

Perlin Draw

Daniel Shiffman

The Nature of Code Daniel Shiffman, 2024-09-03 All aboard The Coding Train! This beginner-friendly creative coding tutorial is designed to grow your skills in a fun, hands-on way as you build simulations of real-world phenomena with "The Coding Train" YouTube star Daniel Shiffman. How can we use code to capture the unpredictable properties of nature? How can understanding the mathematical principles behind our physical world help us create interesting digital environments? Written by "The Coding Train" YouTube star Daniel Shiffman, *The Nature of Code* is a beginner-friendly creative coding tutorial that explores a range of programming strategies for developing computer simulations of natural systems—from elementary concepts in math and physics to sophisticated machine-learning algorithms. Using the same enthusiastic style on display in Shiffman's popular YT channel, this book makes learning to program fun, empowering you to generate fascinating graphical output while refining your problem-solving and algorithmic-thinking skills. You'll progress from building a basic physics engine that simulates the effects of forces like gravity and wind resistance, to creating evolving systems of intelligent autonomous agents that can learn from their mistakes and adapt to their environment. *The Nature of Code* introduces important topics such as: Randomness Forces and vectors Trigonometry Cellular automata and fractals Genetic algorithms Neural networks Learn from an expert how to transform your beginner-level skills into writing well-organized, thoughtful programs that set the stage for further experiments in generative design. NOTE: All examples are written with p5.js, a JavaScript library for creative coding, and are available on the book's website.

Learning Processing Daniel Shiffman, 2009-04-17 The free, open-source Processing programming language environment was created at MIT for people who want to develop images, animation, and sound. Based on the ubiquitous Java, it provides an alternative to daunting languages and expensive proprietary software. This book gives graphic designers, artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language, followed by careful, step-by-step explanations of select advanced techniques. The author teaches computer graphics at NYU's Tisch School of the Arts, and his book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. Previously announced as *Pixels, Patterns, and Processing* *A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics *Step-by-step examples, approachable language, exercises, and LOTS of sample code support the reader's learning curve *Includes lessons on how to program live video, animated images and interactive sound

Smart Graphics Marc Christie, Tsai-Yen Li, 2014-08-22 This book constitutes the proceedings of the 12th International Symposium on Smart Graphics, SG 2014, held in Taipei, Taiwan, in August 2014. The 14 full and 4 short papers presented in this volume were carefully reviewed and selected from 26 submissions. They are organized in topical sections named: data visualization; sketching and multi-touch interaction; aesthetics and smart tools for artists; smart tools for 3D contents; and posters.

Texturing and Modeling David S. Ebert, 2014-05-19 Congratulations to Ken Perlin for his 1997 Technical Achievement Award from the Academy of Motion Picture Arts and Science Board of Governors, given in recognition of the development of Turbulence, Perlin Noise, a technique discussed in this book which is used to produce natural appearing textures on computer-generated surfaces for motion picture visual effects. Dr. Perlin joins Darwyn Peachey (co-developer of RenderMan(R), also discussed in the book) in being honored with this prestigious award. * * Written at a usable level by the developers of the techniques * Serves as a source book for those writing rendering

systems, shaders, and animations. * Discusses the design and implementation of noise functions. * Contains procedural modeling of gases, hypertextures, mountains, and landscapes. * Provides a toolbox of specific procedures and basic primitive functions for producing realistic images. * Procedures are presented in C code segments or in Renderman shading language. * 3.5 disk contains the code from within the book for easy implementation

Computer Graphics Jonas Gomes, Luiz Velho, Mario Costa Sousa, 2012-04-24
Computer Graphics: Theory and Practice provides a complete and integrated introduction to this area. The book only requires basic knowledge of calculus and linear algebra, making it an accessible introductory text for students. It focuses on conceptual aspects of computer graphics, covering fundamental mathematical theories and models and the inherent problems in implementing them. In so doing, the book introduces readers to the core challenges of the field and provides suggestions for further reading and studying on various topics. For each conceptual problem described, solution strategies are compared and presented in algorithmic form. This book, along with its companion Design and Implementation of 3D Graphics Systems, gives readers a full understanding of the principles and practices of implementing 3D graphics systems.

