

**PREHL'AD
NÁSTROJOV
KREATÍVNEHO
KÓDOVANIA**

KREATÍVNE KÓDOVANIE

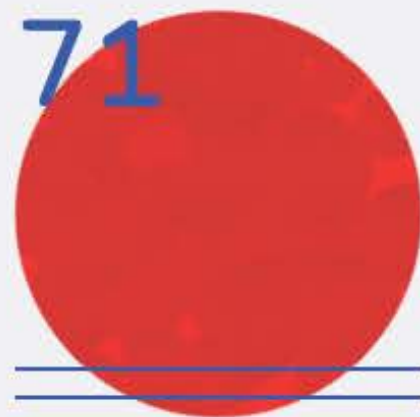
„Kreatívne kódovanie je typ počítačového programovania s cieľom vytvoriť niečo expresívne namiesto niečoho funkčného. Používa sa hlavne na VJing, vizuálne umenie, interaktívne inštalácie, projekcie, mapping atď.“



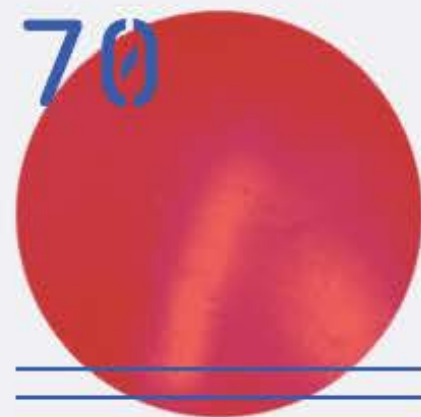
- Samsy
Fury Ribbons



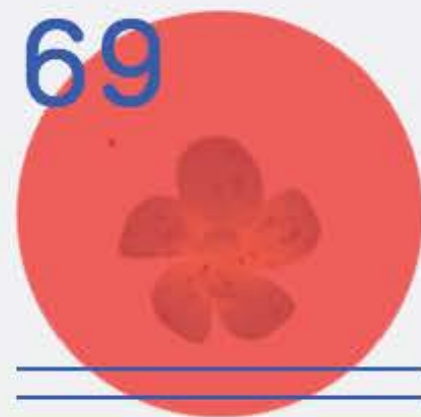
- Felix Woitzel
Candlewick



