Splatter Paint

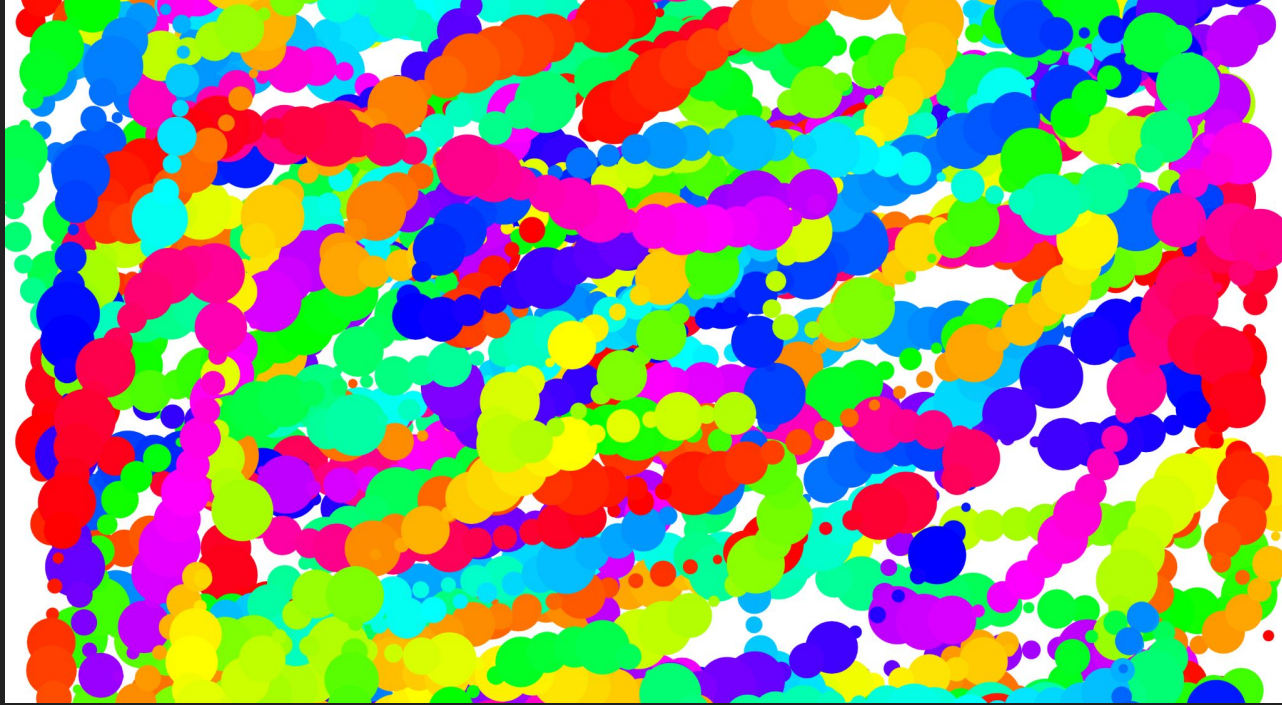## Hack Club

Warning: the following workshop involves flashing colors and is not recommended for those with a history of epilepsy.
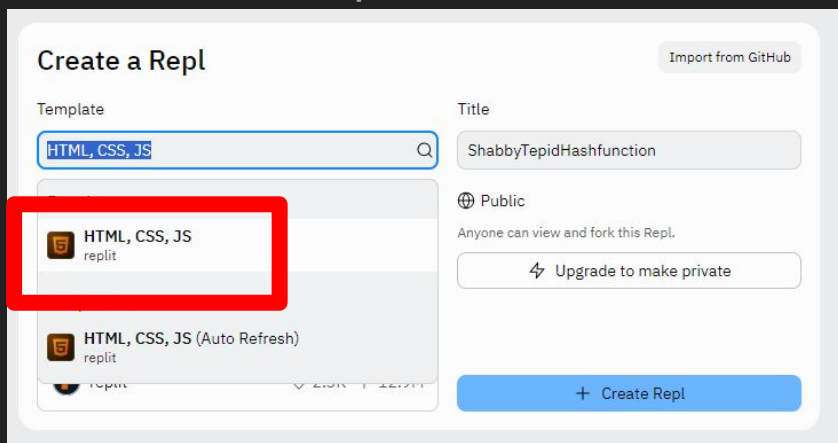https://replit.com/@TomasVargas-Ber/SplatterPaint-Demo?v=1#index.html

