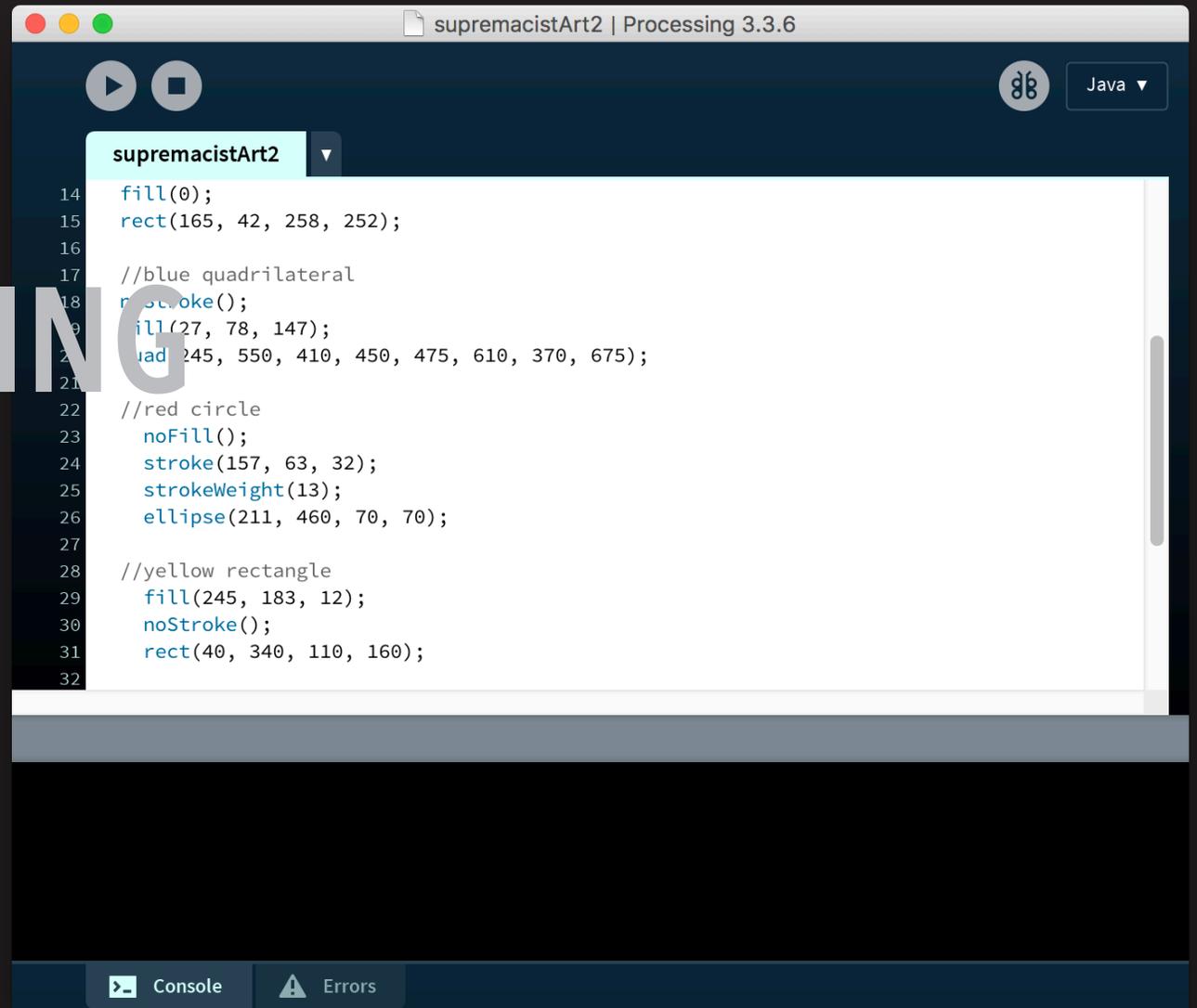
by Aaron D. Knochel

Share 1257 February 9, 2017

LEGACY OF CULTURE MAKERS

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PROCESSING



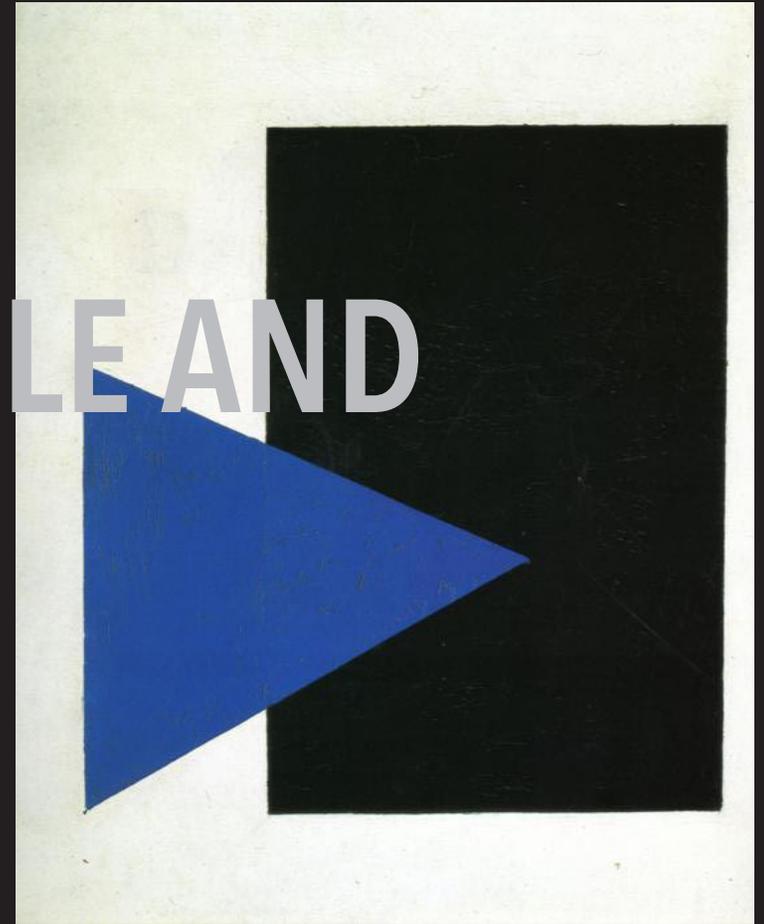
```
supremacistArt2
14 fill(0);
15 rect(165, 42, 258, 252);
16
17 //blue quadrilateral
18 noStroke();
19 fill(27, 78, 147);
20 quad(245, 550, 410, 450, 475, 610, 370, 675);
21
22 //red circle
23 noFill();
24 stroke(157, 63, 32);
25 strokeWeight(13);
26 ellipse(211, 460, 70, 70);
27
28 //yellow rectangle
29 fill(245, 183, 12);
30 noStroke();
31 rect(40, 340, 110, 160);
32
```

LET'S TRY IT!

recreate a work of supremacist art in processing

SUPREMATISM WITH BLUE TRIANGLE AND BLACK SQUARE

Kazimir Malevich





Java ▾

supremacistArt ▾

1 void **setup**()

2 {

3

4 }

5

6

7

8 void **draw**()

9 {

10

11

12 }

13

14

15

16

17

18

19

20

21

22

← // set the frame and parameters
// happens once

← // draw what is to be seen
// loops

Done saving.

