Open Access 2026-11-12

Zsolt Korai

Generative Imaging

The Generative Imaging curriculum's main subject is the graphic programming language called VVVV. This is a visual programming language mostly used for art installations and various types of projections. Through these lessons, you will get to know the VVVV program's interface, simple mathematics and the processing of different message types, 2D and 3D imaging and transformations, picture and video detection, the controlling of external peripheries (like cameras, Kinect, MIDI controllers, Wacom tablets, Arduino and DMX) and the OSC communication with Android and IOS. Advanced programming knowledge is not required for the use of VVVV, only the basics of computer usage and graphic-video editing.

Key words: VVVV, Grafical programing, 2D, 3D, Grafics, Video, Render, Motion detection, Generative, Real time

University of Applied Science Budapest

Typotex Kiadó
2014

Open Access 2026-11-12

Copyright: © 2014-2019, Zsolt Korai, University of Applied Sciencies, Budapest

Creative Commons NonCommercial-NoDerivs 3.0 (CC BY-NC-ND 3.0) This work can be reproduced, circulated, published and performed for non-commercial purposes without restriction by indicating the author's name, but it cannot be modified.

Reader: Péter Dunajcsik

ISBN 978 963 279 220 0
Prepared under the editorship of Typotex Kiadó
Responsible manager: Votisky Zsuzsa

Made within the framework of the project Nr. TÁMOP-4.1.2/A/1-11/1-2011-0010 entitled „Digitális és kollaboratív művészet".

Nemzeti Fejlesztési Ügynökség
www.ujszechenyiterv.gov.hu
06 40 638 638

MAGYARORSZÁG MEGÚJUL

A projekt az Európai Unió támogatásával, az Európai Szociális Alap társfinanszírozásával valósul meg.