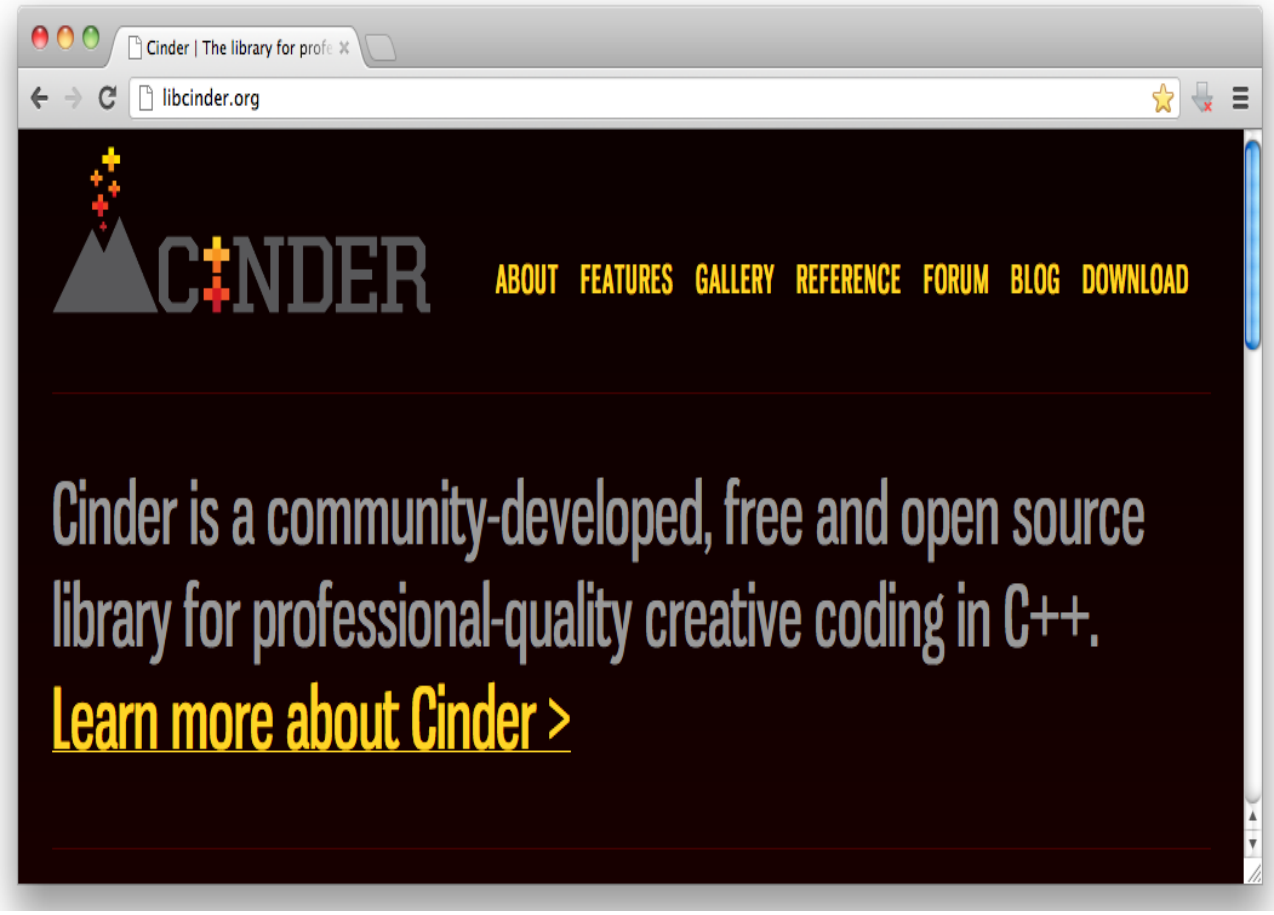
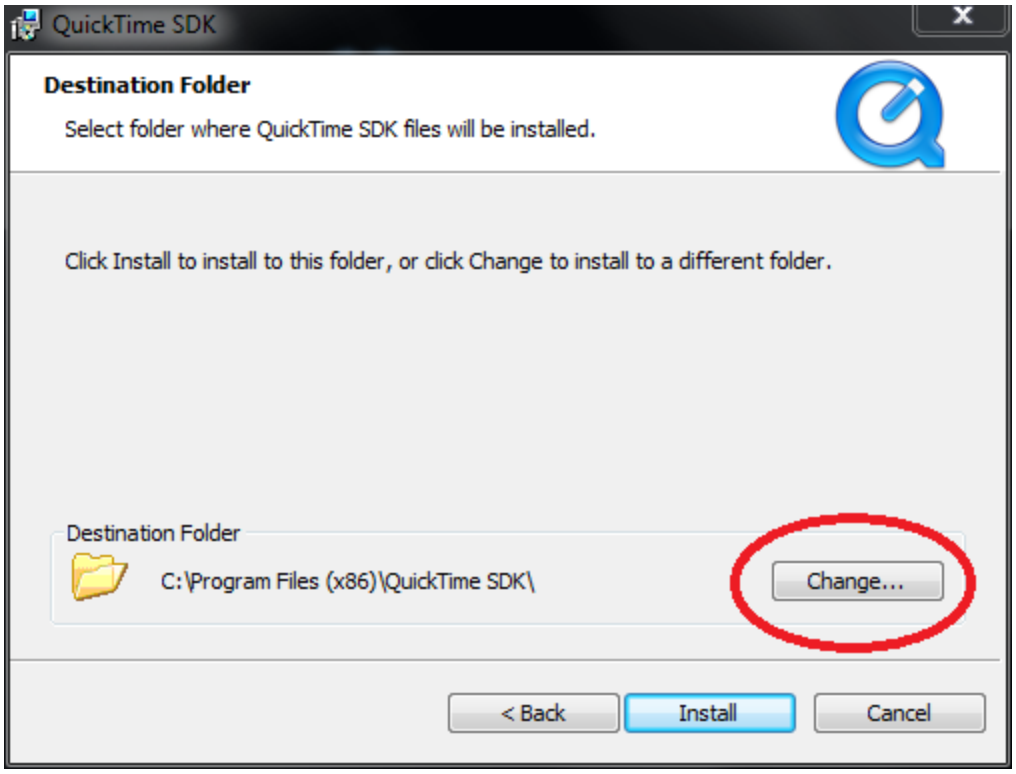
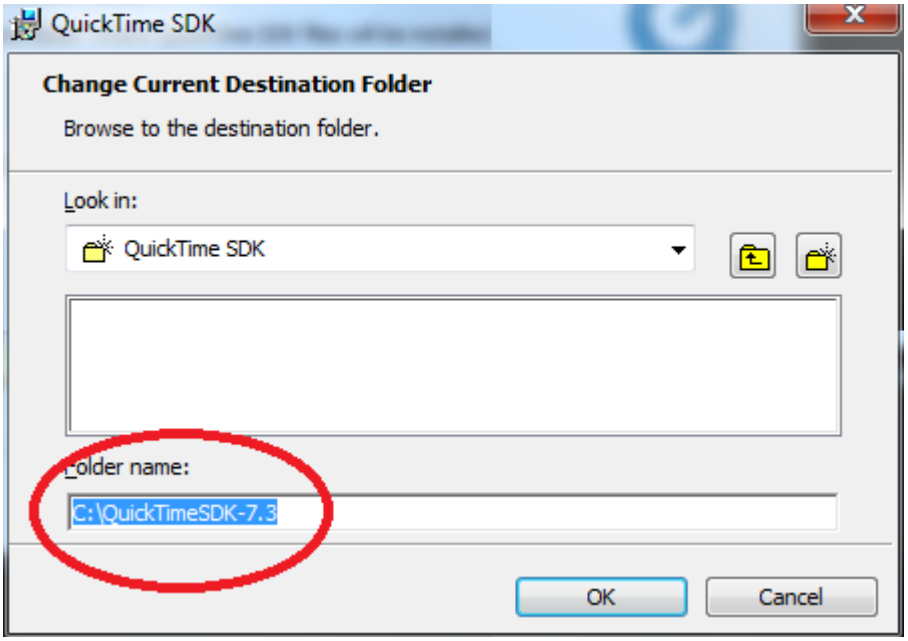