Console

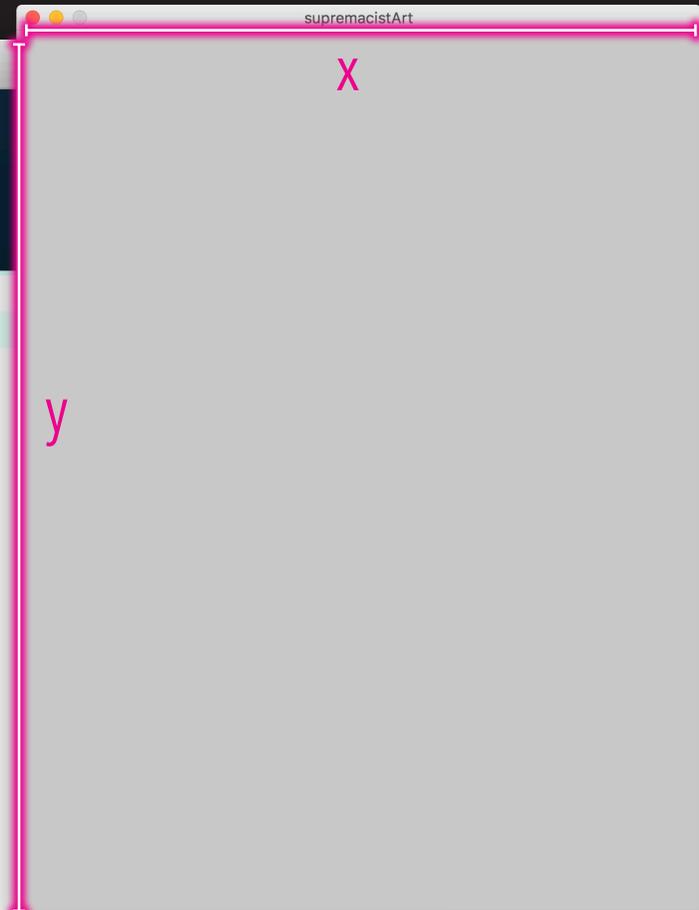
Errors

```
supremacistArtDemo | Processing 3.3.6  
1 void setup() {  
2   size(560,700);  
3 }  
4  
5  
6  
7 void draw() {  
8  
9  
10  
11   //black rectangle  
12  
13  
14  
15   //blue triangle  
16  
17  
18  
19 }
```

size set in pixels
width (x), height(y)

size(width, height);
size(x,y);
size(560, 700);

press play to see the canvas.



Console

Errors



Java ▾

supremacistArtDemo ▾

```
1 void setup(){
2   size(560,700);
3 }
4
5
6
7 void draw(){
8
9   background(255);
10
11   //black rectangle
12
13
14
15   //blue triangle
16
17
18
19 }
```

change the background color
black (0) to white (255)

background(255);

Console

Errors

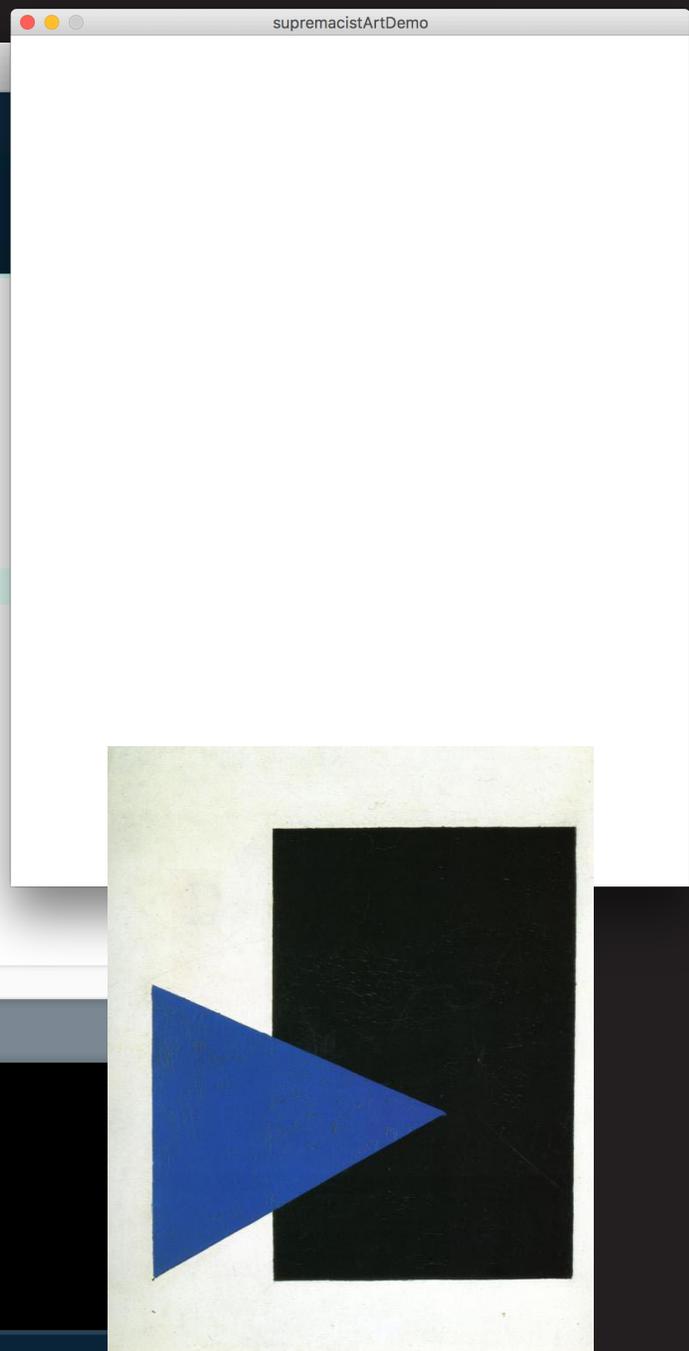
supremacistArtDemo | Processing 3.3.6

▶ ◻

```
supremacistArtDemo ▾
1 void setup(){
2   size(560,700);
3 }
4
5
6
7 void draw(){
8
9   background(255);
10
11   //black rectangle
12
13
14
15   //blue triangle
16
17
18
19 }
```

Console Errors

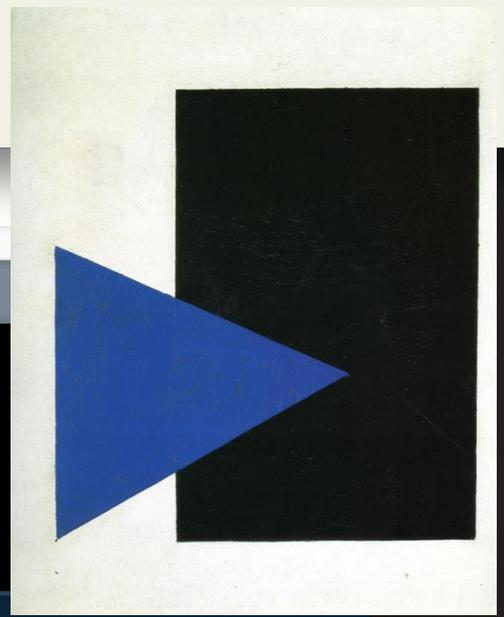
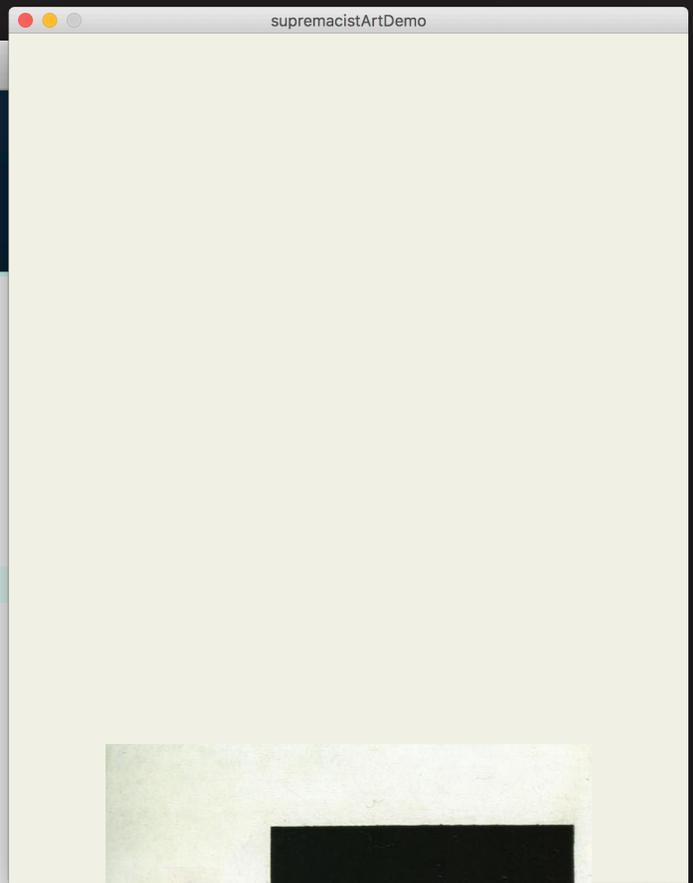
color doesn't match!



```
supremacistArtDemo | Processing 3.3.6  
  
1 void setup() {  
2   size(560,700);  
3 }  
4  
5  
6  
7 void draw() {  
8  
9   background(240,241,234);  
10  
11   //black rectangle   background(245,245,232);  
12  
13  
14  
15   //blue triangle  
16  
17  
18  
19 }
```

