

Getting Started with p5.js: The Ultimate Guide to Creative Coding

```
npm install p5
```

Once you have installed p5.js, you can start using it in your own projects. You can create a new p5.js sketch by creating a new HTML file and adding the following code to the head of the file:

You can then add your own p5.js code to the body of the file.



Getting Started with p5.js: Making Interactive Graphics in JavaScript and Processing (Make: Technology on Your Time) by Lauren McCarthy

★★★★☆ 4.6 out of 5

Language : English
File size : 15619 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 317 pages



- `rect()` - draws a rectangle
- `circle()` - draws a circle
- `ellipse()` - draws an ellipse
- `line()` - draws a line

- `point()` - draws a point

You can also use the `fill()` and `stroke()` functions to specify the fill and stroke color of your shapes.

To animate an object, you can use the `setup()` and `draw()` functions. The `setup()` function is called once when the sketch is first created, and the `draw()` function is called repeatedly to update the sketch. In the `draw()` function, you can use the `translate()`, `rotate()`, and `scale()` functions to move, rotate, and scale your objects.

To respond to user input, you can use the `mousePressed()`, `mouseReleased()`, and `mouseMoved()` functions. These functions are called when the mouse is pressed, released, or moved, respectively. You can use these functions to create interactive artworks that respond to user input.

In addition to the basic functions, p5.js also provides a number of advanced concepts for creating more complex artworks. These concepts include:

- **Variables** - Variables allow you to store data that can be used in your sketches.
- **Arrays** - Arrays allow you to store a collection of data that can be accessed using an index.
- **Functions** - Functions allow you to group together a set of instructions that can be reused in your sketches.
- **Objects** - Objects allow you to group together data and functions that are related to a specific object in your sketch.

- **Classes** - Classes allow you to create your own custom objects that can be used in your sketches.

These advanced concepts can be used to create more complex and sophisticated artworks. For example, you can use variables to store the position of an object, and you can use functions to move the object around the screen. You can also use arrays to store a collection of objects, and you can use classes to create your own custom objects that can be reused in your sketches.

There are many examples and projects that you can find online that demonstrate how to use p5.js. These examples and projects can help you to learn how to use p5.js and to get ideas for your own projects.

Here are a few examples of p5.js projects:

- **Interactive Art** - This project uses p5.js to create an interactive artwork that responds to user input.
- **Generative Art** - This project uses p5.js to create a generative artwork that is created randomly.
- **Data Visualization** - This project uses p5.js to create a data visualization that shows the results of a survey.

These are just a few examples of the many different types of artworks that you can create with p5.js. With a little creativity, you can use p5.js to create your own unique and engaging artworks.

p5.js is a powerful and easy-to-use library for creative coding. It is a great choice for beginners who want to learn creative coding, and it is also a

great tool for experienced artists and designers who want to create interactive and dynamic web-based artworks.

If you are interested in learning more about p5.js, there are many resources available online. You can find tutorials, examples, and projects on the p5.js website, and you can also find p5.js communities on social media.

With a little creativity and effort, you can use p5.js to create your own unique and engaging artworks.



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