

Index

■ A

Acceleration

- ACTIVITY_RECOGNITION, 143
 - audio-visual mapping
 - constrain() function, 149
 - dot animation, 146–148
 - graphics, 144
 - onStepDetectorEvent() event, 146
 - pentatonic scale, 149
 - playing audio component, 149–152
 - random colored dots, 145–147
 - second() function, 149
 - selectNote() method, 151
 - time and the walking speed, 148, 149
 - GRAVITY_EARTH, 143
 - magnetic field vectors, 155
 - measurement, 141–151
 - requestPermission() function, 143
 - shake detection, 143, 144
 - shake detection code, 142, 143
 - step counter, 143
- Accelerometer sensor, 129, 130
- magnetic sensor, 156–162
- Anchor objects, 335–337
- Android Debug Bridge (ADB), 41, 186
- Android device
- API processing, 164–174
 - AR, 330, 331
 - code-based drawing, 32
 - emulator, 46
 - integrated debugger, 41, 42
 - Ketai library, 141
 - libraries, 389
 - live wallpapers, 103, 107
 - location-aware-app, 163
 - magnetometer, 152
 - mode, 3
 - processing project, 8
 - android library, 8
 - contribution manager, 9
 - emulator, 8, 14–16

- HAXM, 14
 - interface, 11, 12
 - iterative sketching, 8
 - mode, 9–12
 - pop-up dialog, 10
 - sketch code, 12–14
 - system image dialog, 15
 - USB Debugging, 12
- renderer processing option, 75
- SDK, 9
- sensors, 129–140
- shader programming, 271
- smartwatches, 185
- touchscreen interaction, 83
- VR apps, 306
- XR, 351
- Android library template, 395
- Android Studio integration
- code editing/visual app design, 377
 - Google tools, 377
 - Gradle (*see* Gradle projects)
- Android Virtual Device (AVD), 14–16, 46, 47, 189–191
- Android Wear, 185, 186
- Application programming interface (API), 3, 175
- gyroscope, 160
 - Ketai library, 141
 - location services
 - ACCESS_COARSE_LOCATION, 165
 - ACCESS_FINE_LOCATION, 165
 - Ketai sensor library, 171, 172
 - latitude and longitude values, 167
 - min(), max(), and map() functions, 170
 - onLocationChanged(), 167, 168
 - onLocationChanged() handler
 - method, 172–174
 - path tracking sketch, 171
 - permissions selector, 165–167
 - processing language, 3, 4
 - processing sketch, 164
 - requestLocationUpdates(), 167

Application programming interface (API) (*cont.*)

- requestPermission() function, 165
- threads, 167–171
- queue, 168
- shader programming, 269

Audio playback, 149

Augmented reality (AR)

- active visualization, 330
- anchors, 335–337
- Android mode menu, 331, 332
- ARCore, 330
- ARTracker class, 337
- characteristics, 329
- count() function, 332
- custom GLSL shaders, 343–345
- drawing/placing mode, 350
- get() function, 337
- history, 329
- interaction, 334
- lengthX()/lengthZ() functions, 332
- PGraphics image, 349
- requirement, 331
- setup() function, 331
- touch-based drawing layer, 346–350
- trackableEvent() function, 335
- trackable objects, 332–335
- transform() function, 332
- user interface, 340–342
- user’s drawing, 348
- VR (*see* Virtual reality (VR) apps)
- Vuforia and ARToolkit, 330

Axis-aligned bounding box (AABB), 318–321

■ B

Bézier curves

- beginShape() function, 65
- bezierVertex, 61
- definition, 60
- draw() function, 62
- frame output, 62
- mouse coordinates, 61
- mouseMoved() function, 65
- mouseReleased() function, 65
- PVector class, 63
- random() function, 62
- screen capture, 60
- source code, 63–65
- watch face, 204