rgb – additive color
(red, green, blue);

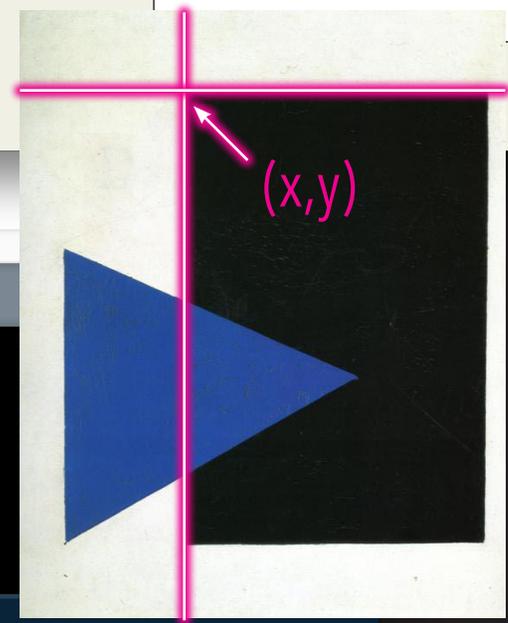
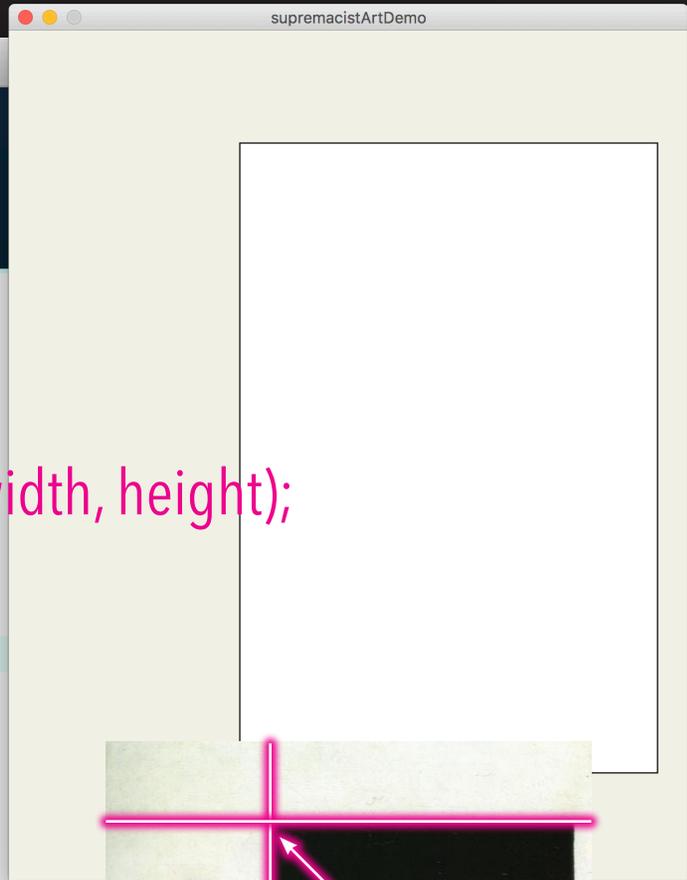
background(245,245,232);



```
supremacistArtDemo | Processing 3.3.6  
  
2 size(560,700);  
3 }  
4  
5  
6  
7 void draw(){  
8  
9   background(248,250,246);  
10  
11  //black rectangle  
12  rect(190,92,344,518);  
13  
14  
15  //blue triangle  
16  
17  
18  
19 }  
20
```

rect(x-position, y-position, width, height);

rect(190, 92, 344, 518);

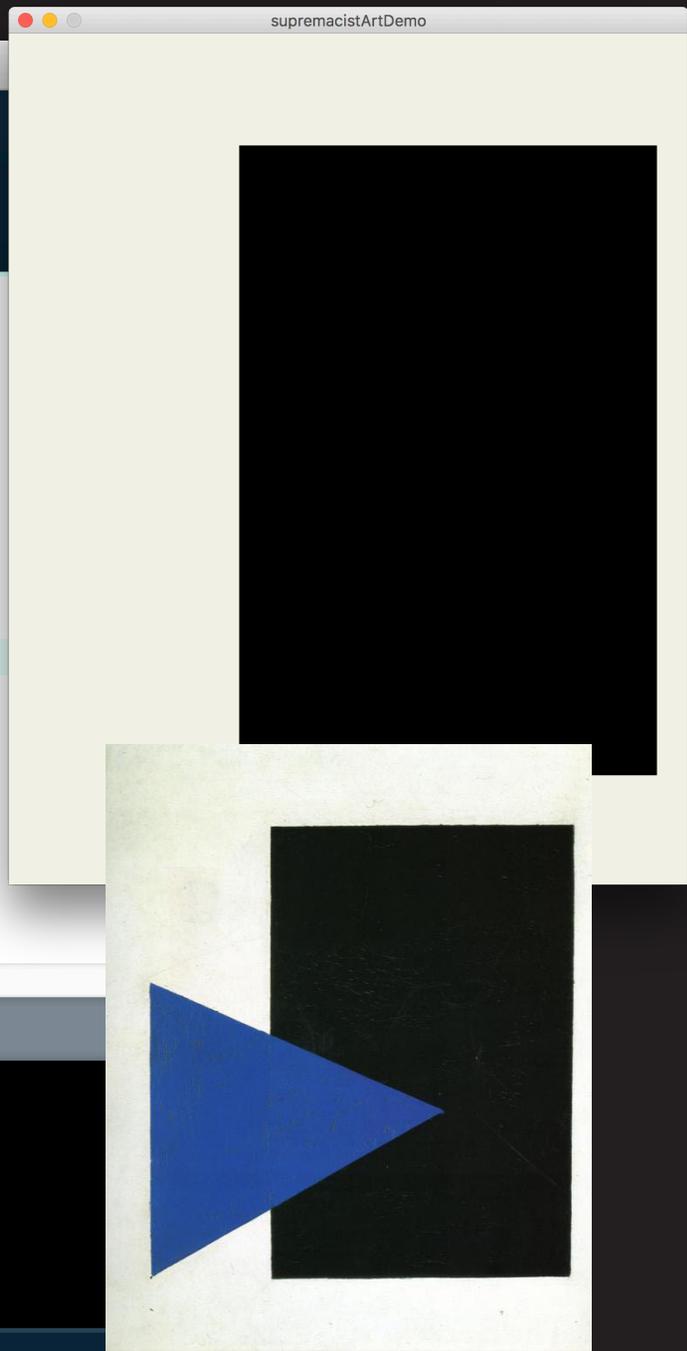


Console

Errors

```
supremacistArtDemo | Processing 3.3.6  
  
2 size(560,700);  
3 }  
4  
5  
6  
7 void draw(){  
8  
9   background(248,250,246);  
10  
11   //black rectangle  
12   noStroke();  
13   fill(0);  
14   rect(190,92,344,518);  
15  
16  
17   //blue triangle  
18  
19  
20
```