## Chapter 1: Learn Cinder Basics – Now!

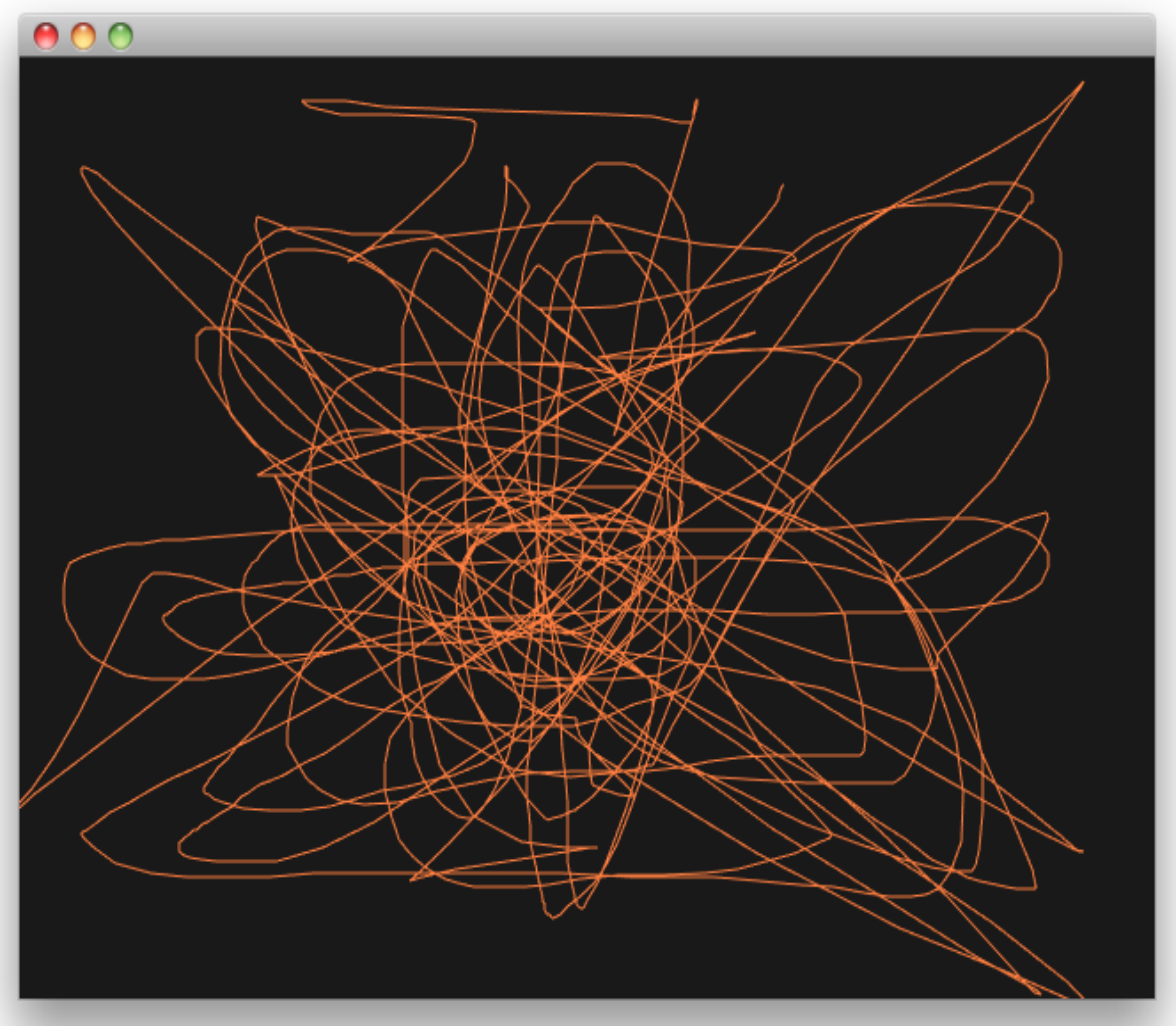