Bluetooth, 108, 186–191

Bluetooth proximity detection, 163

Body sensors

- ECG sensors, 212
- heart rate, 211

physical activity, 211

step counter, 211

box(), 241

■ C

camera(), 246, 248

Cell-tower triangulation, 163

Central processing units (CPU), 14, 186

Code-based drawing

- background() function, 25
- color, 25–28
- color selector tool, 28
- elements, 20
- fill() function, 26–28
- form
 - beginShape() function, 23
 - composition, 24
 - endShape() function, 23
 - polygons code, 24, 25
 - trigonometry, 24
- free-hand drawing, 34
- fullScreen() function, 21, 22
- geometric transformations
 - background() function, 29
 - popMatrix() function, 31
 - pushMatrix() function, 31
 - rotate() functions, 29
 - rotation, 29
 - scale() functions, 29
 - scaling, 30
 - translate() function, 29
 - translation, 29
 - types, 29
- mouseX/mouseY, 32
- numeric coordinates, 21–23
- Pixel, 21, 22
- pmouseX/pmouseY, 33
- rect() function, 24
- red, green, and blue (RGB) values, 25
- screen coordinates, 22, 23
- setup() function, 29
- shapes, 20
- size() function, 21, 22
- stroke() function, 21, 25, 26
- strokeWeight(), 21
- transparency, 26
- user input, 32–35
- vine drawing (*see* Vine drawing app)

color(), 113–115, 118

Comma-separated values (CSV), 221

Concurrency, 164, 168, 172

Contributed libraries, 7, 130, 135, 389–392

Contribution Manager (CM), 7–9

- libraries, 136, 389–392
- Control point, 60–63
- Coordinated Universal Time (UTC), 299
- Curves
 - Bézier, 60–65

■ D

- Debugging
 - bluetooth, 187
 - checkpoint signals, 41
 - console, 39–41
 - definition, 39
 - dots per inch, 43–45
 - emulator, 46, 47
 - icons/bundle name, 48
 - integrated debugger, 41, 42
 - keystore manager, 50
 - launcher icon, 50
 - logcat option, 41
 - manifest file, 48
 - package name/version, 48, 49
 - print() function, 39
 - println(), 39
 - public release, 42
 - reporting bugs, 42
 - signed bundle option, 49–51
 - Table, 222
 - USB, 12–14
 - vine drawing app, 51
 - visualization physical
 - activity, 219–222
 - warning/error messages, 40
- Device’s location, 130, 179
- Dots-per-inch (DPI)
 - categories, 43
 - displayDensity, 43
 - resolution, 43–45
 - screen sizes/resolutions, 44
 - vine drawing, 45
- Drawing code techniques
 - calculate() function, 360
 - calculating displacement, 359
 - clearDrawing(), 361
 - corresponding displacement, 359
 - draw() function, 360
 - drawing (*see* Code-based drawing)
 - drawStrokes(), 361
 - Geo tab, 364, 365
 - getObjectMatrix(), 363
 - mouse event handlers, 361
 - mouseReleased() function, 360, 361
 - setup() function, 360
 - startNewStroke() function, 362
 - 3D pointer, 359

- UI tab, 363, 364
- updateStrokes(), 361
- updateStrokes(), 363
- VR drawing sketch, 360

■ E

- Earth shader
 - fragment mode, 292
 - interpolation, 298
 - linear interpolation, 295
 - live wallpaper, 301
 - onLocationEventHandler() function, 300
 - processing code, 293
 - processing source code, 294
 - sketch code, 300
 - solar system scope repository, 293
 - spherical coordinates, 295–297
 - UTC, 299
- Earth shaderazimuth angle, 298
- Earth shadervertex shader, 299
- Electrocardiogram (ECG), 212, 217–219
- emissive(), 261
- Emulator
 - avdmanager command, 46
 - config.ini file, 47
 - wearable devices, 189–191
- enableAccelerometer(), 156
- enableMagneticField(), 156
- Environment, 3, 129, 272, 322, 351
- Event handler function, 136, 138–140
- Extended Reality (XR)
 - AR/VR frameworks, 351
 - drawing app, 359–365
 - encompass technologies, 351
 - Google Cardboard, 352
 - VR drawing app, 352, 353

■ F

- Forward vector, 160, 311, 321, 325, 359
- Free software licenses, 3

■ G

- Generalized (screen) densities, 43
 - hdpi, 43
 - ldpi, 43
 - mdpi, 43
 - xhdpi, 43
 - xxhdpi, 43
 - xxxhdpi, 43
- Geolocation, 163
 - cellular network, 163
 - GPS, 163

Geolocation (*cont.*)

- location-aware apps, 163, 164
- street view images, 174–182
- Wi-Fi, 163

GeomagneticField(), 152

Global Positioning System (GPS), 130, 163

GLSL (*see* OpenGL Shading Language (GLSL))