remove stroke
add color





supremacistArtDemo

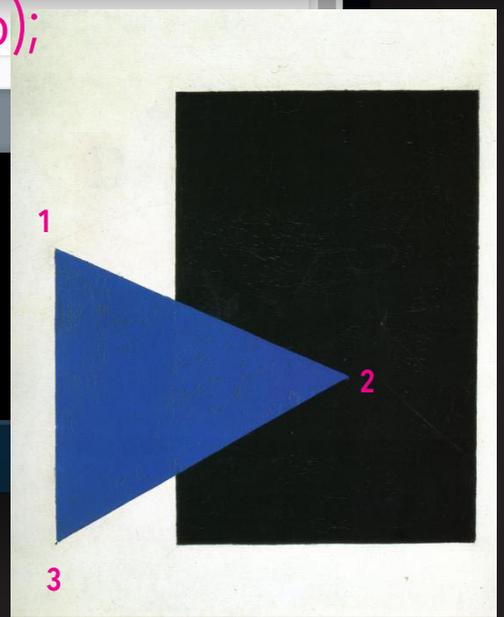
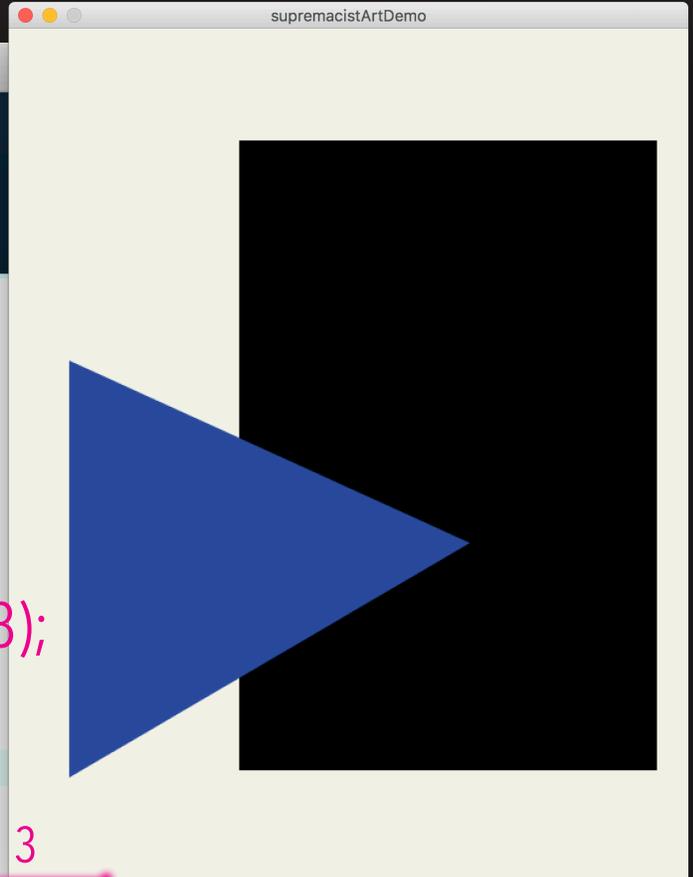
```

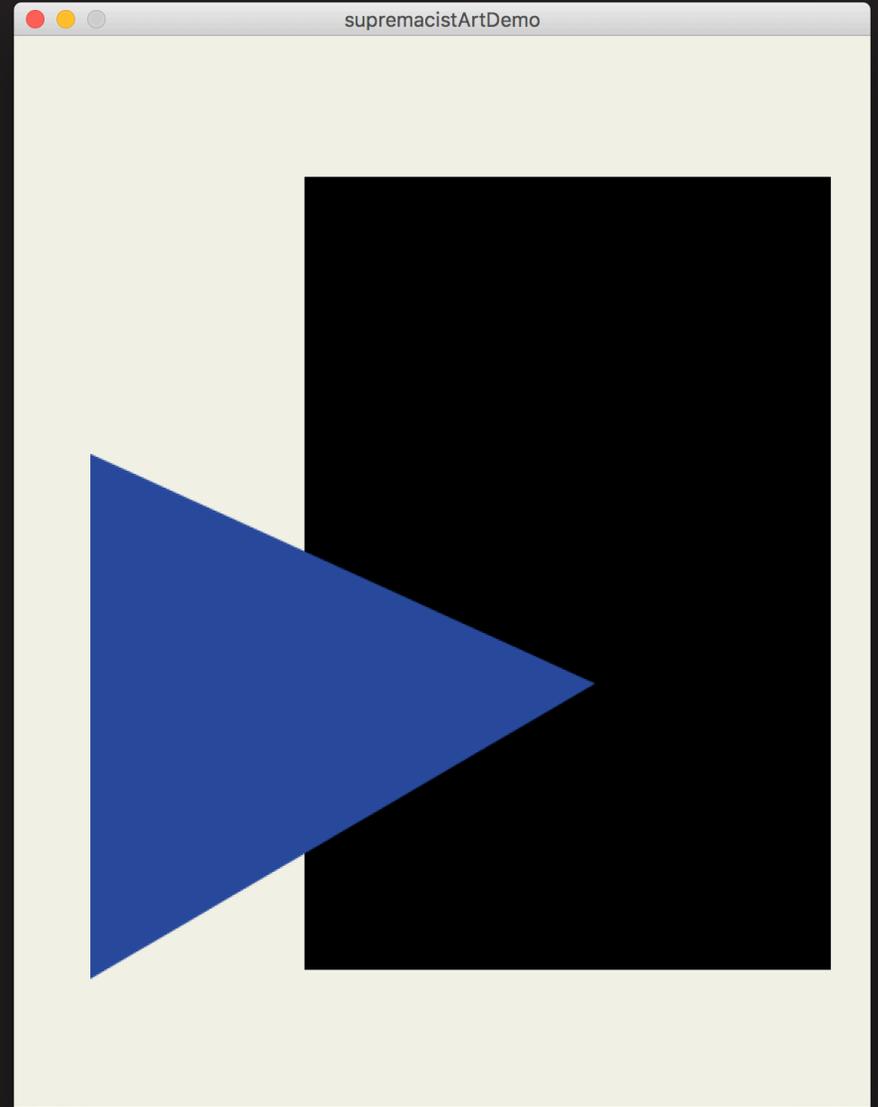
6
7 void draw(){
8
9   background(240,241,234);
10
11  //black rectangle
12  noStroke();
13  fill(0);
14  rect(190,92,344,518);
15
16
17  //blue triangle
18  fill(45,77,153);
19  triangle(50,273,380,423,50,616);
20
21
22
23 }
24

