Attributes and Modes

Elements of Graphics
CS324e
Fall 2017
Student Presentation
What Are Attributes?

- Modify the appearance of shape primitives
- Apply to all primitives displayed after attribute
- Update the declared attribute to update the primitive’s display properties
Fill and Stroke

- `background()` sets the background color of the screen
- `fill()` sets the fill color for a shape
- `stroke()` sets the outline color for a shape
- `noFill()` and `noStroke()` prevents fill and stroke from filling a shape or drawing the stroke respectively
Consider...

fill(255);
stroke(0);
rect(0, 0, 50, 50);
fill(0);
stroke(255);
rect(50, 50, 50, 50);
What Are Modes?

❖ Change the functionality of shape primitive parameters
  ❖ Same function will have a different outcome
❖ Applies to all shapes declared after the mode
❖ Update mode to update how a shape is created
Rectangle and Ellipse Modes

- `rectMode()` and `ellipseMode()` take a parameter:
  - CORNER, CORNERS, CENTER, RADIUS

- Mode parameter dictates how `rect()` and `ellipse()` parameters affect the shape
  - Changes shape’s parameter value interpretation
Consider...

rectMode(CORNER);  //default mode for rects
rect(50, 50, 100, 100);
rectMode(CORNERS);
rect(50, 50, 100, 100);
rectMode(RADIUS);
rect(50, 50, 100, 100);
rectMode(CENTER);
rect(50, 50, 100, 100);
Other Modes

- Modes allow for different structural models within the same method
- Important concept in graphics
- Other modes in Processing:
  - `colorMode`
  - `textureMode`
  - `imageMode`
  - `shapeMode`
  - `blendMode`
  - `textMode`
The order of attribute and mode commands affects the output appearance!

```
stroke(100);
rect(80, 120, 150, 40);
stroke(200);
rect(50, 100, 150, 40);
```
The order of draw commands also affects the appearance of the output!

rect(50, 100, 150, 40);
rect(80, 120, 150, 40);

vs

rect(80, 120, 150, 40);
rect(50, 100, 150, 40);
Hands-on: Using Attributes

❖ Today’s activities:

1. Experiment with attributes `stroke()`, `fill()`, `noStroke()`, and `noFill()`

2. Draw a rectangle and an ellipse then try out alternate modes on these shapes

3. Experiment with attribute draw order