Google Play Store, 10, 42, 49, 125, 197, 234, 310

Google Street View image

- beginDraw()/endDraw() functions, 178
- draw() function, 178
- HTTP request, 175
- image collage, 177–179
- internet permission, 176
- offscreen rendering, 178
- panorama stitching images, 178
- panoramic views, 175
- PGraphics, 178
- PImage array, 177
- requestImage() function, 176
- request images, 176

Google Tilt Brush, 353

Google VR

- Cardboard, 305
- Daydream, 306

Gradle project

- build automation system, 378
- content layout, 388
- file menu, 379, 380
- file structure, 380
- fragment view, 386
- Google tools, 377
- gradle.build file, 385
- import project
 - exported sketch code, 382
 - file menu, 380
 - fragment view, 384
 - fullScreen(), 383
 - main activity, 383
 - onCreate() method, 384
 - processing sketch, 382
 - welcome screen, 381
- layout, 384–388
- onCreate() method, 387
- onRequestPermissionsResult() handler, 387
- processing core library, 385
- processing language, 378
- requestPermission() function, 387

Gradle projectsexport function, 379

Graphical processing unit, 107

Graphics pipeline, 269–272, 301

Graphics Processing Unit (GPU), 75, 77, 269

Graphics programming, 70, 271, 276

Gyroscope, 130

- Asteroids game, 160

control 3D movement, 156

control rotation, 158

limitations, 156

navigation control, 159–162

PMatrix2D class, 160

re-center code, 158

rotateX() function, 157

rotateY() function, 157

rotating code, 157

2D rotation, 158

■ H

hasPermission, 166

Heart rate sensors, 186, 211, 214–215, 219, 220, 222

hint(), 267

Hints

- ENABLE_STROKE_PERSPECTIVE, 314

hour(), 200–202, 205, 207

■ I

Image() function, 69, 70, 105, 106, 207

Image, loading and displaying, 69, 207–209

Integrated debugger, 10, 41–42, 51

Integrated Development Environment (IDE), 4, 5, 8, 377, 378, 395

Interaction techniques, VR

- bounding box intersection, 318–321
- cardboard viewers, 310
- eye/world coordinates, 311–313
- Gaze selection, 316
- getEyeMatrix(), 318
- getObjectMatrix() function, 318
- intersectsLine() function, 321
- line of sight, 313–315
- screen coordinates, 315–318
- screenX() and screenY() functions, 315
- STEREO renderer, 310
- UI elements, 310
- view aim drawn, 315

Iterative sketching, 8

■ J

Java programming, 10

- acceleration, 144
- development environment, 5
- processing language, 4

■ K

Ketai

- KetaiLocation(), 172
- onLocationEvent(), 172

- Ketai library
 - accelerometer data, 136–138
 - advantage, 135
 - API location services, 171, 172
 - application programming interface, 164
 - audio-visual mapping, 146
 - availability, 138
 - body sensors, 211
 - contribution manager, 136
 - event handler function, 138–140
 - gyroscope, 137
 - installation, 135
 - KetaiSensor object, 136
 - mousePressed() function, 136
 - onGyroscopeEvent(), 137
 - sensor data, 141
 - setup() function, 138
 - touchMoved() function, 136
- KetaiSensor
 - checking availability, 138
 - event handlers, 136