```

add blue tiangle
triangle(x1, y1, x2, y2, x3, y3);

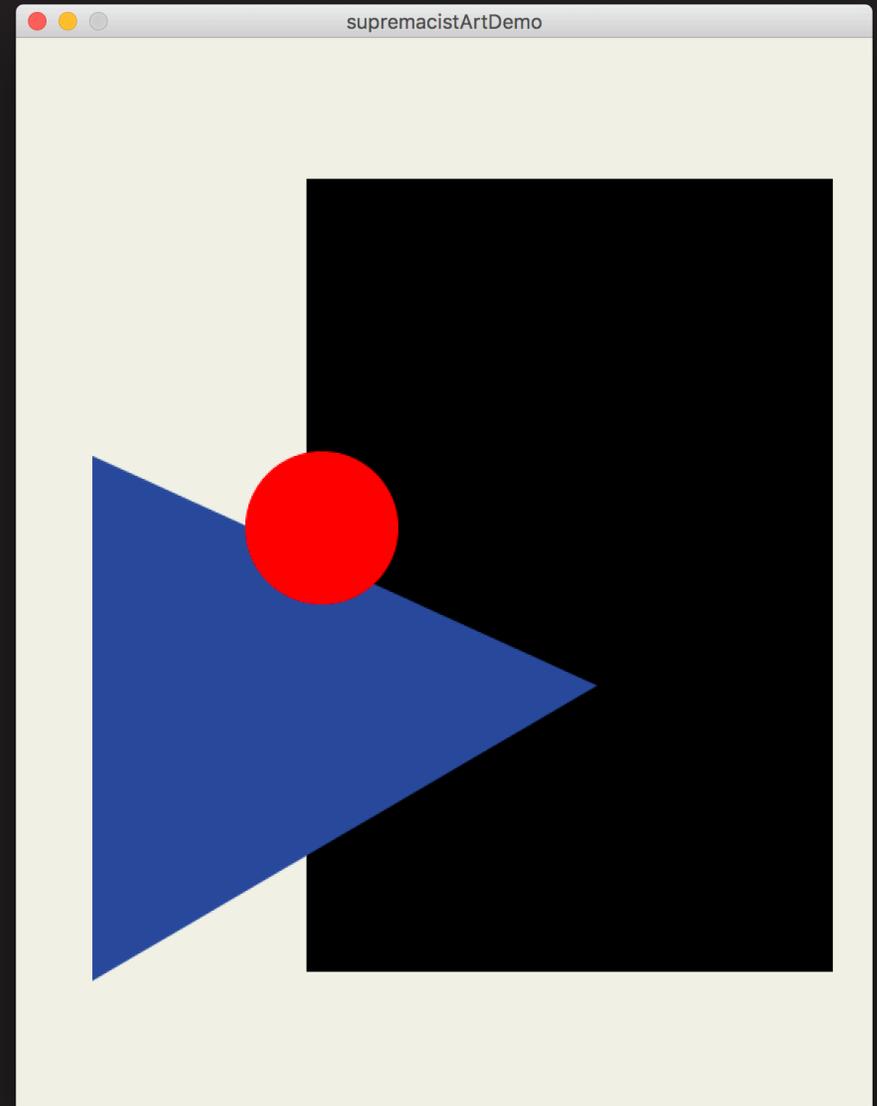
1 2 3
triangle(50,273,380,423,50,616);