Splatter Paint

Today's Goal:

Splatter Paint

Getting Started:

1. Open up replit:

repl.it/languages/html

2. Create a Repl
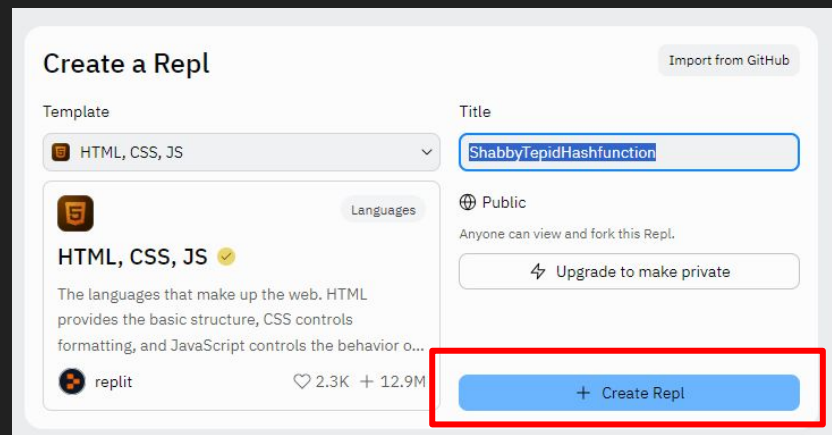
2b.

Splatter Paint

Importing Libraries:

Import Paper.js:

(Add to Index.html under just before the end of your <head> tag)

```html
<script src="https://unpkg.com/paper@0.11.5/dist/paper-full.min.js"></script>
```

```html
<script
    type="text/paperscript"
    canvas="splatterPaint"
    src="/script.js"
></script>
```

tells Paper.js that the code in the script is Paper.js code

refers to the ID of the HTML canvas

the content of this script is located in your script.js file

Splatter Paint

Making a canvas

Add the canvas to `<body>` :

```
<canvas id="splatterPaint"></canvas>
```

Delete the script.js import from `<body>` :

```
<script src="script.js"></script>
```

Splatter Paint

Drawing some circles

Add onMouseMove() to script.js :

```javascript
function onMouseMove(event) {}
```

Create a circle where the mouse is:

```javascript
var path = new Path.Circle({
  center: event.middlePoint,
  radius: 10
})
```
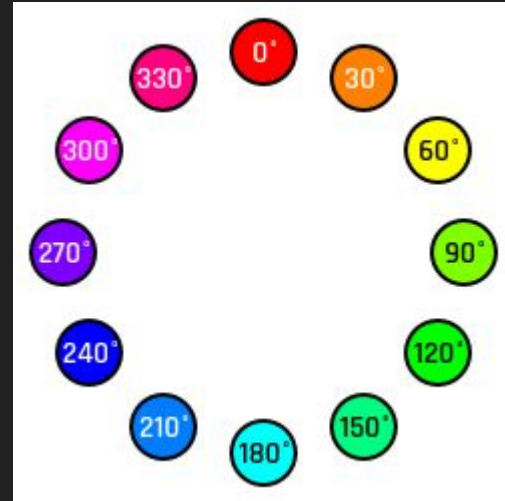
Splatter Paint

Drawing some circles

Giving the circles color:

```
path.fillColor = {
  hue: 0,
  saturation: 1,
  brightness: 1
}
```