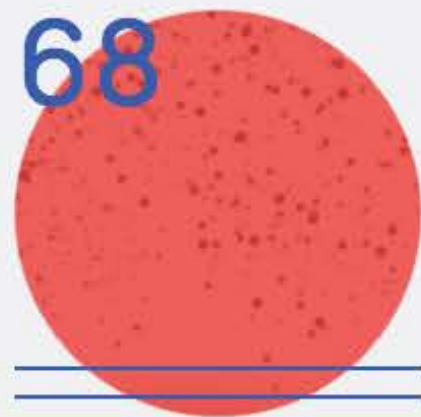
- André Venôncio
Blobs



- zadvorsky
crystals



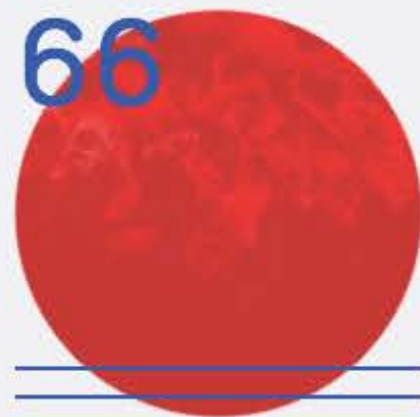
- Jérémie Boulay
Orchid



- Yi-Wen Lin
Flocking



- Yi-Wen Lin
Shading Particles



- Edan Kwan
The Spirit



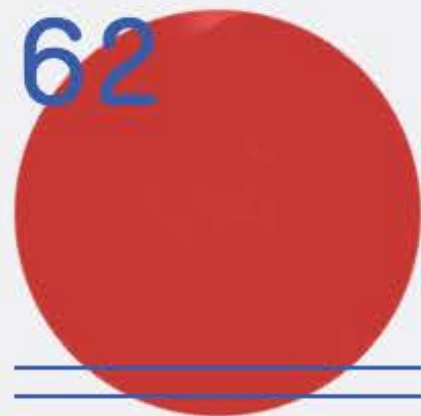
- Felix Woitzel
Firewater



- Edan Kwan
TOUCH



- Robin Delaporte
Flocon



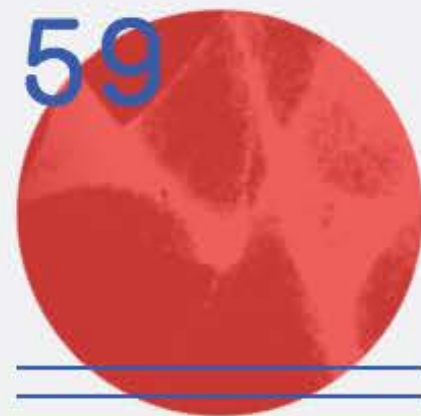
- Edan Kwan
Smashing Mega Scene



- Samsy
Curly Shades



- Edan Kwan
Constraint