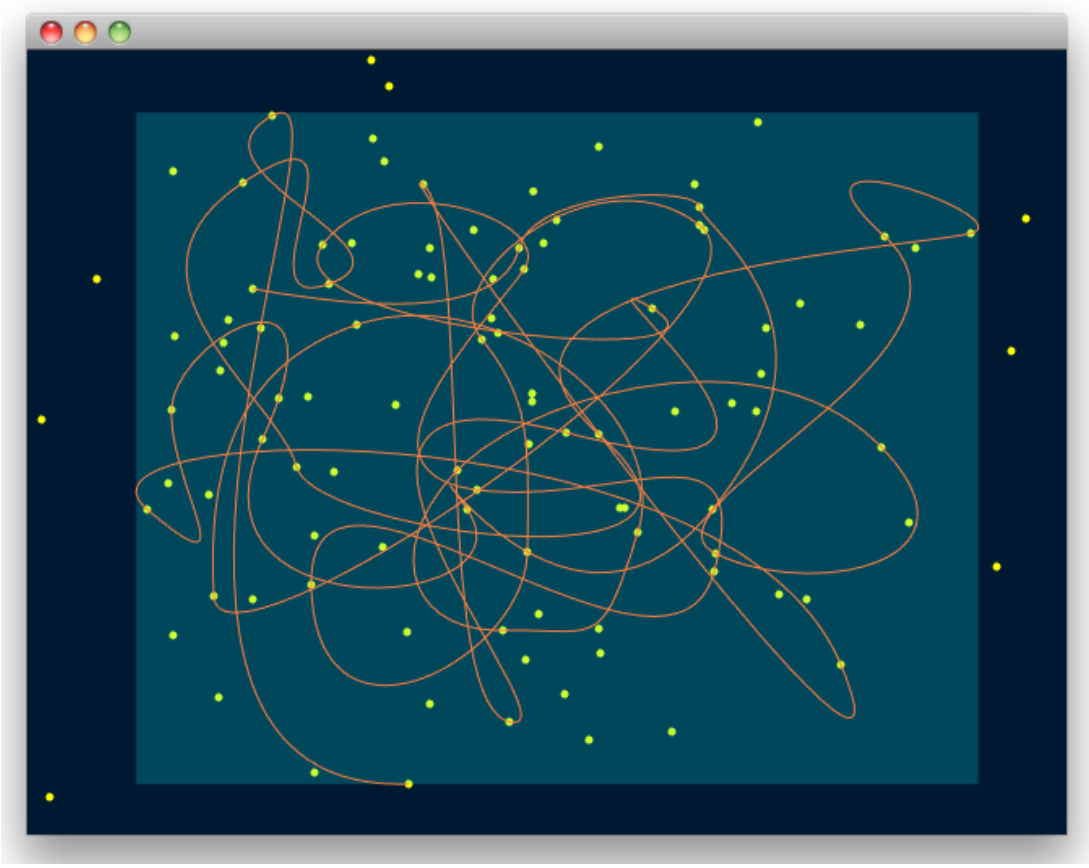

QuickTime SDK
Destination Folder
Select folder where QuickTime SDK files will be installed.