HSB color System

Splatter Paint

Make the Canvas fill the screen

Add to style.css:

```css
canvas {
  width: 100%;
  height: 100%;
}
```

```css
html,
body {
  width: 100%;
  height: 100%;
  margin: 0;
}
```
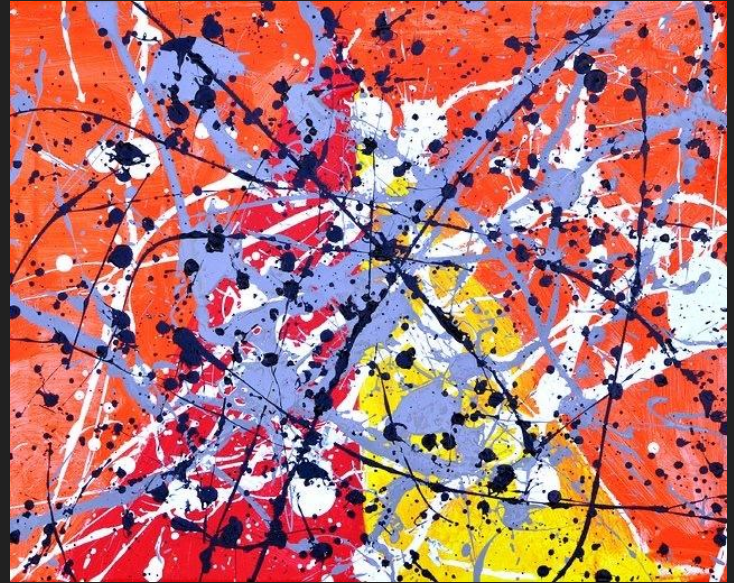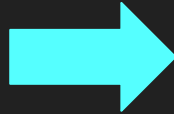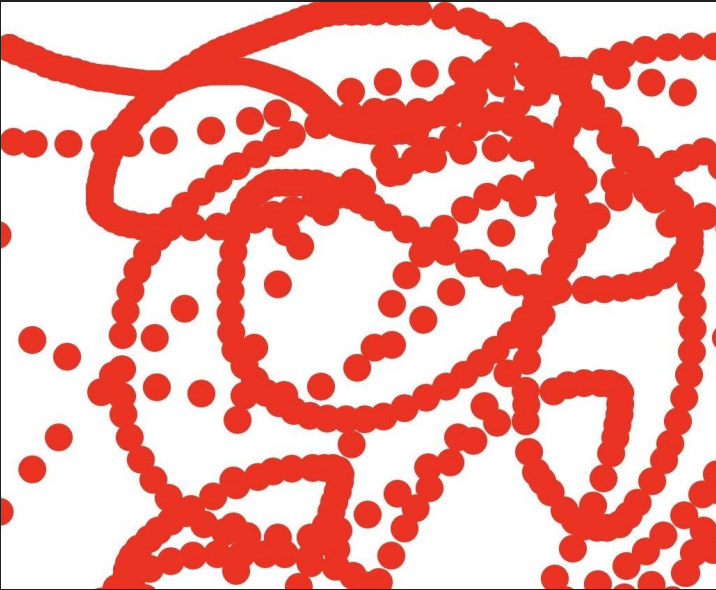
Splatter Paint

Current Result

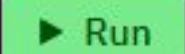If you ▶ Run the program you should get the following result!

Splatter Paint

Random Size

in script.js change the radius from 10 to:

```
Math.round(Math.random() * 25) + 5
```

If you ▶ Run the program you should get the following result!

Splatter Paint

Random Hue

in script.js change the hue from 0 to:

```
event.count * 3
```

If you ▶ Run the program you should get the following result!

Splatter Paint

Extensions

1. Change the distance between circles (in script.js):
   ```
   tool.fixedDistance = SOME_NUMBER
   ```

2. Change the hue to be random
3. Change the background color of the canvas
4. Draw shapes other than circles
5. Set the radius to `event.delta.length` (what do you think will happen?)
6. Use Tone.js library to play sounds too