

Live Camera

<http://processing.org/reference/libraries/video/Capture.html>
http://processing.org/reference/libraries/video/Capture_available_.html
http://processing.org/reference/libraries/video/Capture_start_.html
http://processing.org/reference/libraries/video/Capture_stop_.html
http://processing.org/reference/libraries/video/Capture_read_.html
http://processing.org/reference/libraries/video/Capture_list_.html

DESCRIPTION

Using this sketch try to develop the following projects

Pixelate Live Video

Merge previous projects and apply to every rectangle the correct color of the webcam. Use `get()` and `pixels[]` commands.

Pattern 2D Live Video Text

Replace the rectangle matrix with a font matrix. Use one font and fill it with the correct color.

CODE

```
import processing.video.*;

int video_width = 320;
int video_height = 240;
int num_pixels = (video_width * video_height);
int previous_frame[];

Capture video;

void setup()
{
  //set up size of window and video
  size(320, 240);
  frameRate(60);
  loadPixels();
  previous_frame = new int [num_pixels];

  video = new Capture(this, video_width, video_height, 30);
  // Start capturing the images from the camera
  video.start();
  background(0);
}

void captureEvent(Capture video) {
  video.read();
}

void draw()
{
  image(video, 0,0,width,height);
}
```