Click Install to install to this folder, or click Change to install to a different folder.
Destination Folder
C:\Program Files (x86)\QuickTime SDK\
Change...
< Back
Install
Cancel

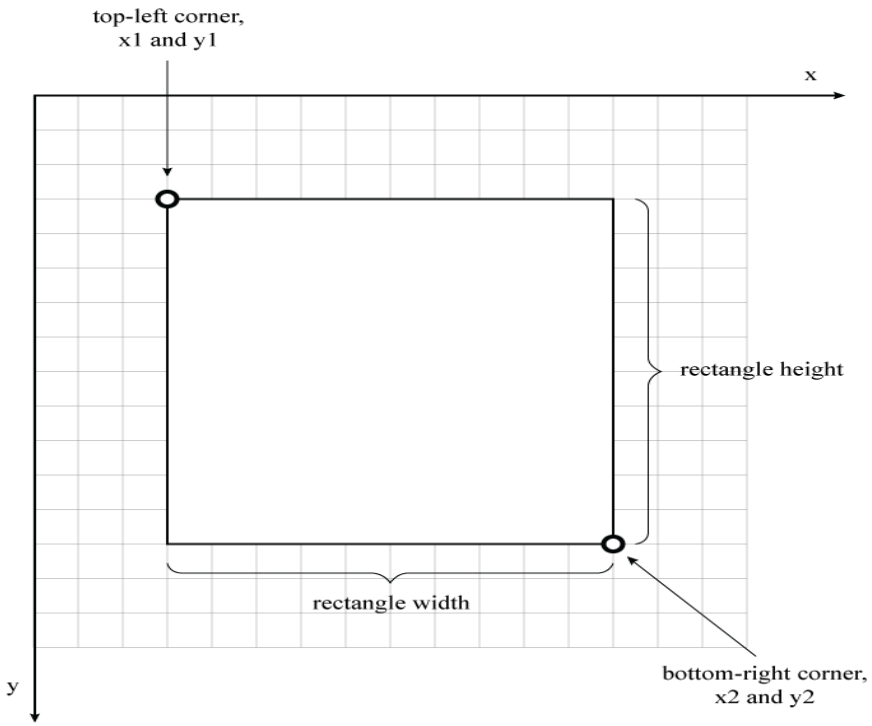

QuickTime SDK
Change Current Destination Folder
Browse to the destination folder.
