



Visual Art Programming

Installations

The only software needed in Visual Art Programming is Processing IDE (Integrated Development Environment). The software produces visualizations based on Processing -programming language.

More information about Processing IDE:

<https://processing.org/reference/environment/>

<https://processing.org/tutorials/gettingstarted/>

More information about the educational use of Processing:

<https://processing.org/overview/>

Installations

You can download Processing version 3.4 (or later) from the official Processing website:

<http://processing.org/download/>

Once you have downloaded the package for your operating system you can start the installation process by following these instructions.

Windows:

- First, check if you have a 32 or a 64-bit windows. Go to **Control Panel -> System**. There you'll find the **System type** of your Windows.
- Go to processing.org/download and download the right version for your Windows. The size of the installer is ca. 200 Mb.
- After the download has finished, you have to unzip the installer with a compression software (e.g. WinZip). Extract the software to a desired location.
- Open Processing IDE by clicking the black p3-icon in the folder. Create a shortcut for the students.
- Write "ellipse(50, 50, 20, 20);" to the main window and press Run. A drawing canvas should appear with a small circle in it.

Mac OS or Linux:

You can find more detailed instructions here:

<https://processing.org/tutorials/gettingstarted/>

PS. Processing-language is based on Java, so Java 8 is needed. More information about supported platforms and Java versions.

<https://github.com/processing/processing/wiki/Supported-Platforms>