Wang Tiles in Computer Graphics Ares Lagae, 2022-06-01 Many complex signals in computer graphics, such as point distributions and textures, cannot be efficiently synthesized and stored. This book presents tile-based methods based on Wang tiles and corner tiles to solve both these problems. Instead of synthesizing a complex signal when needed, the signal is synthesized beforehand over a small set of Wang tiles or corner tiles. Arbitrary large amounts of that signal can then efficiently be generated when needed by generating a stochastic tiling, and storing only a small set of tiles reduces storage requirements. A tile-based method for generating a complex signal consists of a method for synthesizing the signal over a set of Wang tiles or corner tiles, and a method for generating a stochastic tiling using the set of tiles. The method for generating a stochastic tiling using the set of tiles is independent of the signal. This book covers scanline stochastic tiling algorithms and direct stochastic tiling algorithms for Wang tiles and corner tiles. The method for synthesizing the signal over a set of tiles is dependent on the signal. This book covers tile-based methods for texture synthesis and for generating Poisson disk distributions. This book also explores several applications such as tile-based texture mapping and procedural modeling and texturing. Although the methods for constructing a complex signal over a set of Wang tiles or corner tiles are dependent on the signal, the general idea behind these methods generalizes to other kinds of signals. The methods presented in this book therefore have the potential to make the generation and storage of almost any complex signal efficient. Table of Contents: Introduction / Wang Tiles and Corner Tiles / Tiling Algorithms for Wang Tiles and Corner Tiles / Tile-Based Methods for Texture Synthesis / Tile-Based Methods Generating Poisson Disk Distributions / Applications of Poisson Disk Distributions

Learning Three.js - the JavaScript 3D Library for WebGL - Second Edition Jos Dirksen, 2015-03-31 If you know JavaScript and want to start creating 3D graphics that run in any browser, this book is a great choice for you. You don't need to know anything about math or WebGL; all that you need is general knowledge of JavaScript and HTML.

IOS Drawing Erica Sadun, 2013-10-15 [BLACK & WHITE Edition] Apple lavished iOS with a rich and evolving library of resolution-independent 2D drawing utilities. Its APIs include powerful features such as transparency, path-based drawing, anti-aliasing, and more. Harness these low-level, lightweight drawing routines in your apps to build images, to create PDFs, to display views, and to print. In this guide, Erica Sadun, bestselling author of The Core iOS 6 Developer's Cookbook and The Advanced iOS 6 Developer's Cookbook, helps readers explore iOS drawing through an abundance of examples alongside

plenty of explanations and tips. This short work provides the basic how-to developers need to get started. You will learn about these specific topics: The basic concepts of Quartz (Core Graphics) and UIKit drawing The coordinate system, paths, masking, and clipping Text drawing Transparency and alpha channels, drawing modes, blending, colors, and spaces Transforms and geometry Patterns, shadows, and gradients Bitmaps and pixels Approximately 311 pages. For related content by author Erica Sadun, see *iOS Auto Layout Demystified*, *The Core iOS 6 Developer's Cookbook*, and *The Advanced iOS 6 Developer's Cookbook*. informit.com/sadun To access the code samples, visit <https://github.com/erica/iOS-Drawing>.

OpenGL - Build high performance graphics Muhammad Mobeen Movania, David Wolff, Raymond C. H. Lo, William C. Y. Lo, 2017-05-29 Gain proficiency with OpenGL and build compelling graphics for your games and applications About This Book Get to grips with a wide range of techniques for implementing shadows using shadow maps, shadow volumes, and more Explore interactive, real-time visualizations of large 2D and 3D datasets or models, including the use of more advanced techniques such as stereoscopic 3D rendering Create stunning visuals on the latest platforms including mobile phones and state-of-the-art wearable computing devices Who This Book Is For The course is appropriate for anyone who wants to develop the skills and techniques essential for working with OpenGL to develop compelling 2D and 3D graphics. What You Will Learn Off-screen rendering and environment mapping techniques to render mirrors Shadow mapping techniques, including variance shadow mapping Implement a particle system using shaders Utilize noise in shaders Make use of compute shaders for physics, animation, and general computing Create interactive applications using GLFW to handle user inputs and the Android Sensor framework to detect gestures and motions on mobile devices Use OpenGL primitives to plot 2-D datasets (such as time series) dynamically Render complex 3D volumetric datasets with techniques such as data slicers and multiple viewpoint projection In Detail OpenGL is a fully functional, cross-platform API widely adopted across the industry for 2D and 3D graphics development. It is mainly used for game development and applications, but is equally popular in a vast variety of additional sectors. This practical course will help you gain proficiency with OpenGL and build compelling graphics for your games and applications. *OpenGL Development Cookbook - This is your go-to guide to learn graphical programming techniques and implement 3D animations with OpenGL. This straight-talking Cookbook is perfect for intermediate C++ programmers who want to exploit the full potential of OpenGL. Full of practical techniques for implementing amazing computer graphics and visualizations using OpenGL. OpenGL 4.0 Shading Language Cookbook, Second Edition - With Version 4, the language has been further refined to provide programmers with greater power and flexibility, with new stages such as tessellation and compute. OpenGL Shading Language 4 Cookbook is a practical guide that takes you from the fundamentals of programming with modern GLSL and OpenGL, through to advanced techniques. OpenGL Data Visualization Cookbook - This easy-to-follow, comprehensive Cookbook shows readers how to create a variety of real-time, interactive data visualization tools. Each topic is explained in a step-by-step format. A range of hot topics is included, including stereoscopic 3D rendering and data visualization on mobile/wearable platforms. By the end of this guide, you will be equipped with the essential skills to develop a wide range of impressive OpenGL-based applications for your unique data visualization needs. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products, *OpenGL Development Cookbook* by Muhammad Mobeen Movania, *OpenGL 4.0 Shading Language Cookbook, Second Edition* by David Wolff, *OpenGL Data Visualization Cookbook* by Raymond C. H. Lo, William C. Y. Lo *Style and approach* Full of easy-to-follow hands-on tutorials, this course teaches you to develop a wide range of impressive OpenGL-based applications in a step-by-*