Look in:
QuickTime SDK
Folder name:
C:\QuickTimeSDK-7.3
OK
Cancel

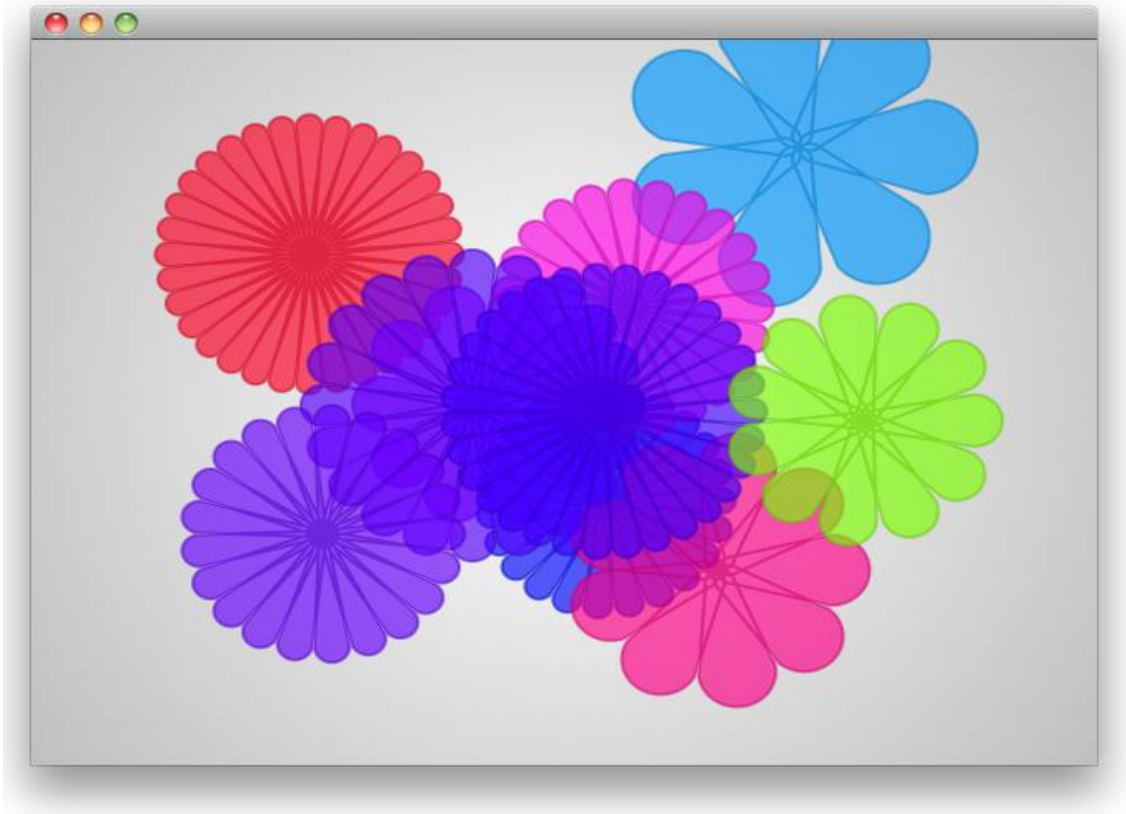
QuickTimeSampleApp
QuickTime
sample_mpeg4.mp4
190 x 240 pixels
4.9666667 seconds
148 frames
29.7986584 fps

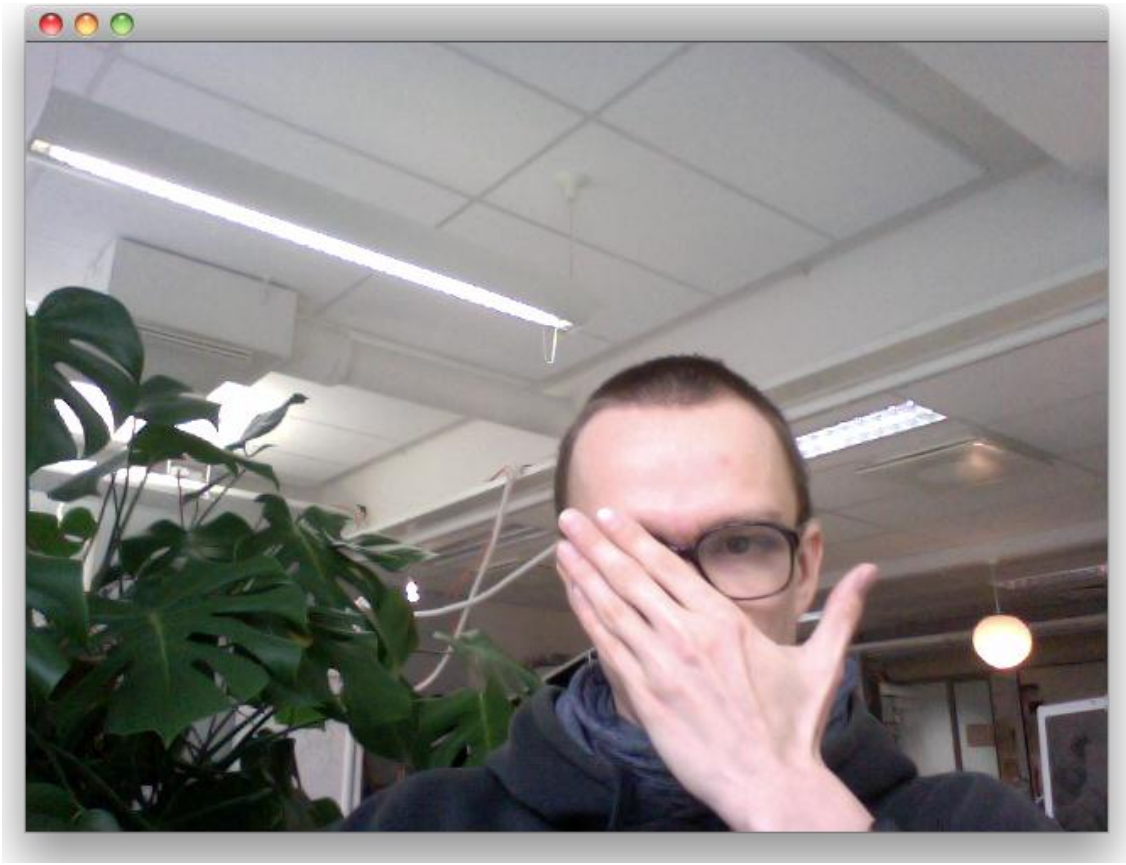
## Chapter 2: Know What is Possible – The Cinder Toolset