- Silvio Paganini
Curl noise



58



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NAJČASTEJŠIE NÁSTROJE



VVV



MAX6 /MSP/JITTER



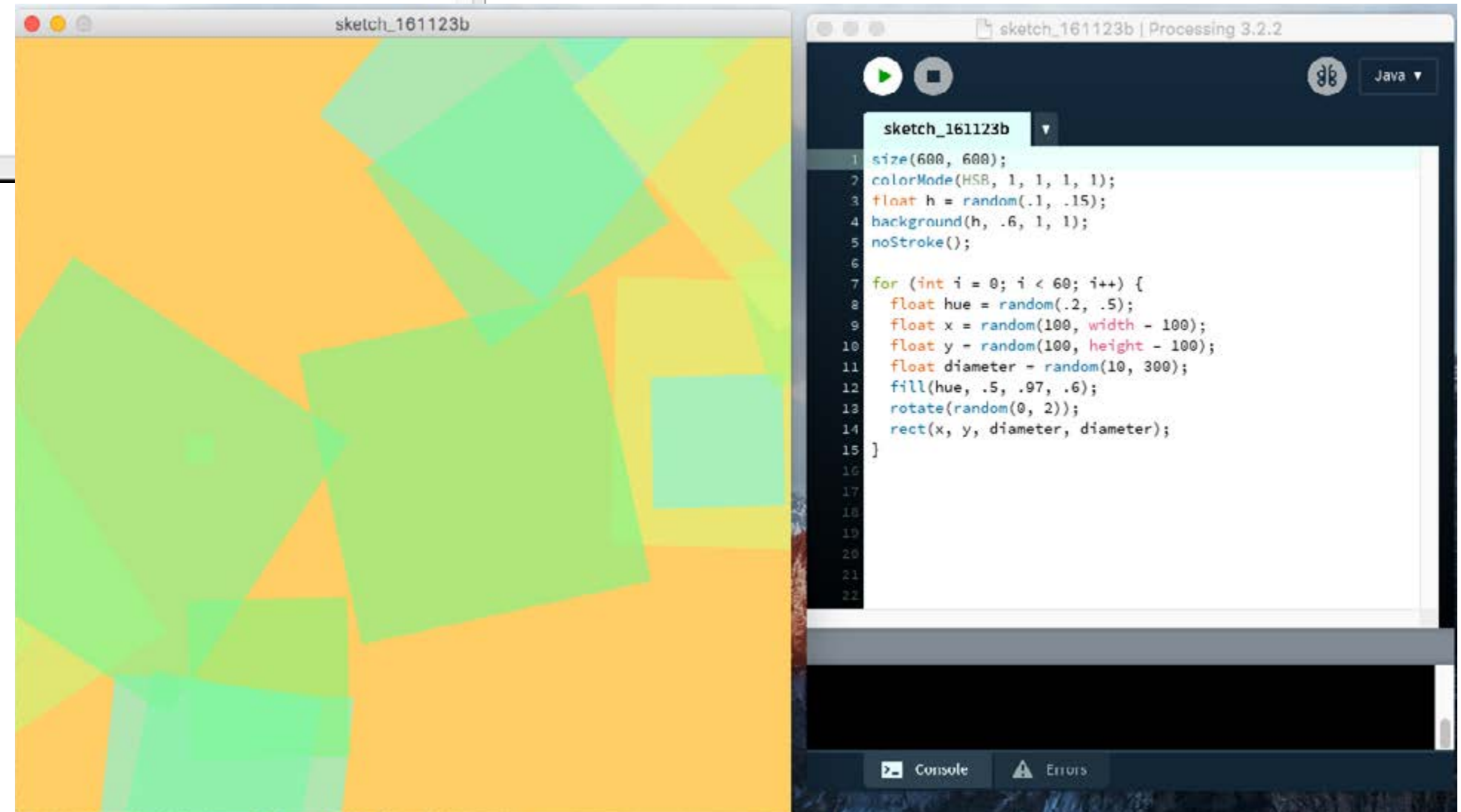
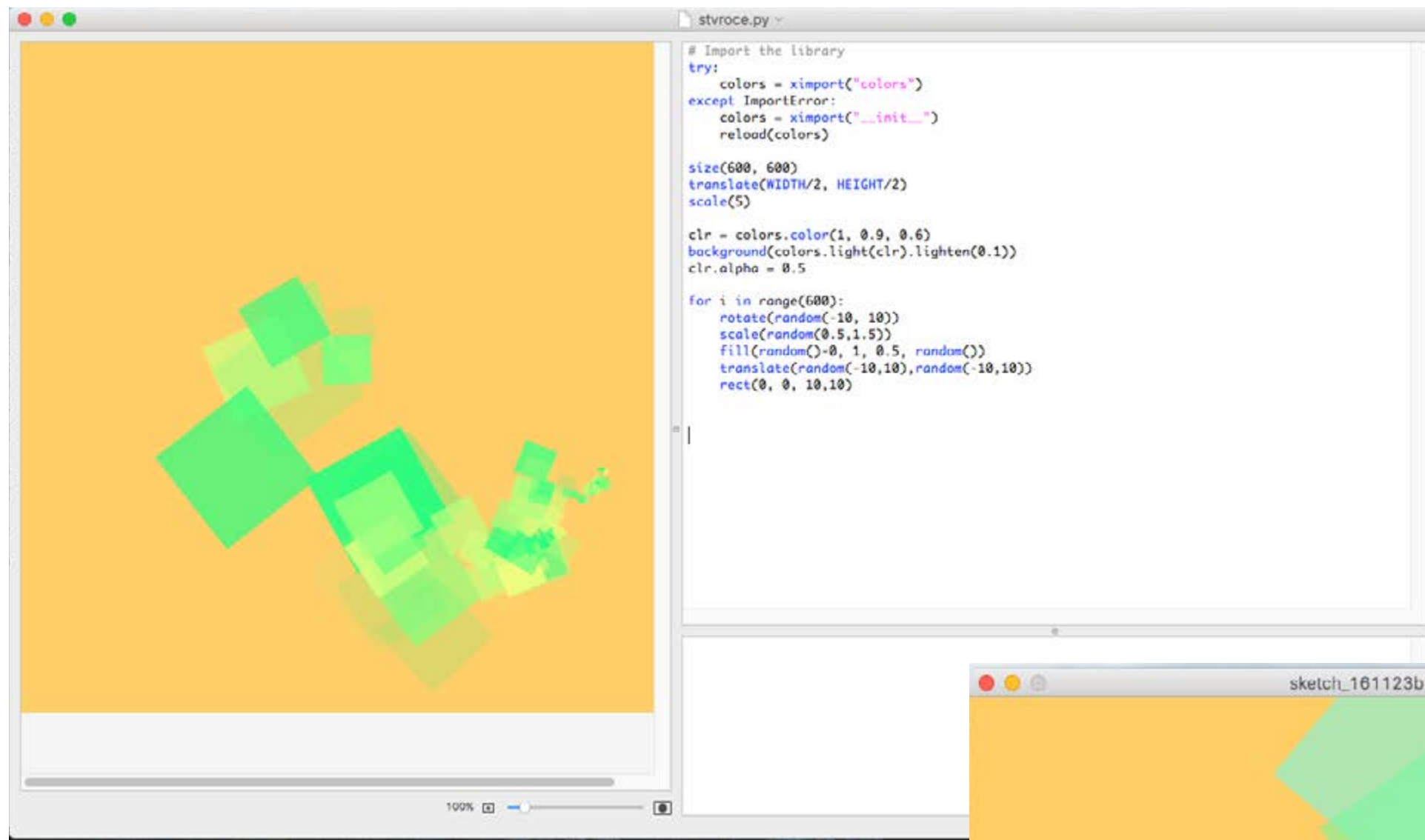
Processing

REŠERŠ

nájsť programy, aplikácie
zistiť o nich viac
porovnať z rôznych hľadísk
zistiť ich silné a slabé stránky
na čo sa ktorá hodí viac
výhody vs. nevýhody
kategorizovať
problémy zo života používateľov
praktický test

NODEBOX1

VS.