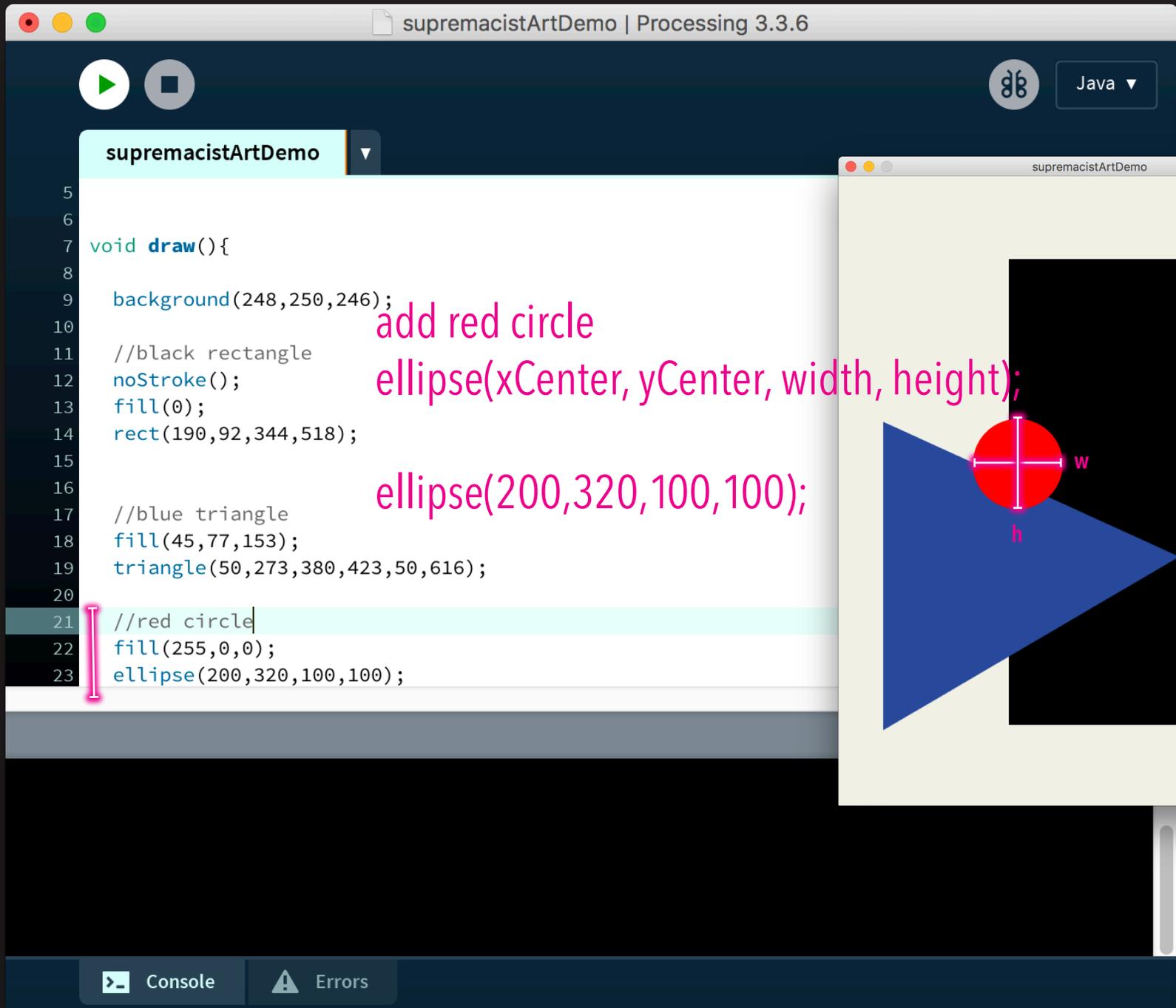




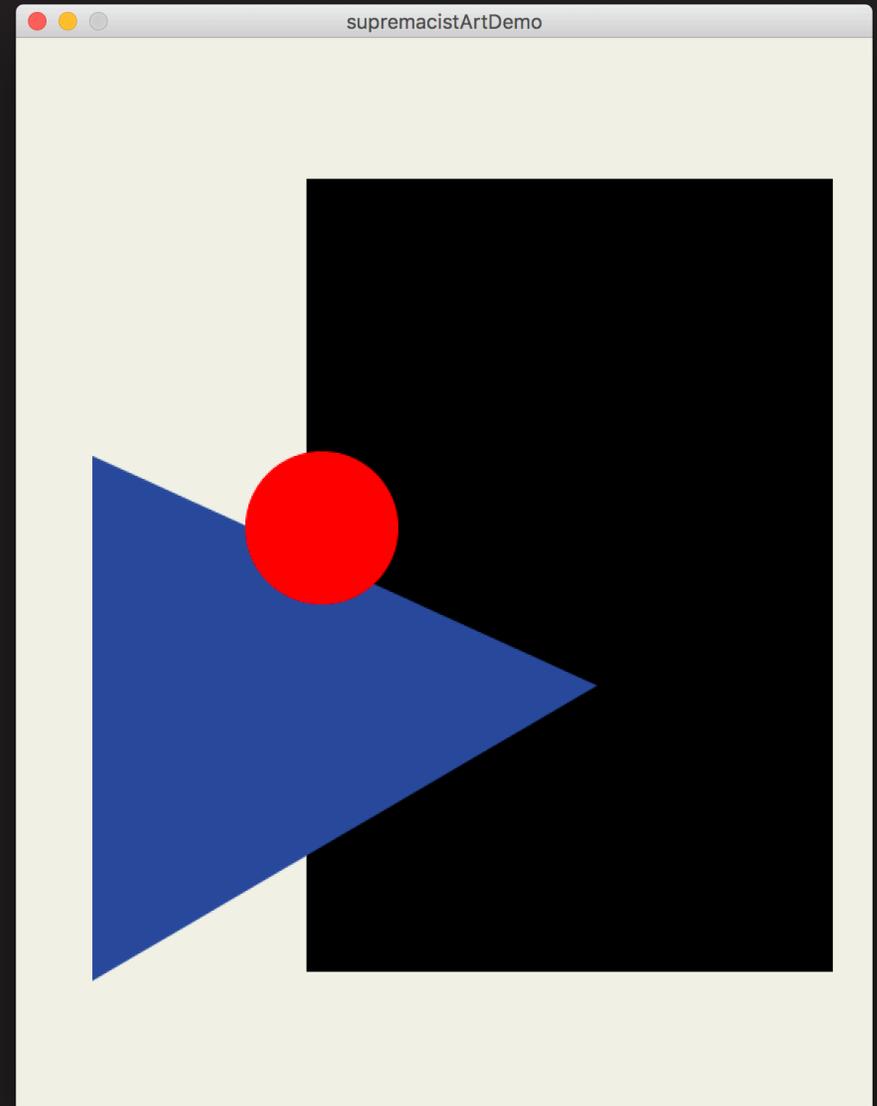
DONE!

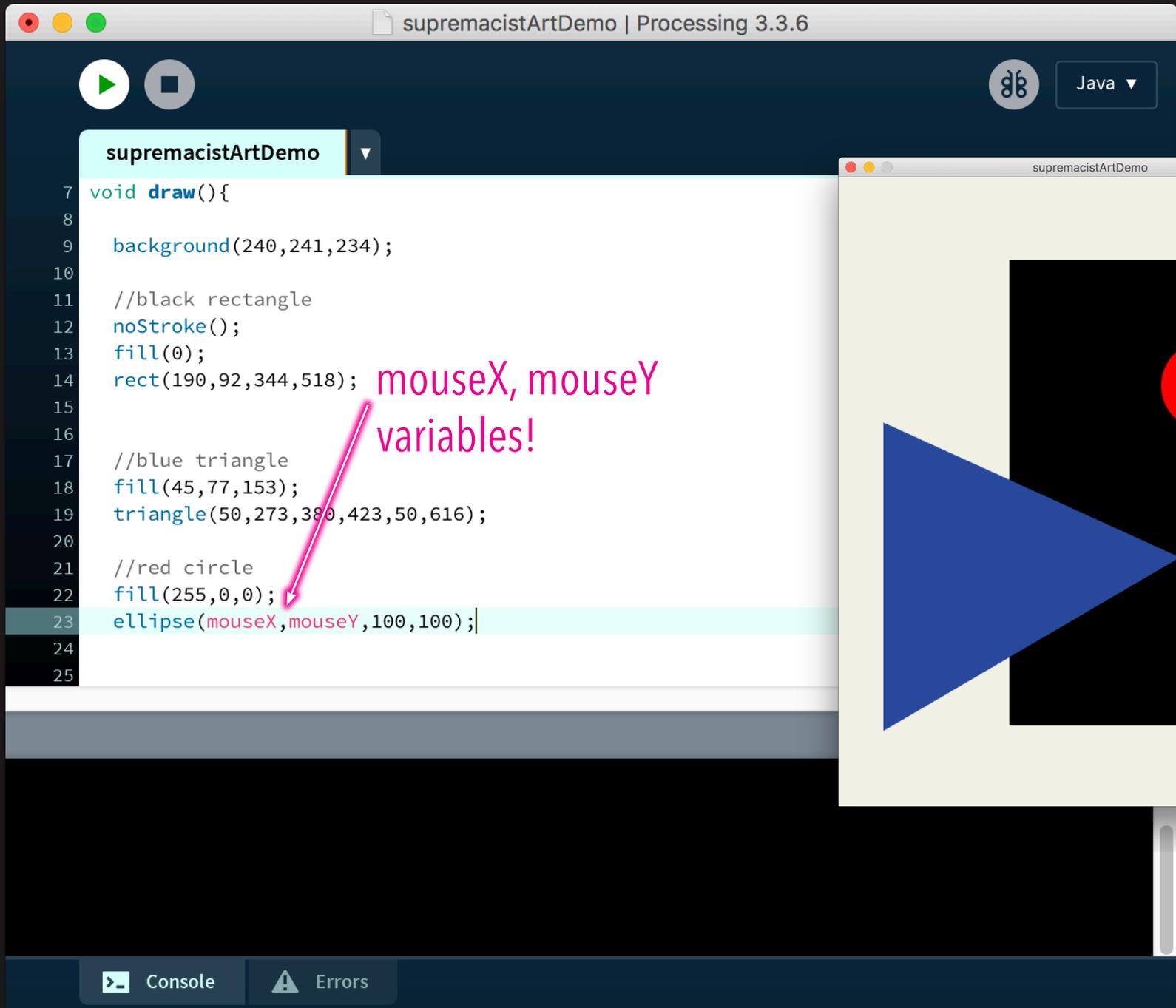
now lets add something
to the composition