L

- LANDSCAPE orientation, 76, 105
- Libraries, 389
 - CM, 389–392
 - encapsulation, 394
 - GitHub repository, 392
 - installation, 392, 393
 - movie file, 392
 - OSC network protocol, 391
 - polyhedron library, 395
 - polyhedron-rendering, 394–396
 - teaching and prototyping tool, 389
 - video file, 393
- Lighting/texturing
 - ambient, 258
 - background image, 267
 - directional light source, 258
 - key aspects, 257
 - light/green directional light, 259
 - lights() function, 259
 - material properties, 259–261
 - point light, 258
 - screen, 266
 - setup() function, 266
 - shader programming, 283–286
 - shaders, 279
 - sources/material properties, 258–262
 - space scene, 267
 - spotlight, 258
 - texture mapping, 261–265
 - 3D scene objects, 258
 - transformations, 265–267
- Live wallpapers, 103
 - Earth, 293–302
 - Earth shader, 301
 - frameRate() function, 104
 - fullScreen() function, 104
 - handling permissions, 107
 - Android development, 107
 - callback function, 108
 - draw() function, 108
 - loadRandomImage(), 111
 - photo gallery wallpaper, 109, 110
 - requestPermission() function, 108
 - runtime permission, 109
 - scanForImages() function, 111
 - setup() function, 108
 - sketch permissions option, 108
 - home screen, 105–107
 - image-flow wallpaper, 120
 - icon set, 125, 126
 - implementation, 121–124
 - loading/resizing/cropping images, 120, 121
 - map() function, 120
 - image() function, 105, 106
 - loadImage(), 105
 - magnetometer, 155
 - particle systems
 - display() method, 120
 - flow field generation, 117
 - getColor() method, 119
 - get() function, 119
 - impressionist painting, 111, 112
 - map() function, 119
 - noise() function, 117–119
 - random(), 117
 - random positions/colors, 112–115
 - static background images, 111
 - previewWallpaper() function, 105
 - visual explanation, 107
 - wallpaperHomeCount() function, 106
 - wallpaperOffset() function, 106
 - writing/installation process, 103–105
- Location
 - Cell-ID, 130
 - getAccuracy(), 173, 180
 - getAltitude(), 167
 - getLatitude(), 167, 169, 173, 180
 - getLongitude(), 167, 169, 173, 180
 - GPS, 130
 - Wi-Fi access point, 130
- Location-aware apps, 163, 174
- LocationListener
 - onLocationChanged(), 167–169
- LocationManager
 - GPS_PROVIDER, 166, 169, 180
 - NETWORK_PROVIDER, 166, 168, 180

LocationManager (*cont.*)
 requestLocationUpdates(), 166, 167, 169
 removeUpdates(), 166, 169, 181

■ **M**

Magnetometer/magnetic sensor, 130
 compass app, 152–156
 Epoch Time, 152
 getOrientation() method, 155
 getRotationMatrix() method, 155
 gravity/geomagnetic vector, 153
 gyroscope, 156–162
 source code, 152
 world coordinate system, 153

Material properties
 emissive color, 259
 fill color, 259
 shininess, 260
 specular color, 260

MediaPlayer, 149
 minute(), 200–202, 205, 206
 Mixed reality (MR)
 blend real/virtual environments, 351
 Monoscopic rendering, 309–310
 Mouse, 83–87

■ **N**

noTint() function, 69

■ **O**

onAccelerometerEvent(), 140, 142, 154
 onBackPressed() method, 384
 onMagneticFieldEvent(), 152, 154
 onLocationChanged() handler method, 172–174
 OpenGL Shading Language (GLSL), 269
 shader (*see* Shader programming)
 orientation(), 74–76, 78, 80
 Orthographic projection, 248

■ **P**

Package
 name, 48–49
 version, 48–49
 Particle systems, tree generation, 223
 Permissions
 critical, dangerous, 108, 384, 387
 READ_EXTERNAL_STORAGE, 111
 Perspective projection, 247
 PFont
 creating, 70–72
 loading, 70–72

PImage, 69, 70
 loading, 69
 drawing, 69
 loadPixels(), 120
 pixels, 119, 120
 tinting, 69, 70

Pixels array, 120
 Pixels per inch (PPI), 43

Processing
 development environment, 3–6
 download, 9, 14
 foundation, 3, 6
 language, 3–4, 7
 sketch, 4, 5
 software, 3, 8, 16

Processing Development Environment (PDE), 4–9,
 17, 40–42, 79, 103–105, 143, 234, 310, 387

Processing language, 17
 code drawing, 20
 mousePressed() function, 19
 sensors, 130
 sketchbook, 17
 3D programming, 239
 VR apps, 306

Processing project
 Android mode, 8–16
 application programming interface, 3, 4
 code sketchbook, 4
 computer programming, 3
 contribution manager, 7
 development environment, 4–6
 download, 9
 extending processing, 6, 7
 foundation, 3, 6
 modes tab, 8
 preferences window, 5, 6
 sketchbook, 5
 software sketchbook, 3

Programming sketchbook, 17

Projection
 orthographic, 247, 248
 perspective, 247, 248

PShader object, 272–274

PShape
 addChild(), 77, 78
 creating, 76–79
 custom, 77
 getName(), 80
 GROUP, 76
 loading, 79–81
 primitive, 77
 setFill(), 78, 80
 setTexture(), 249
 setTextureUV(), 264
 texturing, 81–82

