①https://p5js.org/　にアクセス→ Examplesクリック

p5*js

English

Hello!

p5.js is a JavaScript library for creative coding, with a focus on making coding accessible and inclusive for artists, designers, educators, beginners, and anyone else! p5.js is free and open-source because we believe software, and the tools to learn it, should be accessible to everyone.

Using the metaphor of a sketch, p5.js has a full set of drawing functionality. However, you're not limited to your drawing canvas. You can think of your whole browser page as your sketch, including HTML5 objects for text, input, video, webcam, and sound.

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Start creating with the p5 Editor!

p5*js

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Examples

Structure	Simulate	3D
Comments/Statements	Forces	Geometries
Coordinates	Particle System	Sine Cosine in 3D
Width/Height	Flocking	Multiple Lights
Setup/Draw	Wolfram CA	Materials
No Loop	Game of Life	Textures
Loop	Multiple Particle	Ray Casting
Redraw	Systems	Orbit Control

実行結果

雪が降る

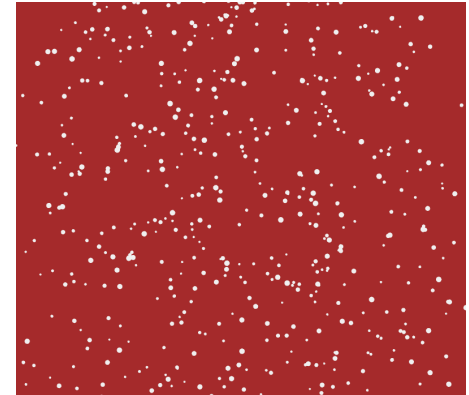Softbody dynamics simulation using curveVertex() and curveTightness().

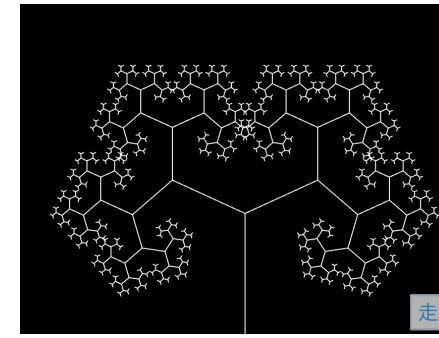run reset copy
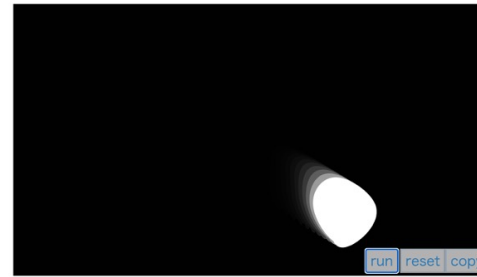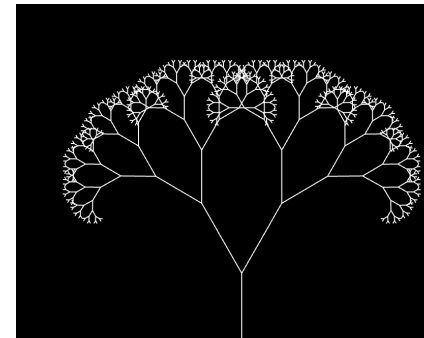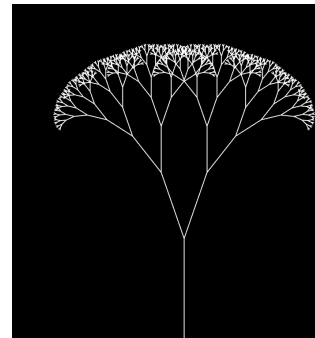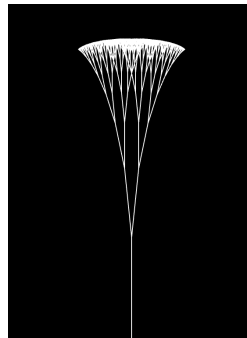
```
// center point
let centerX = 0.0, centerY = 0.0;

let radius = 45, rotAngle = -90;
let accelX = 0.0, accelY = 0.0;
let deltaX = 0.0, deltaY = 0.0;
```

下方にコードが記載

マウスの動きに応じて図形が変化

走る

```
function setup() {
    createCanvas(400, 400);  ←レビュー画面範囲指定
}function draw() {
    background(220);  ←背景を灰色に塗る
}
```

②Editorをクリックして編集画面に移動

③Runボタンを押して実行

English

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Start creating with the p5 Editor!

p5* File ▾ Edit ▾ Sketch ▾ Help ▾   English ▾

▶ ■   □ Auto-refresh   Scratch linen ✎

> sketch.js   Preview

```
1  function setup() {
2    createCanvas(400, 400);
3  }
4
5  function draw() {
6    background(220);
7  }
```

コード記入
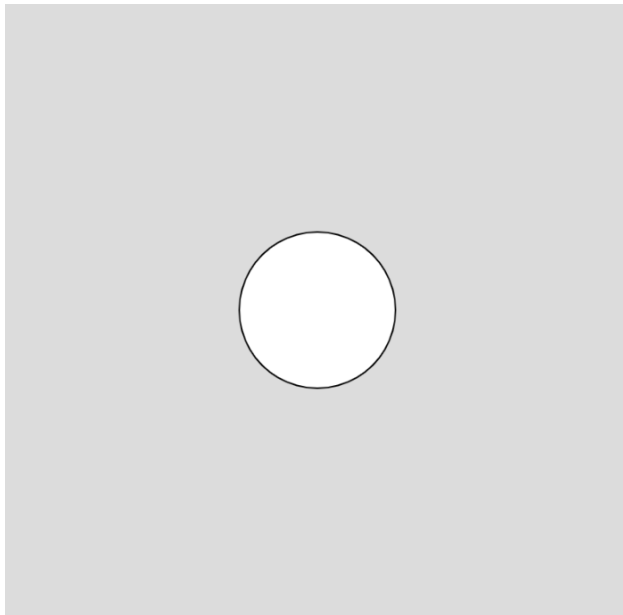
実行結果の
レビュー画面

Console   Clear ⌄

コンソール

エラーや警告が表示

```
1▼ function setup() {
2    createCanvas(400, 400);
3 }
4
5▼ function draw() {
6    background(220);
7    circle(200,200,100);
8 }          円
```

```
1▼ function setup() {
2    createCanvas(400, 400);
3    background(220);
4    noStroke();   ←図形の線を描かない
5 }
6
7▼ function draw() {
8    fill(random(0,50),random(50,150),random(100,200),
        50);              R              G              B
9    ellipse(mouseX, mouseY, 50, 50);
10 }    楕円
```

透明度→

マウスのカーソル位置

実行結果

実行結果