

P5.JS X GITHUB WEBSITE BUILDER

PROJECT DESCRIPTION

In this project, we will learn some basic functions and use of P5.JS via the P5LIVE (teddavis.org) interface, as well as how to translate our code sketches into free, publishable, shareable, websites. As an extension of this demo, we will also learn how to host P5LIVE on a local server, and how to clone and create a repository via Github.

What you need:

1. [Github Account](#)
2. [Github Desktop \(recommended\)](#)
3. [P5LIVE \(web server\)](#)
4. [P5LIVE \(local server\)\(recommended\)](#)
5. [Sublime Text Editor](#)
6. Local and web image storage (Github, [Imgur](#), etc).

Follow along with the in-class demo:

1. Setup Github Account & repository
2. Download P5LIVE & run local server
3. Code your P5.JS sketch (image demo)
4. Export .html code from P5 sketch
5. Add code to Github repository
6. Initiate Github pages
7. VIOLA! A free, interactive webpage!

DELIVERABLES

- **PUBLISHED WEBSITE (submit link to Canvas)**

TIMELINE

09.03.24 - 09.03.24