step format.

Graphics Gems II James Arvo, 2013-10-22 Graphics Gems II is a collection of articles shared by a diverse group of people that reflect ideas and approaches in graphics programming which can benefit other computer graphics programmers. This volume presents techniques for doing well-known graphics operations faster or easier. The book contains chapters devoted to topics on two-dimensional and three-dimensional geometry and algorithms, image processing, frame buffer techniques, and ray tracing techniques. The radiosity approach, matrix techniques, and numerical and programming techniques are likewise discussed. Graphics artists and computer programmers will find the book invaluable.

Macromedia Flash 8 @work Phillip Kerman, 2006 CD-ROM contains starting templates for each standalone project, source files for all projects and completed projects.

Computer Graphics John F. Hughes, Andries Van Dam, Morgan McGuire, James D. Foley, David Sklar, Steven K. Feiner, Kurt Akeley, 2014 Computer Graphics: Principles and Practice, Third Edition, remains the most authoritative introduction to the field. The first edition, the original "Foley and van Dam," helped to define computer graphics and how it could be taught. The second edition became an even more comprehensive resource for practitioners and students alike. This third edition has been completely rewritten to provide detailed and up-to-date coverage of key concepts, algorithms, technologies, and applications. The authors explain the principles, as well as the mathematics, underlying computer graphics—knowledge that is essential for successful work both now and in the future. Early chapters show how to create 2D and 3D pictures right away, supporting experimentation. Later chapters, covering a broad range of topics, demonstrate more sophisticated approaches. Sections on current computer graphics practice show how to apply given principles in common situations, such as how to approximate an ideal solution on available hardware, or how to represent a data structure more efficiently. Topics are reinforced by exercises, programming problems, and hands-on projects. This revised edition features New coverage of the rendering equation, GPU architecture considerations, and importance-sampling in physically based rendering An emphasis on modern approaches, as in a new chapter on probability theory for use in Monte-Carlo rendering Implementations of GPU shaders, software rendering, and graphics-intensive 3D interfaces 3D real-time graphics platforms—their design goals and trade-offs—including new mobile and browser platforms Programming and debugging approaches unique to graphics development The text and hundreds of figures are presented in full color throughout the book. Programs are written in C++, C#, WPF, or pseudocode—whichever language is most effective for a given example. Source code and figures from the book, testbed programs, and additional content will be available from the authors' website (cgpp.net) or the publisher's website (informit.com/title/9780321399526). Instructor resources will be available from the publisher. The wealth of information in this book makes it the essential resource for anyone working in or studying any aspect of computer graphics.

Game AI Pro Steven Rabin, 2013-09-11 Successful games merge art and technology in truly unique ways. Fused under tight production deadlines and strict performance requirements, shaped by demanding player expectations, games are among the most complex software projects created today. Game AI Pro: Collected Wisdom of Game AI Professionals covers both the art and the technology of game AI. Nothing covered is theory or guesswork. The book brings together the accumulated wisdom, cutting-edge ideas, and clever tricks and techniques of 54 of today's top game AI professionals. Some chapters present techniques that have been developed and passed down within the community for years while others discuss the most exciting new research and ideas from today's most innovative games. The book includes core algorithms that you'll need to succeed, such as behavior trees, utility theory, spatial

representation, path planning, motion control, and tactical reasoning. It also describes tricks and techniques that will truly bring your game to life, including perception systems, social modeling, smart camera systems, player prediction, and even an AI sound designer. Throughout, the book discusses the optimizations and performance enhancements that enable your game to run while maintaining 60 frames per second.