PROCESSING

ZÁMER

zozbierať všetky získané info
uložiť si poznatky, linky
urobiť si prehľad
zrozumiteľná forma
prehľadná tabuľka

FÓRA

veľa googlovania
preklikávanie sa fórami
fóra sú dlhé
nie vždy estetické
ťažko sa hľadajú potrebné info
dobré na recenzie
názory používateľov z praxe
true feedback



Home > Gedanken, Interaction, Programming > Creative Coding Tools, which is the best?

Creative Coding Tools, which is the best?

June 2nd, 2010 [Go to comments](#) [Leave a comment](#)

Now I am almost studying Interactive Art for one year. Me, as a Flash and Flex Developer, like coding with audio-visual and [interaction](#)-based content. But if I am honest, in the last time I did not use Flash in my projects at all. I had to deal with some other powerful creative coding tools. Some of these tools provide me, as an artist, much more freedom than the Flash platform can ever provide. For example, creating a **visual output for multi-displays** applications, **programming on hardware** (arduino), some real-time **video tracking** (face detection) experiments, using special Open-GL Renderer for **3D graphics** and so on. But I also ran into problems, which I would never have with using Flash. Especially, when I worked together with unexperienced programmer. For this reason, I will describe some of these creative coding tools with their inherent advantages and disadvantages. After this article you should have a good overview about the available tools in creative coding.

	Adobe Flash	Processing	Max/MSP/Jitter	openFrameworks
Learnability	+++	++	+++	+
Rapid Prototyping	+++	++	++	+
Media file based	+++	++	+++	++
Web-based	+++	++	+	+
Hardware-based	+	++	++	+++
Performance-based	+	++	+++	+++
Extensibility	++	+++	++	+++
Collaboration	++	+++	+	+++

Good = +
Very good = ++
Perfect = +++

Creative Coding Tools Overview

Adobe Flash (text-based coding)

Adobe delivers a very good IDE for creative coding. Many people complain about the IDE, but it is the **best tool to start coding** for media designer, artist etc. You have the whole familiar layer infrastructure from Photoshop, and you can easily import your Photoshop, Illustrator graphics. After importing the graphics and the artist can start coding directly on the graphics. To see the graphics visually and arrange them on the stage, and then coding seamlessly with them (connected via symbolname = variable name) minimizes the obstacles for newbies so much. The same is valid for working with interactive video and audio. I know the Flash IDE is not cheap, but it is definitely the money worth for getting a perfect start. After reaching the intermediate level,

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- My Book Store
- My Webvideos (vimeo)
- Slideshare
- Twitter
- XING Profile

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/r/CREATIVECODING HOT NEW TOP WIKI PROMOTED

↑ 0 ↓



Important help for me self.creativecoding
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...using the use of computer programming as a creative discipline

STIMULANT

time interaction with clients on other platforms:

Not everything is easy on the web though, yet. Cross-browser issues can still be a big pain, but hopefully for an installation you have control over the browser and display hardware. JavaScript is still a [weird language](#) that takes some getting used to, and while it's getting faster, it still won't run as fast as native code. Browsers also aren't really designed to have very large canvases, so they're probably not the right choice for rendering multi-monitor video wall projects. They're also heavily sandboxed for security reasons, so you won't have much luck accessing files on the local machine or integrating with external sensors.



vvv

Among the tools available to the creative coding community, [vvv](#) is something of an odd bird. Its active user community has shaped it into a hydra that can talk to almost any sensor and render almost any kind of visual with high performance and without writing any code, if you manage to bend your mind around the way it works. Its [node-based paradigm](#) is a good fit for visual thinkers, but things that are relatively simple to do in code can get a bit messy very quickly.

Tools

Processing



Processing is an open source programming language and environment for people who want to create images, animations, and interactions. Initially developed to serve as a software sketchbook and to teach fundamentals of computer programming within a visual context, Processing also has evolved into a tool for generating finished professional work. Today, there are tens of thousands of students, artists, designers, researchers, and hobbyists who use Processing for learning, prototyping, and production.

