Online Study Taster
Creative Media & Game Technologies

Exercise – module Design & Tech

At CMGT we believe you learn best by doing and experimenting, that is why we have so many projects and no exams. If you have become interested in programming but don't know where to start, I want to challenge you to try some simple exercises. I've shared the project of the sheets online for you to experiment with. Feel free to mess around, the code might not run sometimes but you can't break anything. If you get stuck, just close the browser tab, and start again.

Click here for the tree drawing code in p5.js, the web editor.

1. Line 3 of my tree drawing program determines the colour of the leaves. Change the number values between 0 and 255. Can you figure out what they do? Evaluate the results by pressing the play button on top.

2. Line 16 and line 18 of the tree drawing program de termine the angle of the tree branches. Make small tweaks to these values and evaluate the results by pressing the play button on top.

3. Line 24 or the tree drawing program draws a single circle to represent a leaf. The first two number represent the posit ion of the circle and the 3rd number represents the size. Make modifications to the size of the circle and evaluate the result by pressing the play button on top 4.

4. If you want to learn more about programming with visuals, follow the links for more information on getting started with p5.js.

share your talent. move the world.