PShape class
 attributes, 78
 beginShape()/vertex()/endShape(), 76
 createShape() function, 76
 creation/drawing objects, 77
 fill color modification, 79
 frames per second (fps), 77
 loadShape() function, 79
 parameters, 76
 primitive, custom, and group, 77
 SVG, 79–81
 shape() function, 76
 texturing image, 81, 82
 2D shape, 82
 vertex() function, 81

PShape object
 group creation, 252, 253
 loadStrings() function, 252
 modification, 251
 optimization, 253
 setVertex() function, 251
 storing, 250
 textured drawing, 250
 VR apps, 324

PVector
 fromAngle(), 224, 227

■ Q

QUADS, 55, 56, 245, 246
 QUAD_STRIP, 55, 58

■ R

READ_EXTERNAL_STORAGE, 108, 111

Renderer
 default, 75
 definition, 75, 76
 draw() function, 75
 JAVA2D/P2D, 75
 P2D, 75, 76
 P3D, 75
 setup() function, 75
 size()/fullScreen(), 75

Rendering
 immediate, 249–250
 retained, 249–250
 3D, 239, 240

rotateZ() function, 242

■ S

Scalable Vector Graphics (SVG), 76, 79–81, 93, 95,
 162, 253, 380

ScaleGestureDetector, 99, 100

Scrolling bar, 95–97

SensorManager
 GRAVITY_EARTH, 142, 143

Sensors, 141
 acceleration, 141–151
 accelerometer, 129, 130
 body sensors, 211, 212
 capture data, 129
 event listener, 132–134
 geolocation, 163–182
 gyroscope, 130, 156–162
 Ketai, 135–140
 listener class, 131
 location, 130
 magnetometer, 130, 152–156
 manager creation, 131
 onSensorChanged(), 131, 132
 onAccuracyChanged(), 131, 132
 reading data, 132–134
 setup() function, 131
 TYPE_GYROSCOPE, 134, 135
 update rate, 132

setView(), 383, 384

Shader programming
 ambientLight() function, 286
 anatomy, 274–277
 color attributes, 279, 280
 convolution filters, 290
 custom uniforms, 277–279
 directionalLight() function, 286
 drawing functions, 269
 dynamic gradient shader, 279
 Earth, 293
 emboss shader, 291
 filter() function, 292
 fragment shader, 276
 functions/variables, 269
 GLSL (*see* OpenGL Shading
 Language (GLSL))
 graphics pipeline, 269–272
 image postprocessing effects, 288–292
 lighting, 283–286
 live wallpaper, 292–301
 loadShader() function, 272, 289
 pointLight() function, 286
 postprocessing effects, 292
 PShader object, 272–274
 resetShader(), 273
 resolution/pointer, 277
 spotLight() function, 286
 storage qualifier, 274
 texels, 290
 texlight shader, 286–288
 texture2D() function, 282
 textured rendering, 280–283

Shader programming (*cont.*)

- type of, 279
- vertex/fragments, 270

Shapes, 55

- attributes, 66
- beginShape() function, 55, 56
- Bézier curve, 60–65
- CLOSE, 58
- ellipse()/rect() function, 55
- endShape() function, 55, 56
- LINES, 55
- LINE_STRIP, 221
- OPEN, 58
- POINTS, 55
- POLYGON, 55
- popMatrix() function, 68
- popStyle() function, 67
- pushMatrix() function, 68
- pushStyle() function, 67
- stroke attributes, 66
- styles, 67, 68
- SVG, 95–97
- type of, 55–58
- vertex() function, 55, 58–60

shininess(), 260, 261

Signed Bundle option, 49

Sketchbook programming

- animation, 18
- artists/designers, 17
- categories, 17
- code-based projects, 17
- coding sketchbook, 17
- debug (*see* Debugging)
- draw() function, 18–20
- ellipse() function, 20
- frameRate() function, 19
- fullScreen() function, 20
- height, 18
- line() function, 18
- loop() function, 19
- looping, 19
- mousePressed() function, 19, 32
- noLoop() function, 19
- pixel, 18, 19
- screen coordinates, 18
- setup() function, 18, 20
- size() function, 20
- structure of, 18–21
- vertical line, 18
- width/height, 18, 21