<http://processing.org>

OpenFrameworks



Openframeworks is a c++ library designed to assist the creative process by providing a simple and intuitive framework for experimentation. The library is designed to work as a general purpose glue, and wraps together several commonly used libraries under a tidy interface: **OpenGL** for graphics, **rtAudio** for audio input and output, **freeType** for fonts, **freeImage** for image input and output, **quicktime** for video playing and sequence grabbing. The code is written to be both cross platform (PC, Mac, Linux, iPhone) and cross compiler. The API is designed to be minimal and easy to grasp. There are very few classes, and inside of those classes, there are very few functions. The code has been implemented so that within the classes there are minimal cross-referencing, making it quite easy to rip out and reuse, if you need, or to extend.

<http://www.openframeworks.cc>

Cinder

Cinder provides a powerful, intuitive toolbox for programming graphics, audio, video, networking, image

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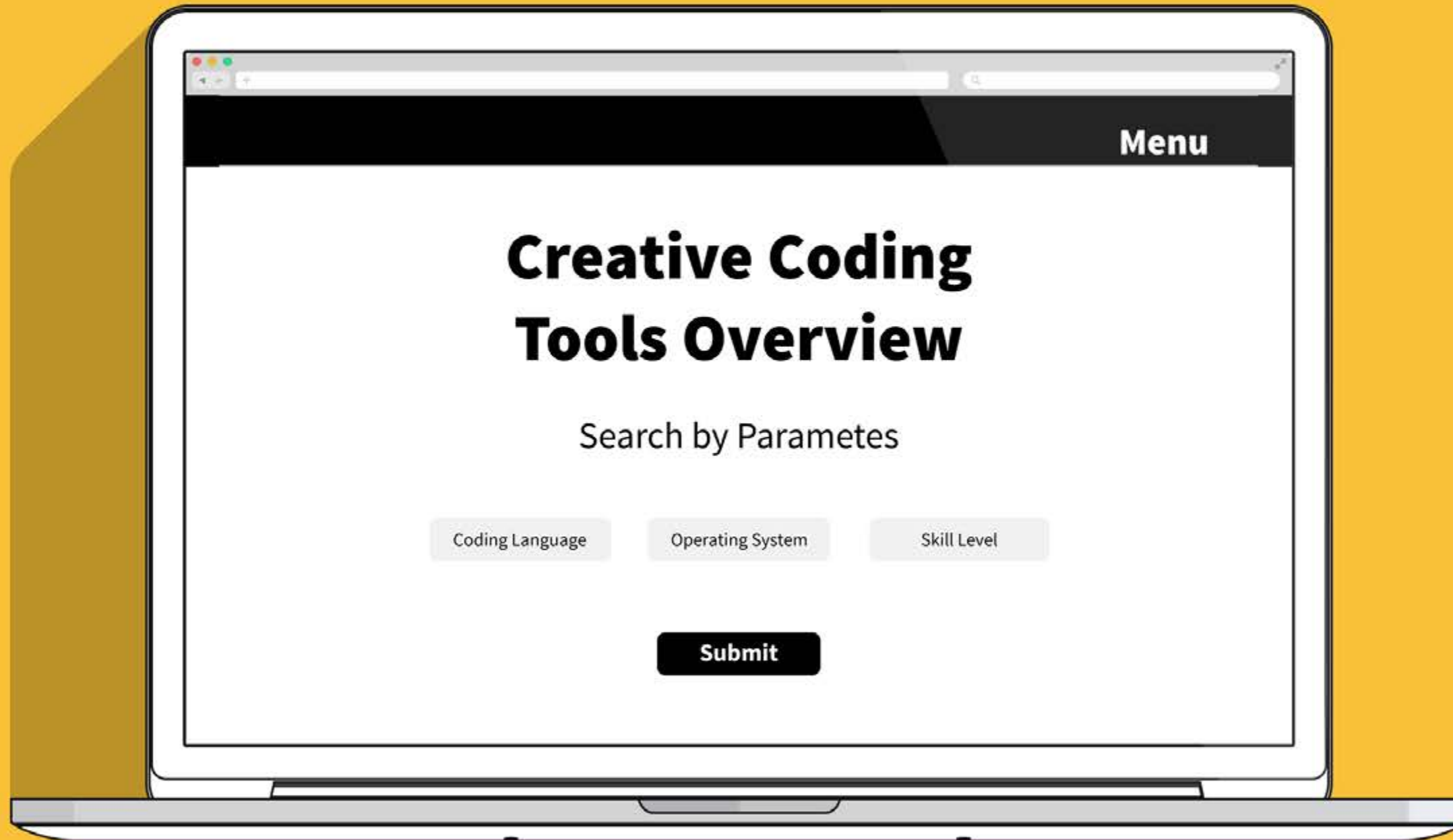
UCL

