

Processing Workshop cheatsheet

Everything is well-documented in the very fine Reference in Processing's help menu. [Help](#) | [Reference](#)

This is just meant to be a shortlist of useful things to play with.

Basics of setup/config/control

[background\(\)](#) // Erase the previous frame with a solid color
[stroke\(\)](#) // specify the color that lines and outlines should be drawn with
[noStroke\(\)](#) // turn off line and outline drawing
[fill\(\)](#) // specify the color that shapes should be filled with
[noFill\(\)](#)

2D Primitives

[triangle\(\)](#)
[line\(\)](#)
[arc\(\)](#)
[point\(\)](#)
[quad\(\)](#)
[ellipse\(\)](#)
[rect\(\)](#)

3D Primitives

[box\(\)](#) // draws a 3d cube. Cubes are great!
[sphere\(\)](#) // spheres aren't as fun as cubes

The vertex methods won't work unless using Processing's OpenGL or P3D renderer – see the Reference for really useful and simple examples of ways to draw complex textured objects.

Vertex

[vertex\(\)](#)
[textureMode\(\)](#)
[beginShape\(\)](#)
[texture\(\)](#)
[endShape\(\)](#)