Practical Algorithms for 3D Computer Graphics R. Stuart Ferguson, 2013-12-19 *Practical Algorithms for 3D Computer Graphics*, Second Edition covers the fundamental algorithms that are the core of all 3D computer graphics software packages. Using Core OpenGL and OpenGL ES, the book enables you to create a complete suite of programs for 3D computer animation, modeling, and image synthesis. Since the publication of the first edit

Graphics Gems V (Macintosh Version) Alan W. Paeth, 2014-05-19 *Graphics Gems V* is the newest volume in The Graphics Gems Series. It is intended to provide the graphics community with a set of practical tools for implementing new ideas and techniques, and to offer working solutions to real programming problems. These tools are written by a wide variety of graphics programmers from industry, academia, and research. The books in the series have become essential, time-saving tools for many programmers. Latest collection of graphics tips in The Graphics Gems Series written by the leading programmers in the field. Contains over 50 new gems displaying some of the most recent and innovative techniques in graphics programming. Includes gems covering ellipses, splines, Bezier curves, and ray tracing. Disk included containing source code from the gems available in both IBM and Macintosh versions.

OpenGL Shading Language Randi J. Rost, Bill Licea-Kane, Dan Ginsburg, John Kessenich, Barthold Lichtenbelt, Hugh Malan, Mike Weiblen, 2009-07-13 *OpenGL® Shading Language*, Third Edition, extensively updated for OpenGL 3.1, is the experienced application programmer's guide to writing shaders. Part reference, part tutorial, this book thoroughly explains the shift from fixed-functionality graphics hardware to the new era of programmable graphics hardware and the additions to the OpenGL API that support this programmability. With OpenGL and shaders written in the OpenGL Shading Language, applications can perform better, achieving stunning graphics effects by using the capabilities of both the visual processing unit and the central processing unit. In this book, you will find a detailed introduction to the OpenGL Shading Language (GLSL) and the new OpenGL function calls that support it. The text begins by describing the syntax and semantics of this high-level programming language. Once this foundation has been established, the book explores the creation and manipulation of shaders using new OpenGL function calls. *OpenGL® Shading Language*, Third Edition, includes updated descriptions for the language and all the GLSL entry points added though OpenGL 3.1, as well as updated chapters that discuss transformations, lighting, shadows, and surface characteristics. The third edition also features shaders that have been updated to OpenGL Shading Language Version 1.40 and their underlying algorithms, including Traditional OpenGL fixed functionality Stored textures and procedural textures Image-based lighting Lighting with spherical harmonics Ambient occlusion and shadow mapping Volume shadows using deferred lighting Ward's BRDF model The color plate section illustrates the power and sophistication of the OpenGL Shading Language. The API Function Reference at the end of the book is an excellent guide to the API entry points that support the OpenGL Shading Language.

State of the Art in Computer Graphics David F. Rogers, Rae Earnshaw, 1991-06-03 Today one of the hardest parts of computer aided design or analysis is first modeling the design, then recording and verifying it. For example, a typical vehicle such as a tank, automobile, ship or aircraft might be composed of tens of thousands of individual parts. Many of these parts are composed of cylinders, flats, and simple conic curves and surfaces such as are amenable to modeling using a constructive solid geometry (CSG) approach. However, especially with the increasing use of composite materials,

many parts are designed using sculptured surfaces. A marriage of these two techniques is now critical to continued development of computer aided design and analysis. Further, the graphical user interfaces used in most modeling systems are at best barely adequate to the required task. Critical work on these interfaces is required to continue pushing back the frontiers. Similarly, once the design is modeled, how are the varied and diverse pieces stored, retrieved, and modified? How are physical interferences prevented or eliminated? Although considerable progress has been made, there are still more questions and frustrations than answers. One of the fundamental problems of the 1990s is and will continue to be modeling. The second problem is interpretation. With the ever increasing computational power available, our ability to generate data far exceeds our ability to interpret, understand, and utilize that data.

Deep Learning Theory and Applications Ana Fred, Carlo Sansone, Oleg Gusikhin, Kurosh Madani, 2023-07-06 This book constitutes the refereed post-conference proceedings of the Third International Conference on Deep Learning Theory and Applications, DeLTA 2022, held in Lisbon, Portugal, during January 17-18, 2022. The 6 full papers included in this book were carefully reviewed and selected from 36 submissions. They present recent research on machine learning and artificial intelligence in real-world applications such as computer vision, information retrieval and summarization from structured and unstructured multimodal data sources, natural language understanding and translation, and many other application domains.