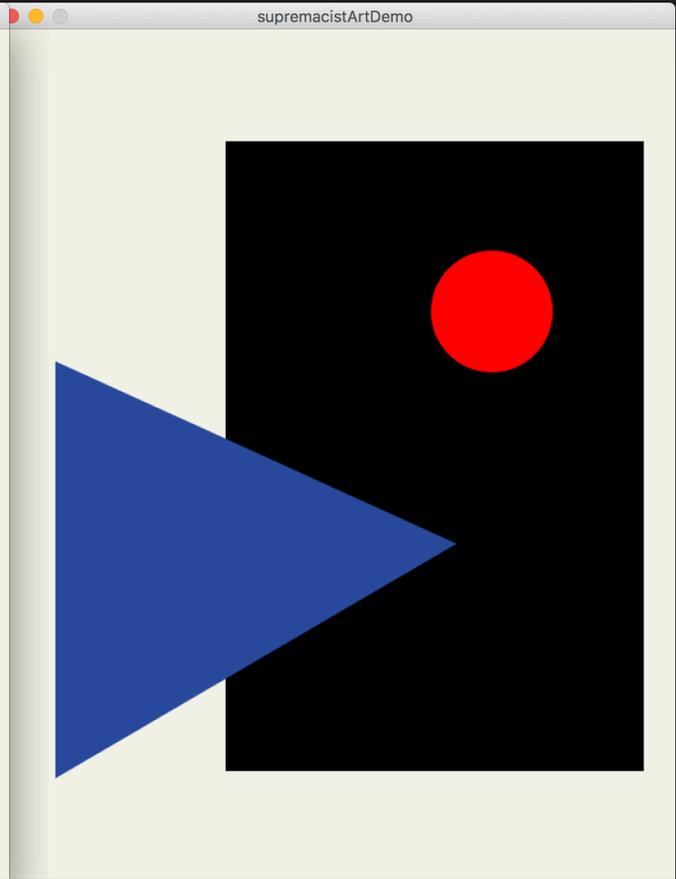
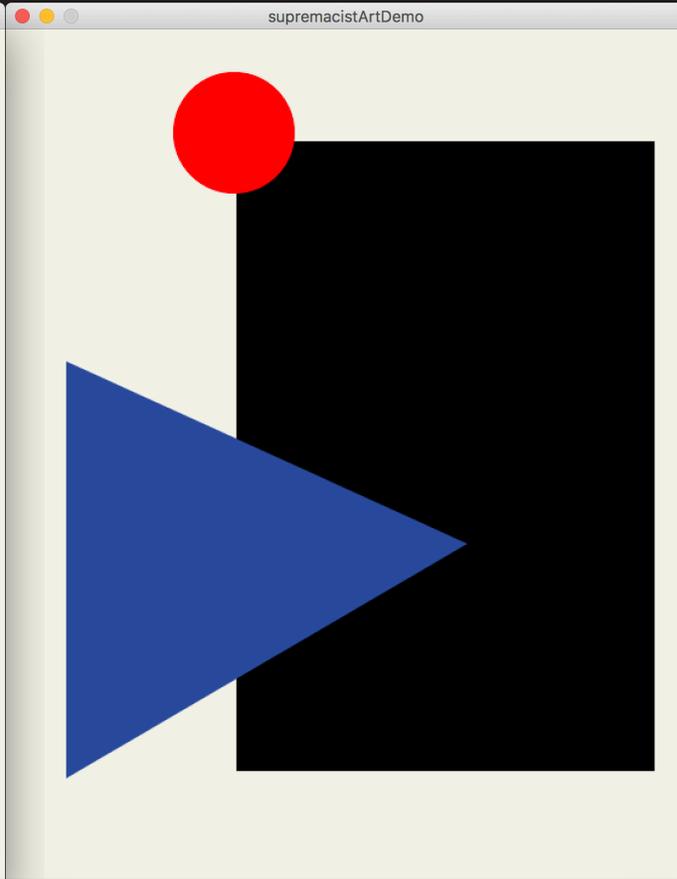
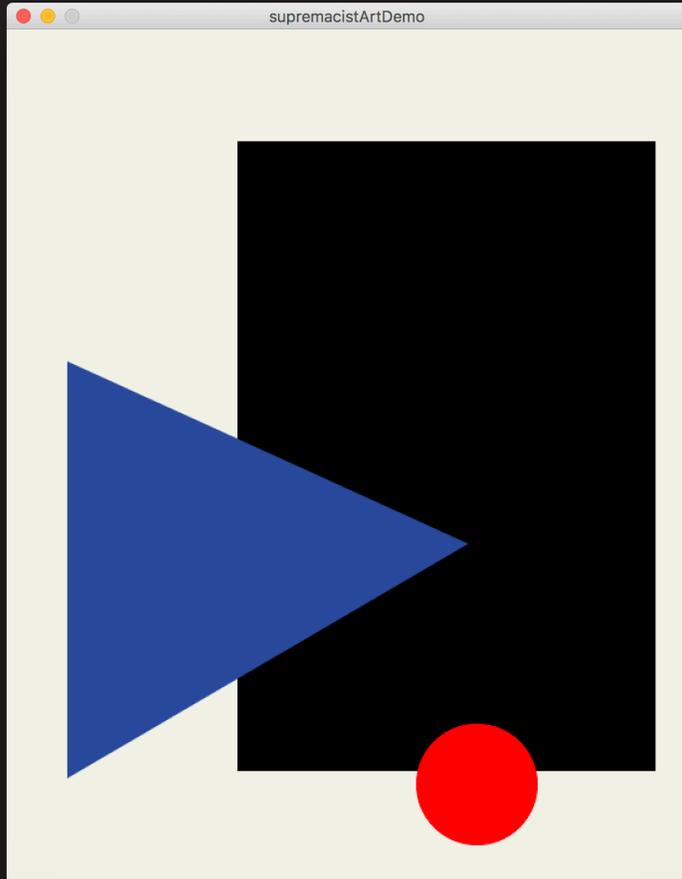




LOOKS NICE
but how about adding
some interactivity!







WHAT WOULD BE NEXT?

