ArT3 Programming

Lecture 1: Introduction to Processing

Exercises

- 1. Modify the mouseTracking sketch so that the rectangle grows as the mouse moves from left to right over the display.
- 2. Modify the pmousedraw sketch so that the line changes colour depending on how fast the mouse is moved.
- 3. Modify example 3_1, the dynamic Zoog sketch, so that Zoog follows the mouse cursor.