Smartwatches, 185

- capabilities, 185, 186
- design/development, 193
- graphics, 194
- preview icons, 194, 195

round/square screens, 194

- screen shape, 194
- visual representation, 197
- watch face, 203–209
- wearRound() function, 194
- wearSquare() function, 194

Software Development Kit (SDK), 9, 10, 41, 97, 130, 187, 211, 330, 380

specular(), 260, 261

sphere(), 244, 259

Square *vs.* Round watch faces, 200–203

Stereo rendering, 307–309

Stereoscopic photo viewers, 305

Street View images

- HTTP request, 175
- Image API, 175–177
- latitude/longitude values, 179–182
- manifest file, 182
- OSERF building broad view, 175
- real-time location, 174
- wallpaperPreview() function, 182

strokeCap(), 66

strokeJoin(), 66

strokeWeight, 57, 61–63, 66, 68

Synchronized class, 170

■ T

Text

- attributes, 73
- drawing (*see* Text drawing)

textAlign(), 311, 346, 371

Text drawing, 70

- alignment and leading, 73
- attributes, 73
- bitmap font, 70–72
- createFont() function, 72
- disadvantage, 72
- font creator tool, 71
- loadFont() function, 71
- scaling font size, 74, 75
- textFont() function, 71
- text() function, 72
- text output, 71

textLeading(), 73

texture(), 81

Texturing image

- complex shapes, 264
- fill color/material properties, 261
- normalized coordinates, 263
- primitive shapes, 261
- rectangle, 262
- sphere, 262
- terrain shape, 265
- textureMode() function, 263

- Texture mapping
 - NORMAL and IMAGE modes, 263
 - UV coordinates, 81
- 3D programming
 - Hello World, 239, 240
 - lighting, 239
 - lights() function, 240
 - lights/textures, 257
 - OBJ file format
 - getShapeCenter() function, 254
 - getVertex(), 255
 - getWidth(), getHeight(), and
getDepth(), 254
 - loadShape() function, 253
 - P3D renderer, 239
 - primitive 3D shapes, 243
 - rendering functions, 239
 - shapes
 - camera configuration, 246–248
 - createShape() function, 249
 - custom creation, 245, 246
 - immediate vs. retained rendering, 249, 250
 - noise() function, 245
 - OBJ file format, 253–255
 - orthographic projection, 248
 - perspective() and ortho() functions, 248
 - PShape objects, 250–253
 - QUADS, 245
 - 2D and 3D primitives, 243, 244
 - vectors, 246–248
 - transformations
 - multiple segments, 242
 - pushMatrix() and popMatrix(), 242
 - rotation, 241
 - scaling, 241
 - translation, 240
 - translation/rotation transformations, 239, 240
- Time visualization
 - concentric circles, 198–200
 - control motion, 198–200
 - Gaze effect, 198
 - hours, 197
 - hours, minutes, and seconds, 198
 - millis() function, 199
 - rectangular grid, 201, 202
 - smartwatches, 197
 - square-faced watches, 200
 - square/round frame, 200–203
 - watch face, 199, 200, 203–209
 - wearRound() function, 203
 - wearSquare() function, 203
- tint() function, 69
- Touch, 98
 - events, 83–93
 - ID, 91
 - points, 83, 84, 86, 89, 90, 93
 - pressure, 90, 91
 - size, 90, 91
 - X, 90
 - Y, 90
- Touchscreen interaction
 - events, 83
 - circle drawing sketch, 89
 - displayDensity, 84
 - draw()/mouseReleased(), 88
 - ellipses, 85
 - line drawing, 87
 - mouseDragged() function, 84
 - mousePressed() function, 84, 86
 - mouseReleased() function, 84
 - mouse variables, 83
 - mouseX and mouseY, 83, 84
 - pmouseX/Y variables, 86
 - Velocity() method, 87
 - interaction, 93
 - GestureDetector class, 97
 - getTessellation(), 93
 - item selection, 93–95
 - mousePressed() function, 97
 - pinch, 97–100
 - prepare() function, 99
 - scale detector, 99
 - scaling event, 97
 - scrolling, 95–97
 - surfaceTouchEvent() function, 98
 - swipe, 97–100
 - tessellation, 93
 - touchMoved() function, 97
 - update() method, 95
- key, 91, 93, 95, 100
- keyboards, 100
 - BACKSPACE, 101
 - closeKeyboard(), 100
 - DELETE, 101
 - keyReleased(), 101
 - openKeyboard(), 100
 - soft, 100
 - virtual, 100
- multi-touch events, 89–93
 - accessing properties, 90
 - colorMode() function, 91
 - delete operation, 93
 - endTouch(), 90
 - HSB mode, 91
 - mouseDragged() function, 90
 - painting, 91–93
 - Pixel device, 91
 - startTouch() function, 90
 - touchEnded(), 91, 93
 - touchMoved() function, 90, 91