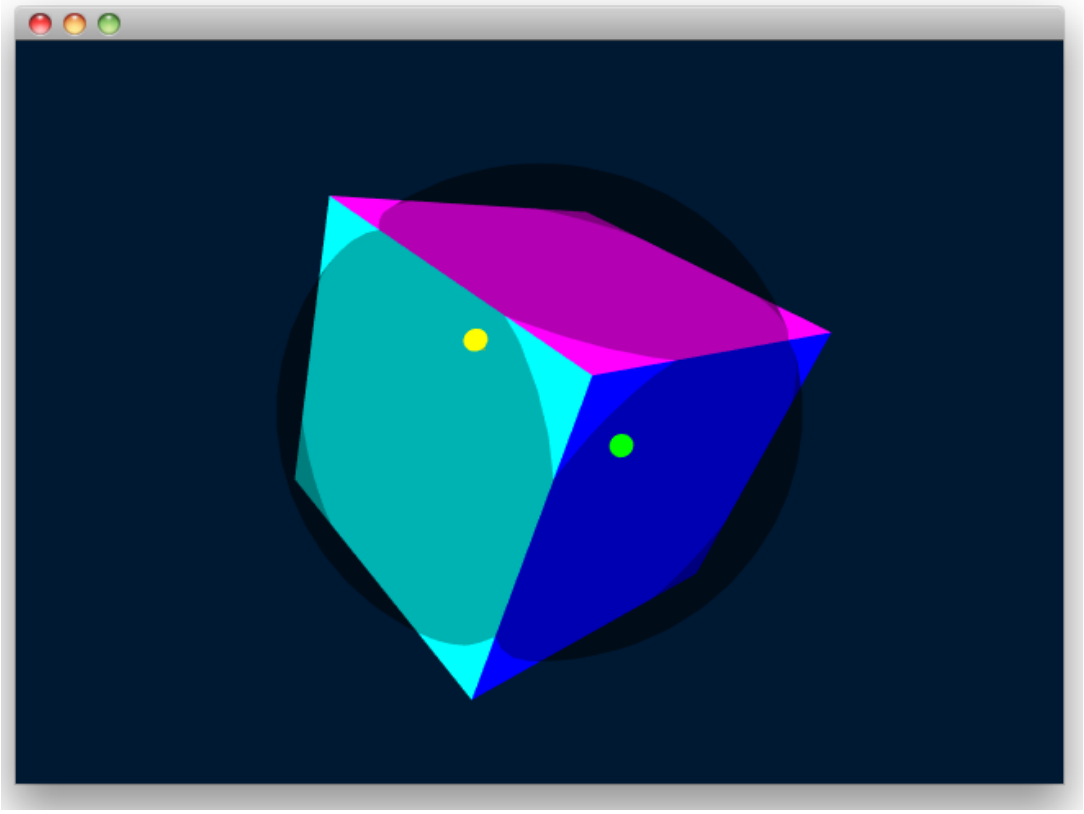

top-left corner,
x1 and y1
x
rectangle height
rectangle width
y
bottom-right corner,
x2 and y2



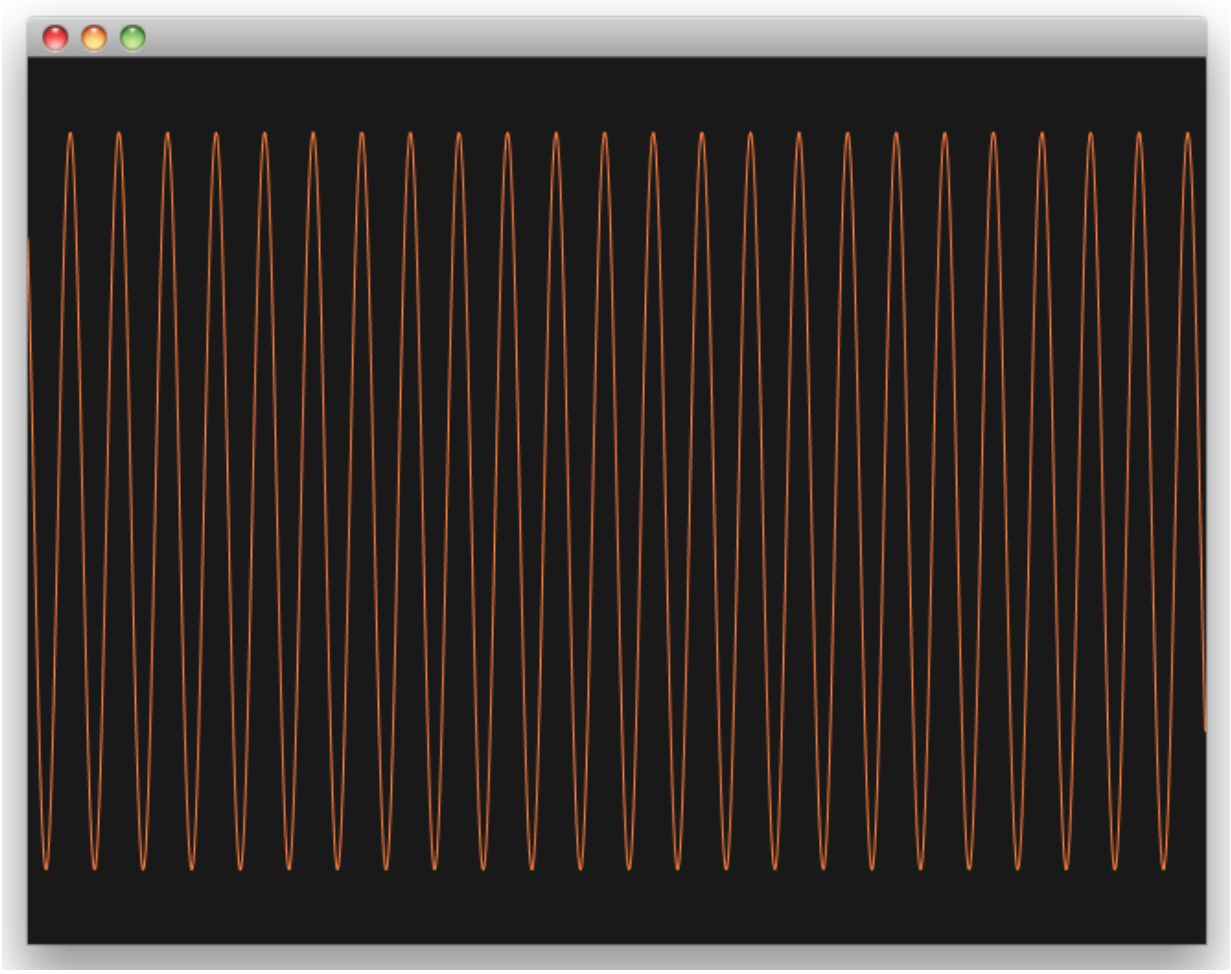


EaseInQuad
EaseOutQuad
EaseInOutQuad
EaseOutInQuad
EaseInCubic
EaseOutCubic
EaseInOutCubic
EaseOutInCubic
EaseInQuart
EaseOutQuart