Professional Digital Compositing Lee Lanier, 2009-12-09 Learn professional secrets of digital compositing with this detailed guide After filming is done, digital compositors move in to manipulate color, retouch, and perform other behind-the-scenes tricks that are necessary to improve or finalize movies, games, and commercials. Now you can learn their secrets with this one-of-a-kind guide to digital compositing. Professional animator and author Lee Lanier not only draws upon his own experience, he has also combed some of Hollywood's most active post-production houses in search of the best solutions. Learn valuable techniques, tricks, and more. Covers techniques for digital compositing including transformations, plate preparation, rotoscoping, advanced render passes, particle integration, 2.5D painting, HDRI, stereoscopy and more Shows you digital compositing techniques that can be applied to a variety of software tools, including After Effects and Nuke Includes a DVD with scenes, sample bitmaps, image sequences, and more Start your animation career right with the solid instruction in postproduction you'll find in this practical guide. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Learning ActionScript 3.0 Rich Shupe, Zevan Rosser, 2010-10-18 If you're new to ActionScript 3.0, or want to enhance your skill set, this bestselling book is the ideal guide. Designers, developers, and programmers alike will find Learning ActionScript 3.0 invaluable for navigating ActionScript 3.0's learning curve. You'll learn the language by getting a clear look at essential topics such as logic, event handling, displaying content, classes, and much more. Updated for Flash Professional CS5, this revised and expanded edition delivers hands-on exercises and full-color code samples to help you increase your abilities as you progress through the book. Topics are introduced with basic syntax and class-based examples, so you can set your own pace for learning object-oriented programming. Harness the power and performance of ActionScript 3.0 Control sound and video, including new access to microphone data Create art with code by drawing vectors and pixels at runtime Manipulate text with unprecedented typographic control Animate graphics, create particle systems, and apply simple physics Avoid common coding mistakes and reuse code for improved productivity Load SWF, image, text, HTML, CSS, and XML file formats, and more Authors Rich Shupe and Zevan Rosser draw on their experience as Flash developers and instructors to give you a solid ActionScript foundation, revealing ways you can use code for

practical, everyday projects.

The Top Books of the Year Perlin Draw The year 2023 has witnessed a remarkable surge in literary brilliance, with numerous captivating novels captivating the hearts of readers worldwide. Lets delve into the realm of popular books, exploring the engaging narratives that have charmed audiences this year. Perlin Draw : Colleen Hoover's "It Ends with Us" This heartfelt tale of love, loss, and resilience has captivated readers with its raw and emotional exploration of domestic abuse. Hoover expertly weaves a story of hope and healing, reminding us that even in the darkest of times, the human spirit can triumph. Uncover the Best : Taylor Jenkins Reids "The Seven Husbands of Evelyn Hugo" This captivating historical fiction novel unravels the life of Evelyn Hugo, a Hollywood icon who defies expectations and societal norms to pursue her dreams. Reids compelling storytelling and compelling characters transport readers to a bygone era, immersing them in a world of glamour, ambition, and self-discovery. Perlin Draw : Delia Owens "Where the Crawdads Sing" This mesmerizing coming-of-age story follows Kya Clark, a young woman who grows up alone in the marshes of North Carolina. Owens spins a tale of resilience, survival, and the transformative power of nature, captivating readers with its evocative prose and mesmerizing setting. These bestselling novels represent just a fraction of the literary treasures that have emerged in 2023. Whether you seek tales of romance, adventure, or personal growth, the world of literature offers an abundance of captivating stories waiting to be discovered. The novel begins with Richard Papen, a bright but troubled young man, arriving at Hampden College. Richard is immediately drawn to the group of students who call themselves the Classics Club. The club is led by Henry Winter, a brilliant and charismatic young man. Henry is obsessed with Greek mythology and philosophy, and he quickly draws Richard into his world. The other members of the Classics Club are equally as fascinating. Bunny Corcoran is a wealthy and spoiled young man who is always looking for a good time. Charles Tavis is a quiet and reserved young man who is deeply in love with Henry. Camilla Macaulay is a beautiful and intelligent young woman who is drawn to the power and danger of the Classics Club. The students are all deeply in love with Morrow, and they are willing to do anything to please him. Morrow is a complex and mysterious figure, and he seems to be manipulating the students for his own purposes. As the students become more involved with Morrow, they begin to commit increasingly dangerous acts. The Secret History is a exceptional and suspenseful novel that will keep you speculating until the very end. The novel is a cautionary tale about the dangers of obsession and the power of evil.

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