Touchscreen interaction (*cont.*)

- touchStarted() function, 91, 93
- virtual/software keyboards, 83

Trackable objects, 331–335

Transformations

- rotation, 239, 240
- scaling, 240, 241
- translation, 239, 240

Tree generation

- algorithm, 225
- ambient and interactive modes, 233
- development process, 234
- flowers, time, and step count, 229
- fractal recursion, 223
- growTree() and updateSteps(), 228
- onSensorChanged(), 226, 228
- particle systems, 223–225
- screen captures, 233
- signed package, 234
- step count, 226–228
- synthetic data, 233
- testing/debugging, 233
- text message, 229–235
- update() method, 225
- visual variation, 223
- watch face, 228, 229

TRIANGLE_FAN, 55

Triangle intersection, 93

TRIANGLES, 55, 245

TRIANGLE_STRIP, 55

■ U

User interface (UI), 93

- AR, 340–342
- button, 340
- toggle, 367
- VR apps, 354

■ V

Vector graphics files (SVGs), 76

Vine drawing app

- dist() function, 37
- hand-drawn lines, 35
- leaf drawing sketch, 36
- output result, 38
- polygons code, 36
- popStyle() function, 37
- pushStyle() function, 37
- random() function, 37

Virtual reality (VR) apps

- Cardboard viewer, 305, 307
- createBase() function, 356
- display() function, 358

draw and fly modes, 370–374

drawBase(), 356

drawBox() function, 356

drawing app, 352, 353, 356

fly mode modifications, 367, 369

functional drawing app, 371

hardware requirement, 306

history, 305

icons/package export, 372

initial sketch, 353, 354

intro screen text, 371, 372

monoscopic rendering, 310, 311

mouseReleased(), 367

movement

- automation, 323–325

- calculate() function, 325, 326

- component, 322, 323

- OBJ shape, 323

- pushMatrix()/popMatrix(), 323

- stationary reference object, 322

- 2D plane, 328

- unconstrained space, 325–328

pen-and-paper concept, 354

processing, 306, 307

right vector, 311

screenX() and screenY(), 358

stereo rendering, 307–309

UI elements, 354–358

up vector, 311

XR (*see* Extended Reality (XR))

Visualization physical activity

ACTIVITY_RECOGNITION, 212

arc() function, 215

body sensors, 211, 212

BODY_SENSORS

- permission, 215, 218

CSV, 221

debugging, 219–222

draw() function, 216

generateData() function, 222

heartbeat animation, 218

heart rate, 214, 215, 217–219

impulse curve, 217

LINE_STRIP shape, 221

loadTable() function, 221

permission request, 215

radial representation, 215

radial step count visualization, 216–218

requestPermission() function, 214

saveStrings() function, 221

step counter, 212–214, 216

synthetic sensor data, 222

thread() function, 222

tree generation, 223–234

watch faces, 223

WRITE_EXTERNAL_STORAGE permission,
220, 221

Visual representation (*see* Time visualization)

VR renderers

monoscopic, 309–310
stereo, 307–309

■ W, X, Y, Z

Watch face

Bézier curves, 204
concepts, 203
control vectors, 204
crescent moon, 204
elapsed/remaining time, 204–206
interaction handling, 206, 207
loadImage() function, 207
loading/displaying images, 207–209
mousePressed() function, 206
mouseReleased() function, 206

visualization physical activity, 212

Wearable devices

boby sensors, 211, 212

electronics companies, 186

nfs() function, 192

smartwatches (*see* Smartwatches)

watch face, 185

bluetooth debugging, 187

developer options, 186–189

emulator, 186, 189–191

interaction, 206–207

round *vs.* square, 200–203

step counter, 192, 193

time displays, 191, 192

Wi-Fi connection, 187

wearAmbient() function, 192

wearInteractive(), 192

wearAmbient() function, 189, 192

Wi-Fi access point/cellular tower, 130, 163, 167

watch face, 188–191