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Solve your business challenges

CIEĽ VYTVORIŤ:

univerzálny web
prehľad nástrojov
rozcestník na potrebné stránky
recenzie
fórum
komunita



Menu

Creative Coding Tools Overview

Search by Parametes

Coding Language

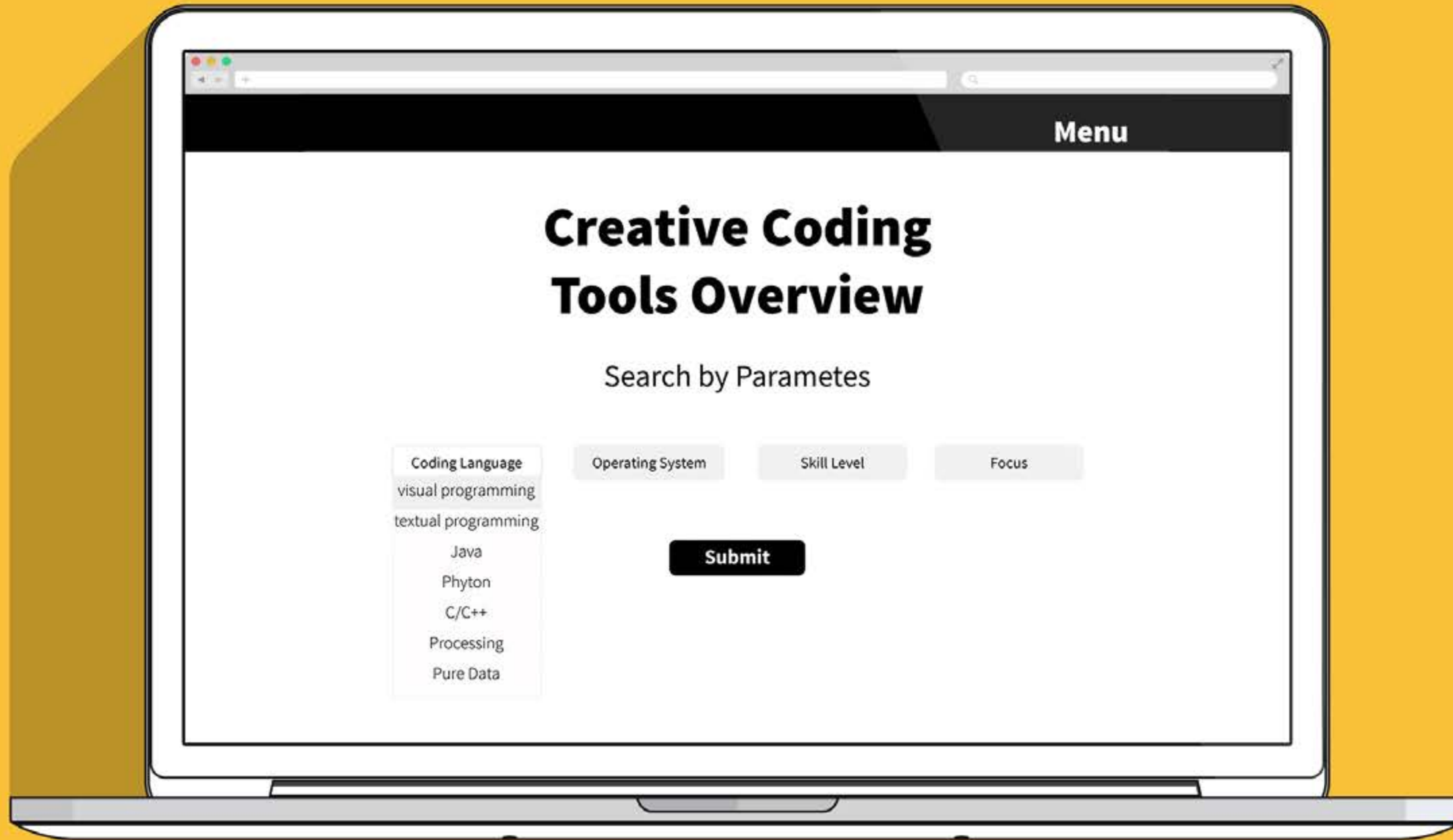
Operating System

Skill Level

Submit

OBSAH

pridať filtrovanie podľa záujmu
zobraziť podobné aplikácie
hodnotenie silných / slabých stránok
hodnotenie užívateľov
komentáre
zaujímavé odkazy od užívateľov



