

Exercises on Text in Processing

1. Write a sketch that shows a software mirror of the input from the camera in which the brightness at each pixel in the video image is used to control the size of a character displayed at that point in the mirror.
2. Write a sketch that draws a line of text in 3D and then allows the user to rotate this line of text around two different axes by moving the mouse around.
3. Write a sketch that has a line of text which follows the mouse around like a tail or a snake (e.g., like a banner pulled behind an aeroplane).
4. Write a sketch in which each character in a line of text initially printed across the middle of the display area gradually floats away from its original position and fades away until it disappears.
5. Write a sketch that does the opposite of the previous one: letters gradually appear at random positions and move towards their correct position in a string printed across the middle of the screen. The letters should become more and more opaque as they approach their destinations.