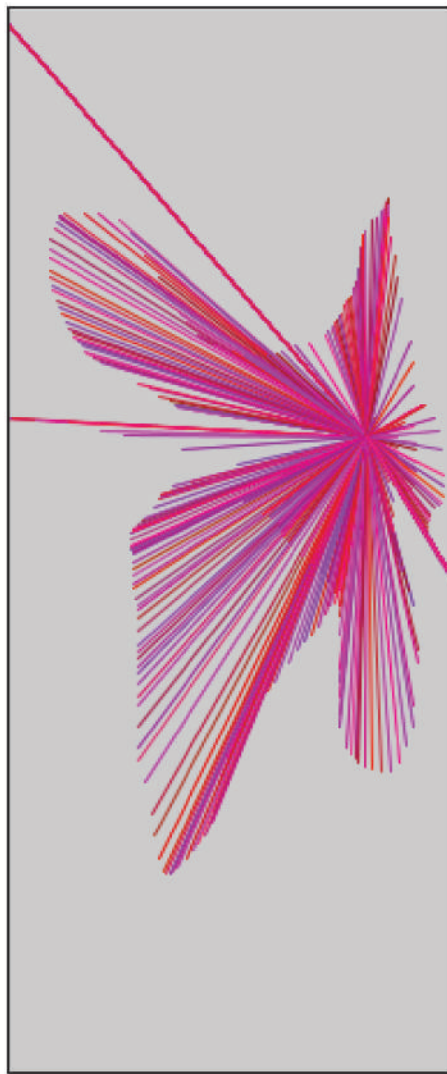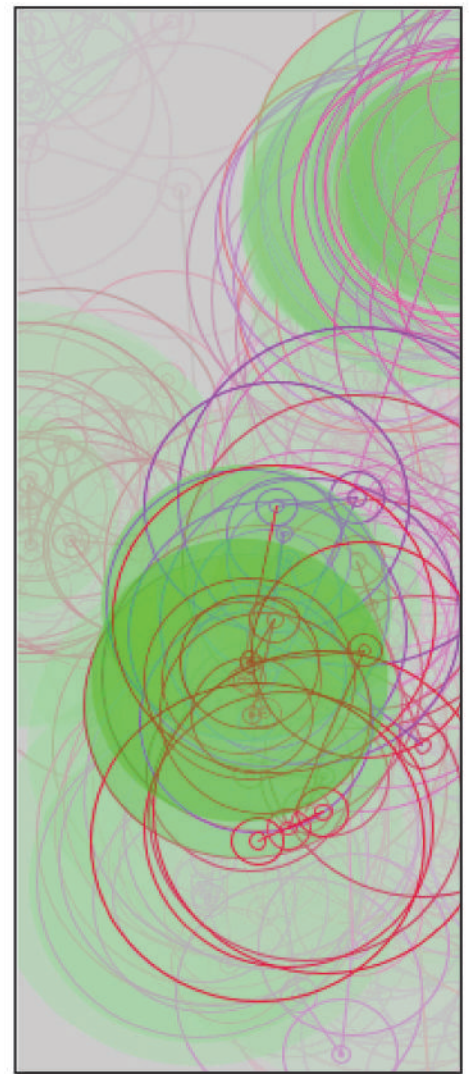```
size(200,500);
stroke(255,0,0);
line (20,30,160,200);
```



```
void setup(){
size(200,500);
}
void draw(){
stroke(random(150,255),random(0,50),random(255));
line (mouseX,mouseY,160,200);
}
```



```
float posx,posy,pposx,pposy;
void setup() {
  size(200, 500);
  frameRate(5);
}
void draw() {
  fill(200, 20);
  rect(0, 0, width, height);
  stroke(random(150, 255), random(0, 50),
random(255));
  for (int i=1; i<100; i=i+10) {
    posx = mouseX+random(0, i);
    posy = mouseY+random(-i, i);
    line(pposx, pposy,posx, posy);
    float d=random(2,8);
    ellipse(posx,posy,d,d);
    ellipse(posx,posy,3*d,3*d);
    ellipse(posx,posy,20*d,20*d);
    pposx = posx;
    pposy = posy;
  }
  fill(0,255,0,77);
  float d=random(80,200);
  noStroke();
  ellipse(mouseX,mouseY,d,d);
if (keyPressed==true){
  noLoop();
 }
}
```

make your own *"tools"* for visual content creation
processing and p5.js as sketching/coding environment

take a glimpse of ;

      -History of automated/algorithmic visual content creation
      -Generative art aproaches
      -Artificial Intelligence(GANs) as visual content creation tool

INT 456 CREATIVE CODING Turan Altıntaş