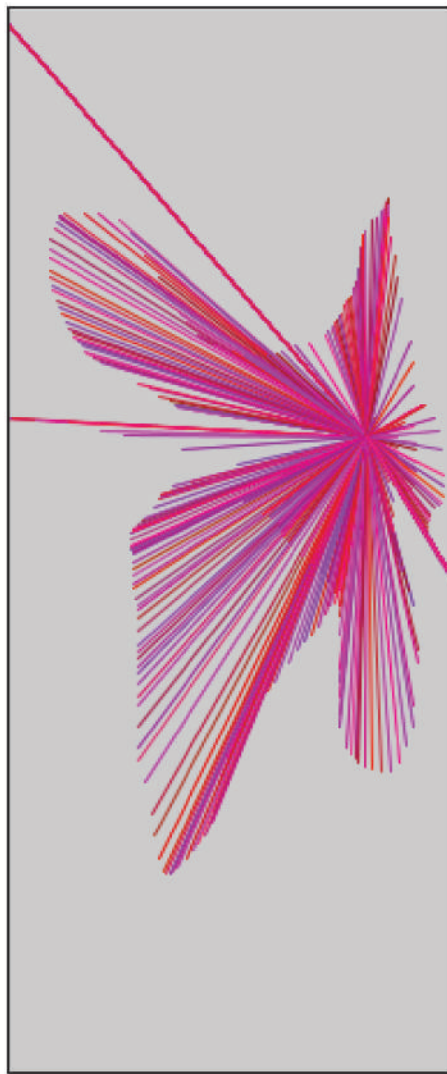
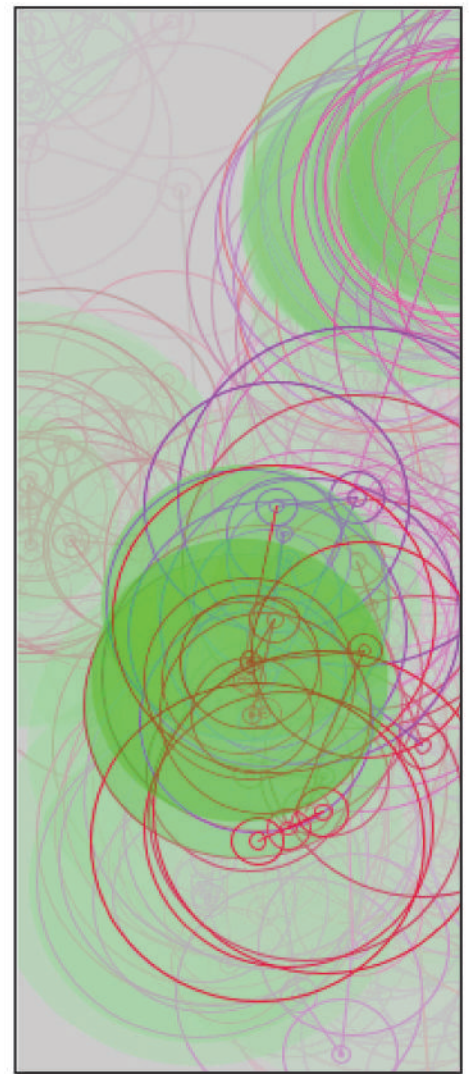


```
size(200,500);
stroke(255,0,0);
line (20,30,160,200);
```



```
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+=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 approaches
- Artificial Intelligence(GANs) as visual content creation tool

