



Assignment 2

22 November 2009

Start from the example „creating“ in the „Color“ group. Use a size of 400 by 400. Make things dependent on the width (the variable „width“ is a system variable). This will allow you to change the window size without having to change anything else.

Determine the upper left corners and the size of Albers' squares. There should be four of them, one inside the next. Assume the innermost is of size $4a$, where a is some still unknown unit. Then from there to the left and to the right, distances are $2a$, $2a$, $2a$. Distances to the top of the canvas are $3a$, $3a$, $3a$. Distances to the bottom are a , a , a . These conditions are enough for you to determine everything.

Design a schema for changing the colors from one square to the next. Start from an arbitrarily chosen outer color (r, g, b) . Move inside through some systematic that you design and put into a program.

The systematic could, e.g., be to move along a diagonal (r, g, b) to $(r+10, g+10, b+10)$ etc. Or to move in a circle: from (r, g, b) to (g, b, r) to (b, r, g) etc.

Generate a few such cases and record what you did.

winter term 2009/10 | 2 sws | lab workshop

for students of digital media (bachelor, master, registered at HfK or other schools) | guests welcome

extra, free, independent, therefore no credit | independent study possible based on this basic programming course, arranged individually

limited to 20 participants | register by email | bring your laptop | download Processing from www.processing.org

takes place: 21 & 22 nov.; 28 & 29 nov.; 5 & 6 dec. 2009, from 10 to 17 at OAS building, Linzer Str. 9a, Bremen

Frieder Nake | nake@informatik.uni-bremen.de | (0421) 218 3525 Linzer Str. 9a, room 3015 | (0421) 9595 1267 HfK room 2.11.030

office hours Wednesday 12 – 14 at Linzer str. 9a & Tuesday at HfK upon arrangement | www.compart.uni-bremen.de