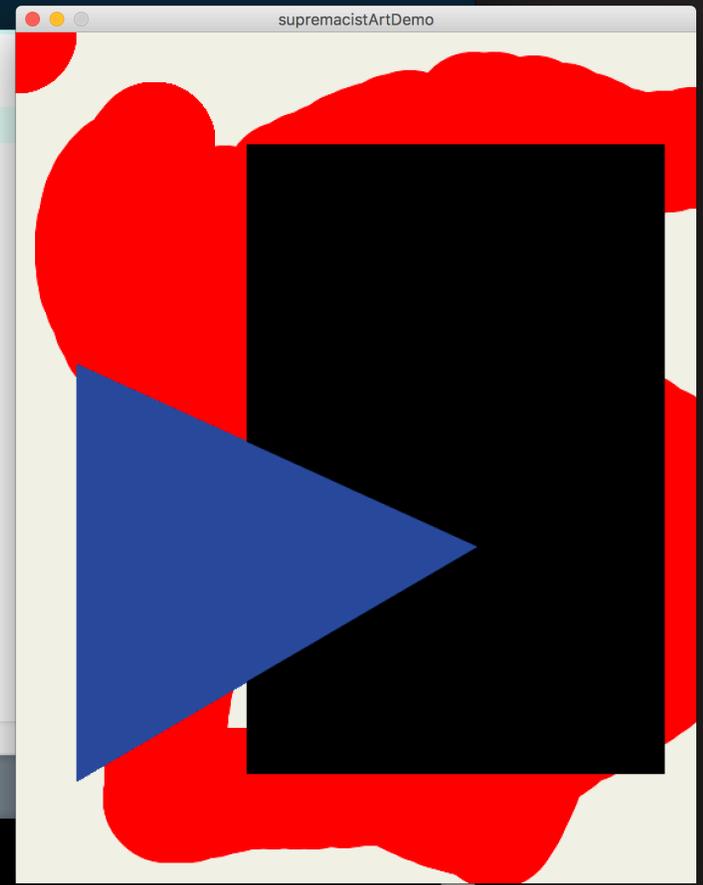
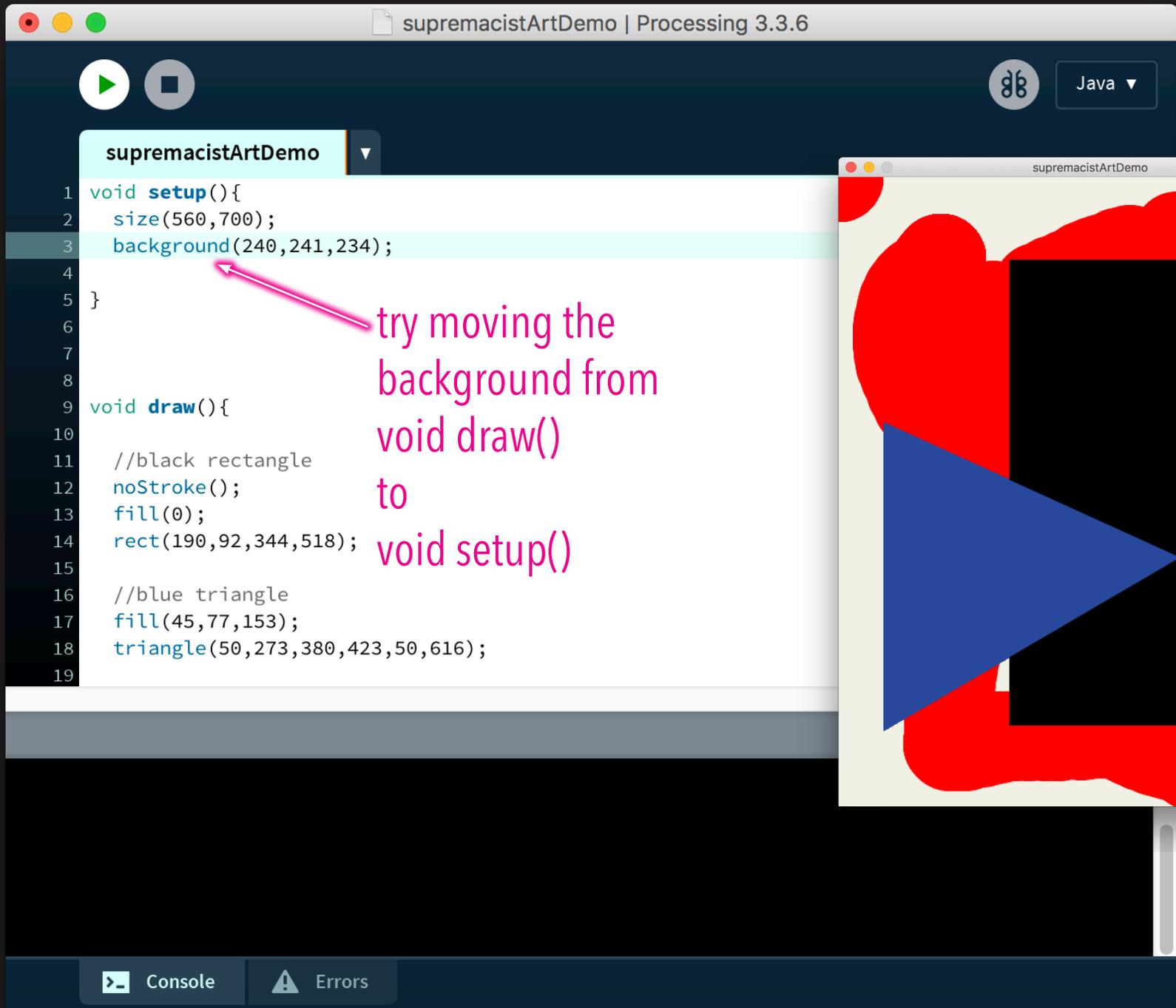
creating a drawing machine
using conditional statements

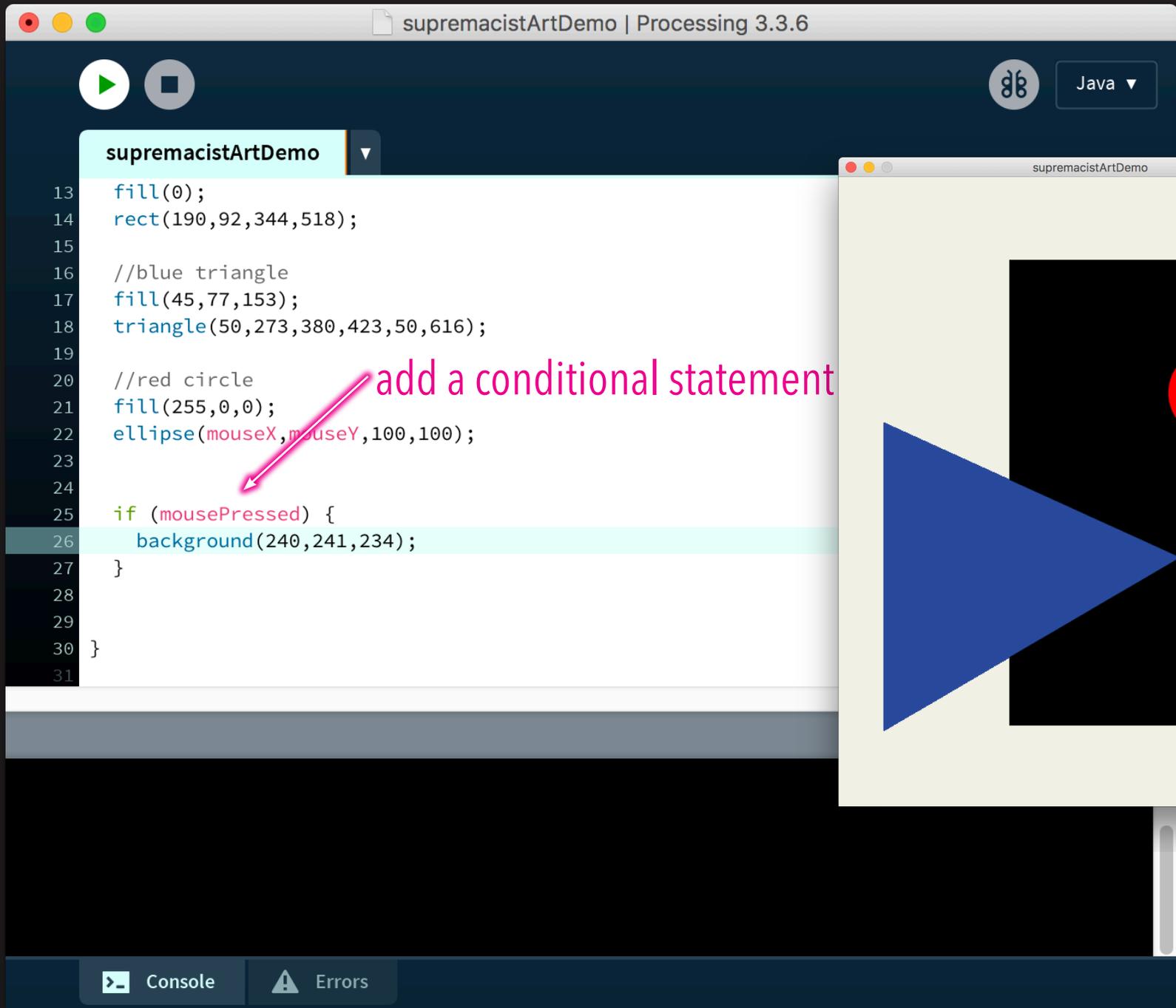
supremacistArtDemo | Processing 3.3.6

supremacistArtDemo

```
1 void setup(){
2   size(560,700);
3   background(240,241,234);
4 }
5
6
7
8
9 void draw(){
10
11   //black rectangle
12   noStroke();
13   fill(0);
14   rect(190,92,344,518);
15
16   //blue triangle
17   fill(45,77,153);
18   triangle(50,273,380,423,50,616);
19 }
```

try moving the background from void draw() to void setup()





KEEP PLAYING

try changing out the values

add new shapes

try playing with the composition to create
rhythm or tension