

# CREATIVE CODING



Some 2D plant-like structures from bracketed L-Systems.

CAMERON  
MATHIS

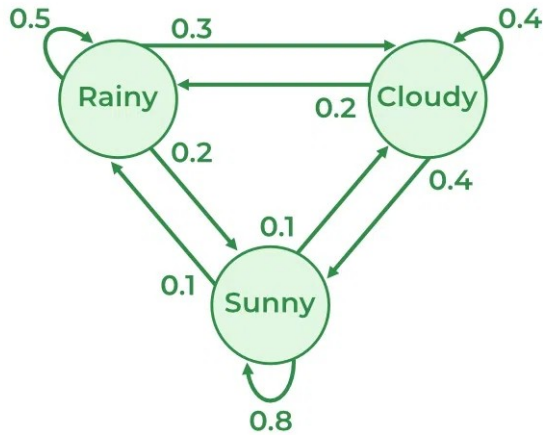
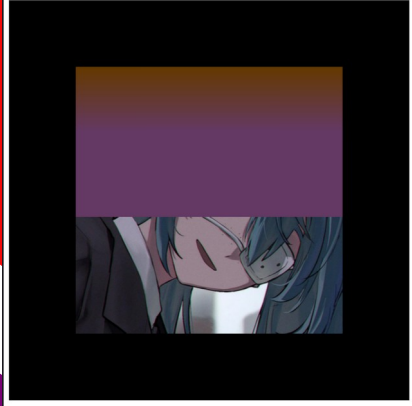
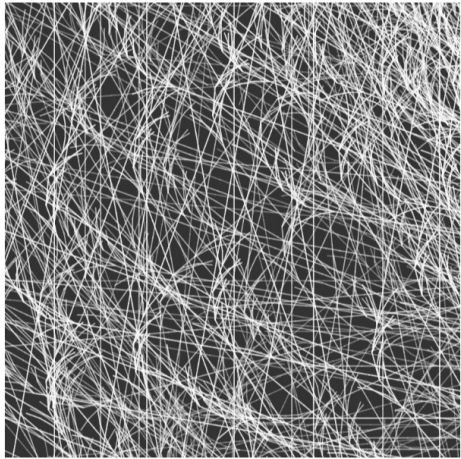


Image Filter



L-system

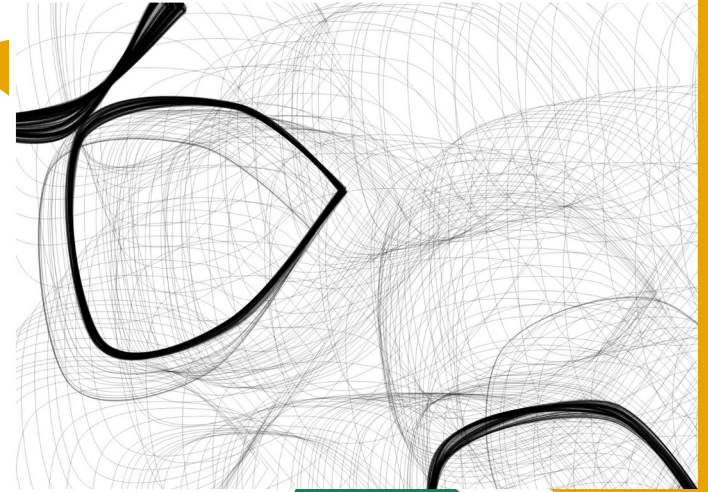


## p5.js

- Hat Spass gemacht
- War sehr interessant
- Markov-Chain, L-Systems waren kompliziert

## Shapes

Interactive Shapes



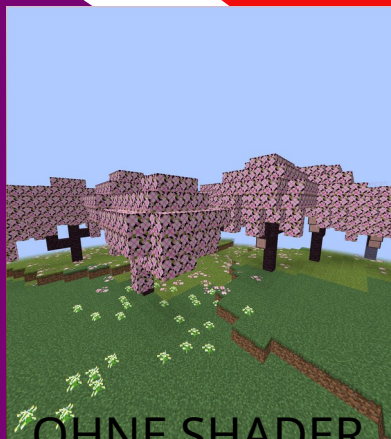
## Markov Chain

is with her; an heretic, Which thou be'st he had  
it. KING. Doth not the guard, And paint a quart  
of him easily as Helen I that I am ambitious  
thoughts! TIMON. Wrought he had been swell'd! I  
set the dead, He furnaces The King John Drum's  
entertainment, I cannot be my lord; it is it  
should be sold your guard, rushing in the pursuit  
of thy happiness and meant thy just report A knot  
of our life; Might I am due expedience, And  
rather call it not, madam; but trifle of so  
dishonoured step, Till he would be silent, that  
I'll answer it. Fare you see The breath to  
church? GREMIO. My blood out of briars shall

- Someone unnamed



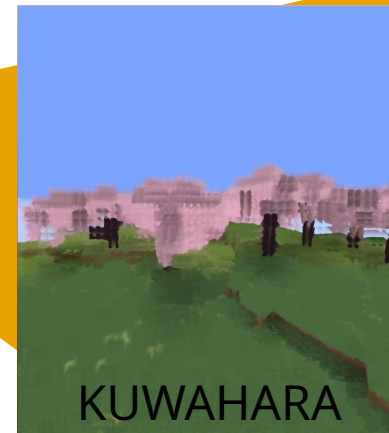
BSL SHADER



OHNE SHADER

# Projekt: Minecraft Shader

- Kuwahara Filter / Shader
- Schwerer Anfang:  
Noch nie OpenGL gebraucht
- Inspiration: Kuwahara Filter auf Jony's Präsentation
- Ergebnis:  
Nicht schön, aber akzeptabel



KUWAHARA  
SHADER

## Kuwahara filter

- [Explanation](#)



<https://github.com/yeatara/TD-Anisotrop-Kuwahara>

# Live-Demo

- Website
- Kuwahara Filter in Minecraft

# Fazit (p5.js)

- p5.js grosse und interessante Library
- Viele Möglichkeiten (Kreativität ist Grenze)
- Anfangs kompliziert, danach sehr interessant
- Fertiger Sketch → Variablen ändern → Interessante Dinge passieren

# Fazit (Kuwahara Projekt)

- Anfangs kompliziert ohne Shader-Erfahrung
- Mithilfe KI Grundlagen für Projekt gelernt
- Probleme: Optimieren, besonders wegen FPS
- Shader-Development interessant, plane weiter anzuschauen

The background consists of several large, overlapping triangles in various colors: red, orange, yellow, green, blue, and purple. The triangles are arranged in a way that they fill the entire frame, with some overlapping others. The text is placed within the white space between the triangles.

Danke fürs zuhören

Noch  
Fragen?