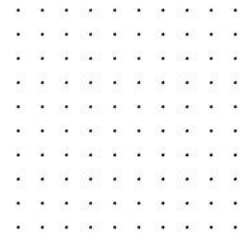
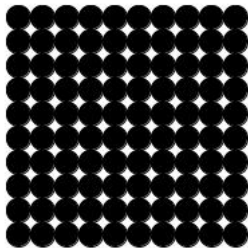
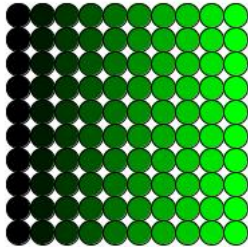
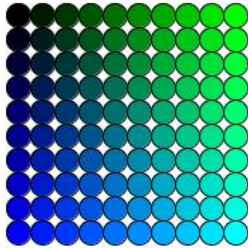
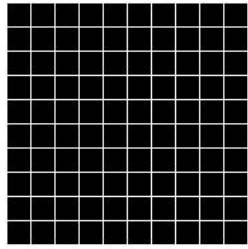
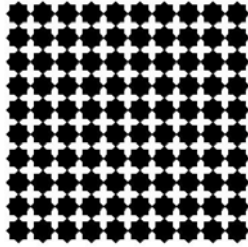
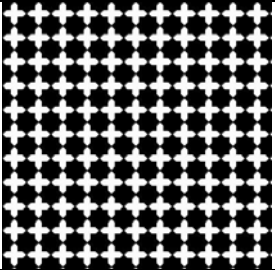
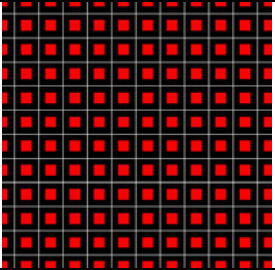
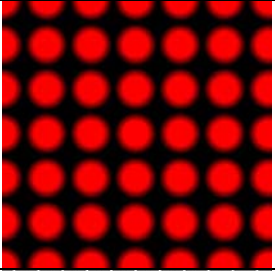
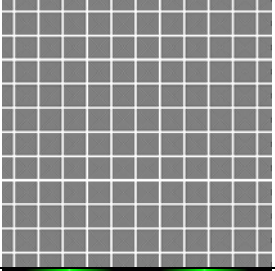
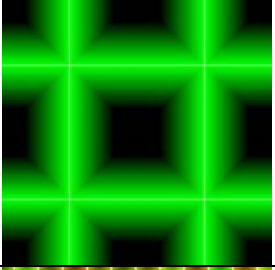
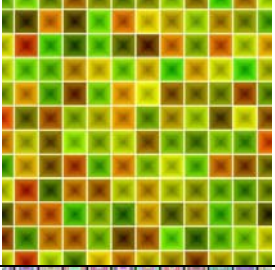
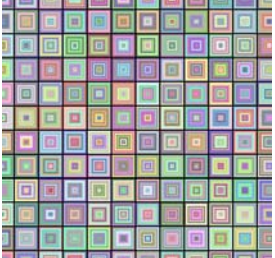



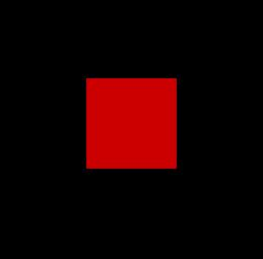
Exercises for class STD2 on 15.10

All codes are to be found under url, with the proper n: create.mome.hu/ruttkay/STD2/gridn/gridn.pde (where n is 1,2,...14, or nothing for the very first case).

NO CODES are for 4, 9, 10 and 14 – **THESE ARE HOMEWORKS TO BE DONE ALONE**

	code	output	description
	grid		placing dots on a grid
1.	grid1		placing circles on a grid
2.	grid2		... and changing colours per coloumn
3.	grid3		... and also changing colours in each row
4.	grid4		placing squares instead of circles on grid points EXPLORE similar colour effects as in 2 and 3
5.	grid5		placing 2 squares, one rotated, to get an Islamic patters

6.	grid6		now half-stars are also drawn at canvas edges
7.	grid7		Placing 2 squares of different size and colour on each grid point
8.	grid8		Creating blurring effect by placing several concentric circles on top of each other while changing colour
9.	grid9		Drawing concentric squares, instead of circles
10.	grid10		3d effect by changing the colour of the concentric squares in a grid point
11.	grid11		generating outer colour randomly for each grid point, then following grid10 to draw the concentric squares
12.	grid12		Generating random colour for each square – can be animated!

13.	grid13	 A grid of concentric squares, each square having a different random color, creating a multi-layered, colorful effect.	experimenting with nof items per row this time $m=1$ colours are generated randomly for each square
14.	grid14	 A solid red square centered on a solid black background.	rhythmically blinking red signal