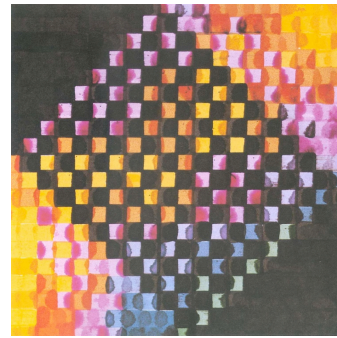


Algorithmic Thinking in Art, Design, Science

Frieder Nake
Summer Term 2018



The basic and principle structure of sketch

Usually, a sketch is made up of the following components.

```
/* _____  
//TITLE OF SKETCH  
  
//Briefly and precisely explain the sketch's function  
//<name of author> <date>  
_____*/  
//GLOBAL PARAMETERS  
//all global parameters with values & comments, e.g.  
int w = 600; int h = 400; //width & height of image  
// _____  
//SETTING UP  
void settings()  
{  
//needed if image size given by parameters  
width = w; height = h;  
}  
void setup()  
{  
//all those statements to be executed only once  
}  
// _____
```

Summer Term 2018 | 4 SWS | 6 ECTS | M.A. & M.Sc. Digital Media, Informatik | Module M-MI (Topics in) Media Informatics |
VAK Uni 03-06-M-304 | Tuesday 8:00-12:00 in MZH 5210 | Starts 10 April 2016

Frieder Nake
nake@informatik.uni-bremen.de | (0421) 218 64485 | @CarlCanary | MZH 1330
www.agis.informatik.uni-bremen.de | Office hours: MZH Thursday 14-16 & Mondays at HfK (by arrangement)

```
//LOOPING
void draw()
{
  //usually the bulk of the sketch.
  //To be repeated at frameRate unless turned off
}
//_____

//FUNCTIONS
//your functions for better structuring
//functions for event handling
```