**Processing Cheat Sheet (Project I)**

**Our class website is at: http://www.gildedgreen.com/creativecode**

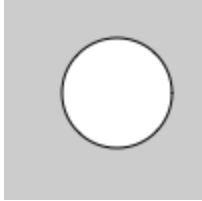**Drawing Shapes**

**rect()  // Draws a rectangle**
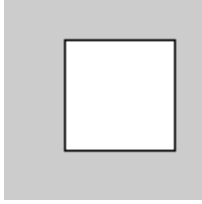
rect(x, y, w, h);
rect(x, y, w, h, r);

Parameters
x       float: x-coordinate of the rectangle
y       float: y-coordinate of the rectangle
w       float: width of the rectangle
h       float: height of the rectangle
r       float: radii for all four rounded corners (optional)
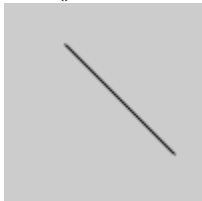
**ellipse() // draws an ellipse or circle**

ellipse(x, y, w, h);

Parameters
x       float: x-coordinate of the ellipse
y       float: y-coordinate of the ellipse
w       float: width of the ellipse
h       float: height of the ellipse

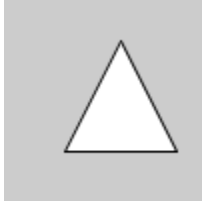**line() // draws a line**

line(x1, y1, x2, y2);

Parameters
x1      float: x-coordinate of the first point
y1      float: y-coordinate of the first point
x2      float: x-coordinate of the second point
y2      float: y-coordinate of the second point

**triangle() // draws a triangle**



triangle(x1, y1, x2, y2, x3, y3);

Parameters
x1      float: x-coordinate of the first point
y1      float: y-coordinate of the first point
x2      float: x-coordinate of the second point
y2      float: y-coordinate of the second point
x3      float: x-coordinate of the third point
y3      float: y-coordinate of the third point

# Setting Colors

**fill() // selects the fill color for the shapes drawn**
fill(r, g, b);
fill(r, g, b, a);

Parameters
r       float: red value from 0-255
g       float: green value from 0-255
b       float: blue value from 0-255
a       float: alpha (transparency) value from 0-255
(look under **Tools -> Color selector** in Processing to find the RGB values for any color)

**stroke() // selects the line color for the shapes drawn**
stroke(r, g, b);
stroke(r, g, b, a);

Parameters
r       float: red value from 0-255
g       float: green value from 0-255
b       float: blue value from 0-255
a       float: alpha (transparency) value from 0-255

**strokeWeight() // sets thickness of line**
strokeWeight(x);

Parameters:
x       float: number representing how thick the line is

**noStroke(); // makes shapes have no outline**

**noFill(); // makes shapes have no filling**