Creative Coding "Cheat Sheet"

Stop Motion

movie = stopmotion(frames, interval)

movie = stopMotion(['sample-1','sample-2','sample-3'], 250);
creates a stop motion, made up of frames (images), and an interval (how fast the images switch)

movie.frames = ['fish-1','fish-2','fish-3'];
modifies the frames of the movie

movie.frames.push("another-frame")
add a frame to the existing frame array

movie.interval = 700;
modifies the speed of the movie

Filters (Stop Motion project)
Change the numbers and strings to change the amount and type of filter.

black_and_white(5)
accepts a number between -100 and 100 which skews the bias for a given pixel to be black (-100) vs white (100).

blur(amount);
blurs video

color_invert()
inverts video colors

vignette(amount, x, y);

vignette(55);

vignette(55, 220, 50);
create a border around a project. x and y change the position of that border.

exposure(amount);

lightens video

sepia();

adds a warm sepia effect

tint(color, amount);

tint("red", 35);

adds a color overlay to project

grayscale();

turns video gray

motion_blur(amount);

adds motion blur effect

noise(amount);

adds visual noise

pixelate(amount);

adds a pixelated effect

Graphics (Meme project)

var my_graphic = graphic(source, x, y)

var my_graphic = graphic("create");

adds a graphic

my_graphic.source = "rainbow";

modifies the image file of the graphic

my_graphic.x = 10;

moves the graphic horizontally (left and right)

my_graphic.y = 10;

moves the graphic vertically (up and down)

my_graphic.scale = 2;

modifies the size of the graphic

my_graphic.opacity = 0.5;

modifies the transparency of the graphic (0 is transparent, 1 is completely opaque)

my_graphic.rotation = 25;

rotates the graphic

Text (Meme and Newscast projects)

var my_text = text(message, x, y)

var my_text = text('I love coding!', 60, 55);

creates text on your video.
the first number after your message is the position from the left of your text. The second number is the position from the top of your canvas.

var emoji = text('   ')

Add emojis the same way you add text.
In your Chrome menu, click 'Edit' then 'Emoji and Symbols.' If you don't have that, you can from iemoji or getemoji.

my_text.message = "I'm an AMAZING coder!"

modify the message that the text is displaying

my_text.x = 15

modifies the horizontal text position

my_text.y = 100

modifies the vertical text position

my_text.color = "green";

modifies the color of your text

my_text.size = 50;

modifies the size of your text

my_text.font = "Times";

modifies the font of your text.

possible fonts: "Arial", "Comic Sans MS", "cursive", "serif", "monospace"

my_text.rotation = 75;

rotates the text

Drawing (Doodle Augmented Reality project)

var my_drawing = drawing();

when drawing is called, you can draw on your video with your cursor

my_drawing.color = 'green';

modifies the color of your drawing

my_drawing.lineWidth = 10;

modifies the line width of the drawing

my_drawing.x = 0;

sets the drawing's position left to right

my_drawing.y = 0;

sets the drawing's position up to down

Timing (Newscast project)

```
repeat(function(){

    //code that repeats

}, 3);
```

repeats the code inside the function every number of milliseconds (500 in this example)

my_repeat.stop();

stops repeat from running

```
my_repeat.start();
```
starts repeat (if it was stopped)

```
my_repeat.interval = 200;
```
modifies how often the code inside repeat gets run in milliseconds

Conditional Statements (useful for Newscast project)

Remember that every open bracket { must have a matching closing bracket }

```
if (condition) {

   //code that will run if condition is true

}

if (condition) {

   //code that will run if the condition is true

} else {

   //code that will run if condition is not true

}
```