Menu

Creative Coding Tools Overview

Search by Parametes

Coding Language

visual programming

textual programming

Java

Phyton

C/C++

Processing

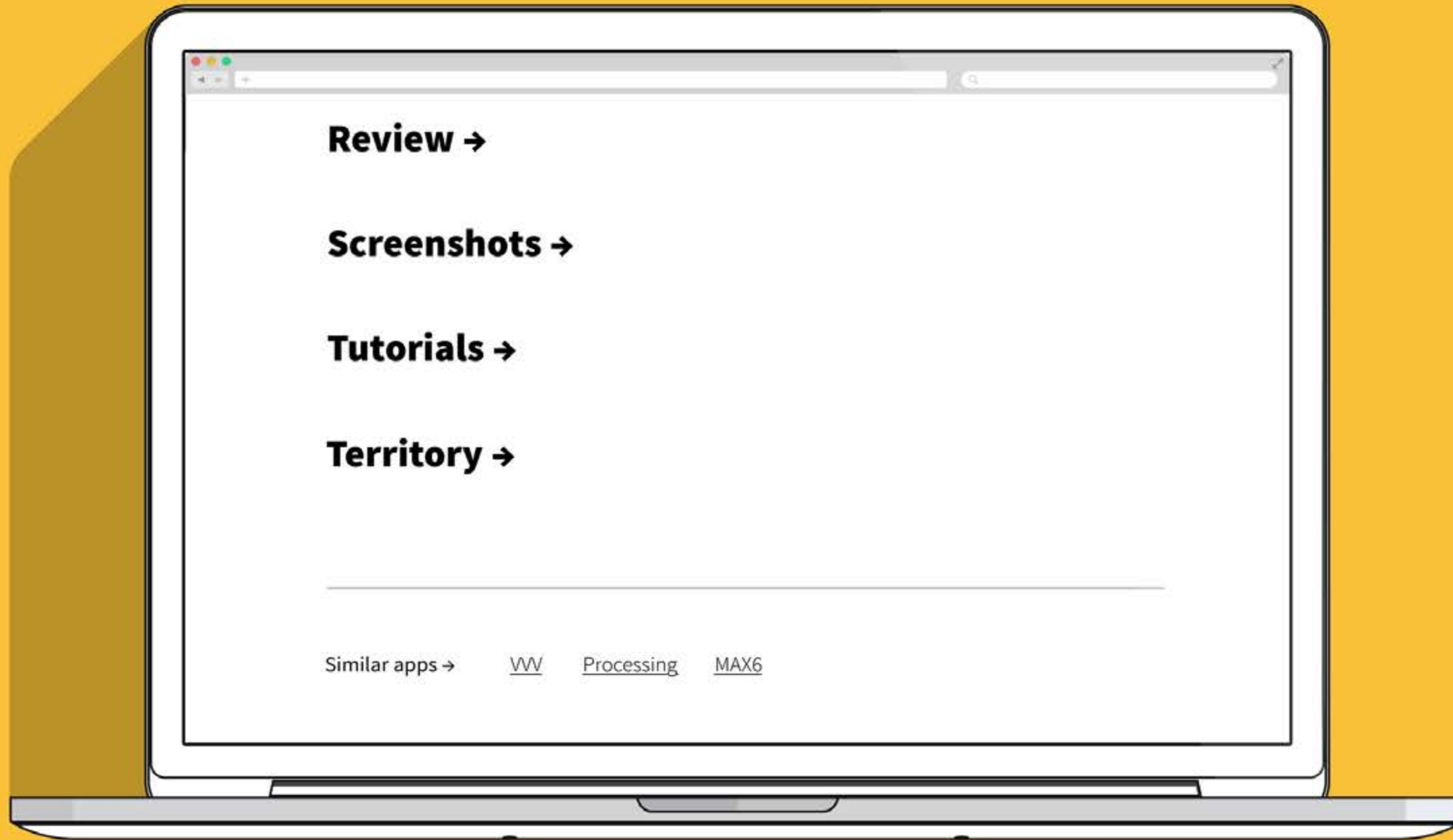
Pure Data

Operating System

Skill Level

Focus

Submit



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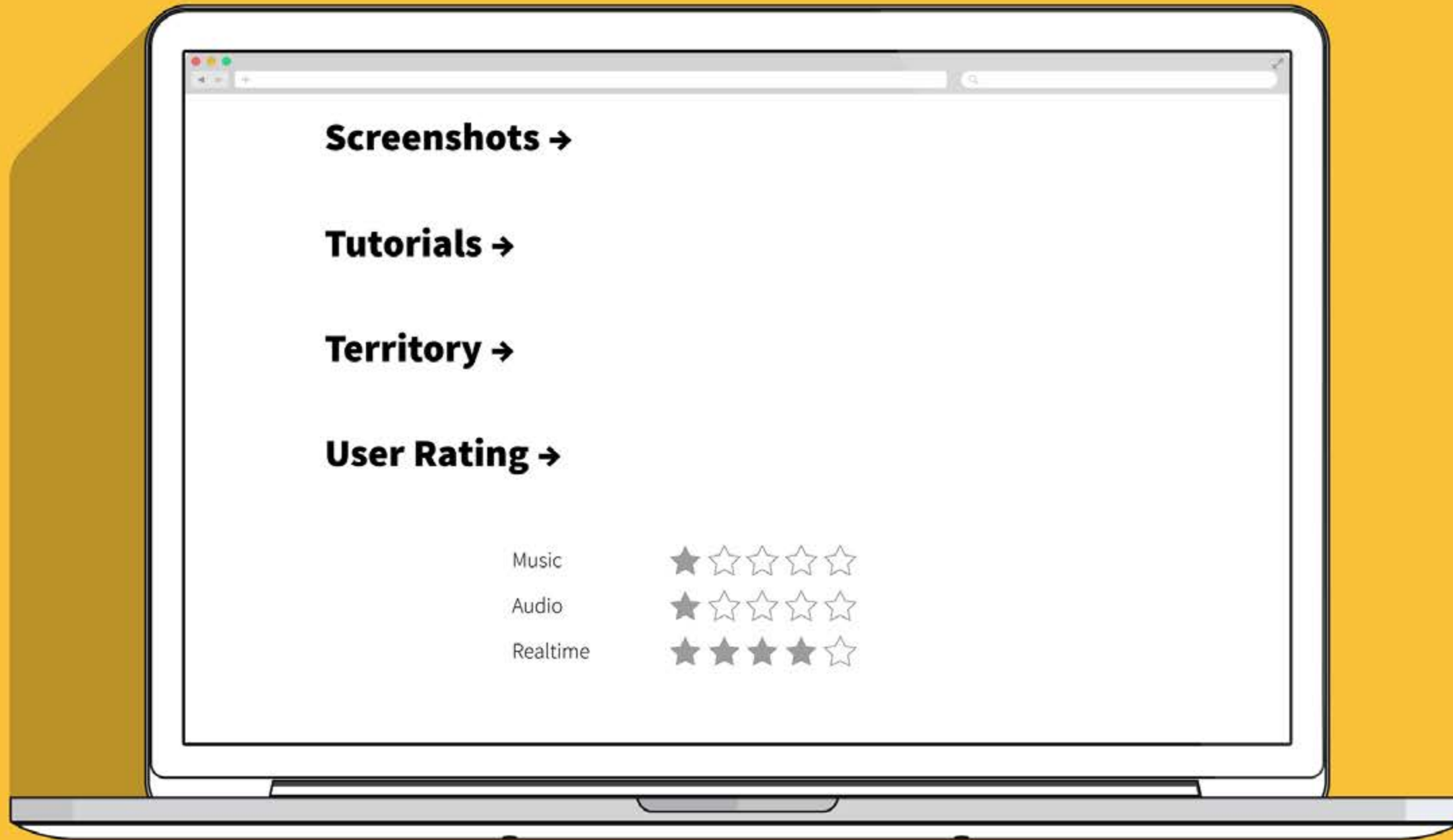
Territory →

Similar apps →

[VW](#)

[Processing](#)

[MAX6](#)



Screenshots →

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Territory →

User Rating →

Music	★ ☆ ☆ ☆ ☆
Audio	★ ☆ ☆ ☆ ☆
Realtime	★ ★ ★ ★ ☆

**ĎAKUJEM,
DOVIDENIA**