EaseInOutQuart
EaseOutInQuart
EaseInQuint
EaseOutQuint
EaseInOutQuint
EaseOutInQuint
EaseInSine
EaseOutSine
EaseInOutSine
EaseOutInSine
EaseInExpo
EaseOutExpo
EaseInOutExpo
EaseOutInExpo
EaseInCirc
EaseOutCirc
EaseInOutCirc
EaseOutInCirc
EaseInAtan
EaseOutAtan
EaseInOutAtan
EaseNone
EaseInBack
EaseOutBack
EaseInOutBack
EaseOutInBack
EaseInBounce
EaseOutBounce
EaseInOutBounce
EaseOutInBounce
EaseInElastic(2, 1)
EaseOutElastic(1, 4)
EaseInOutElastic( 2, 1 )
EaseOutInElastic( 4, 1 )

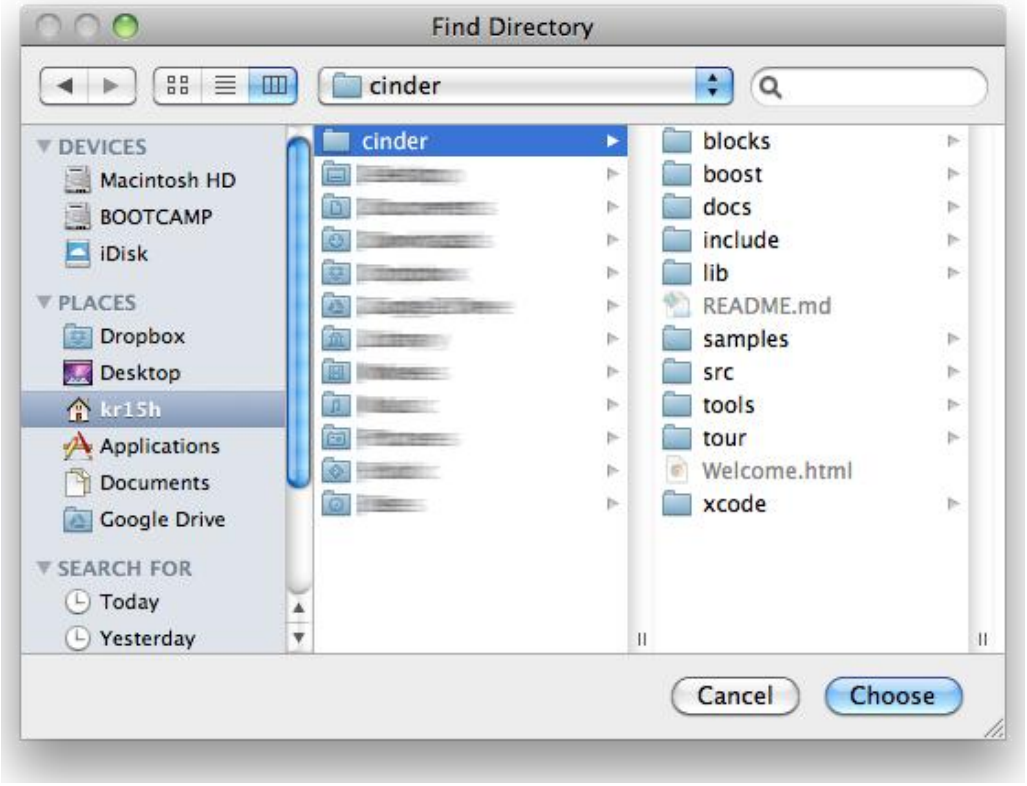
Unicode
character test:
ĀŠĻ ķīū ŅĢĒ
čžā
It works!

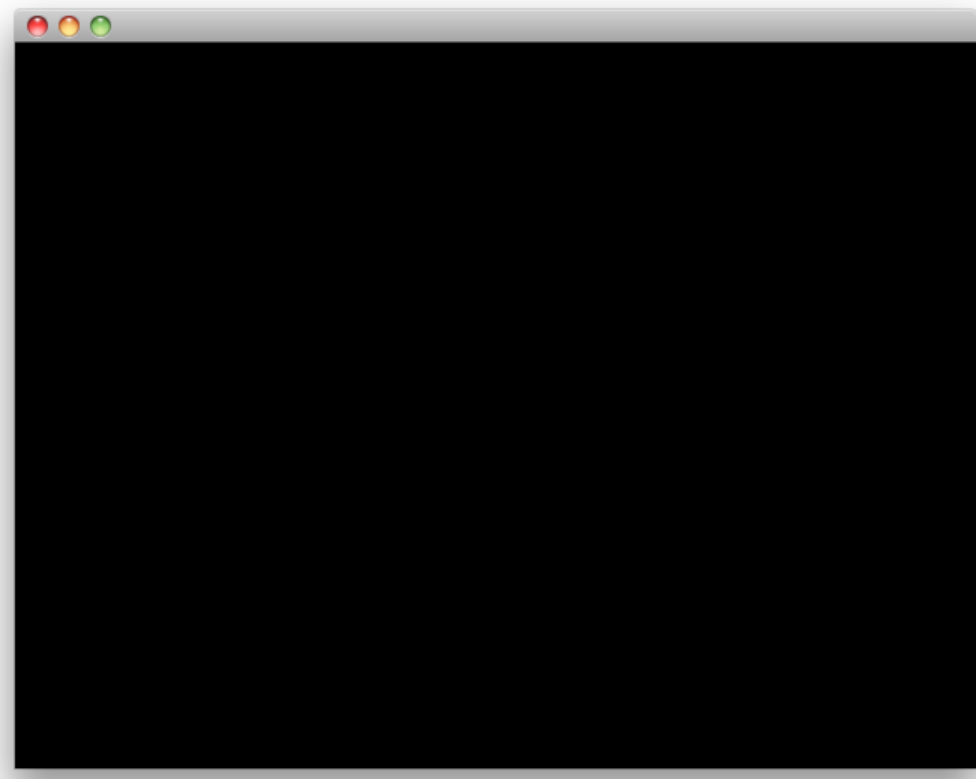


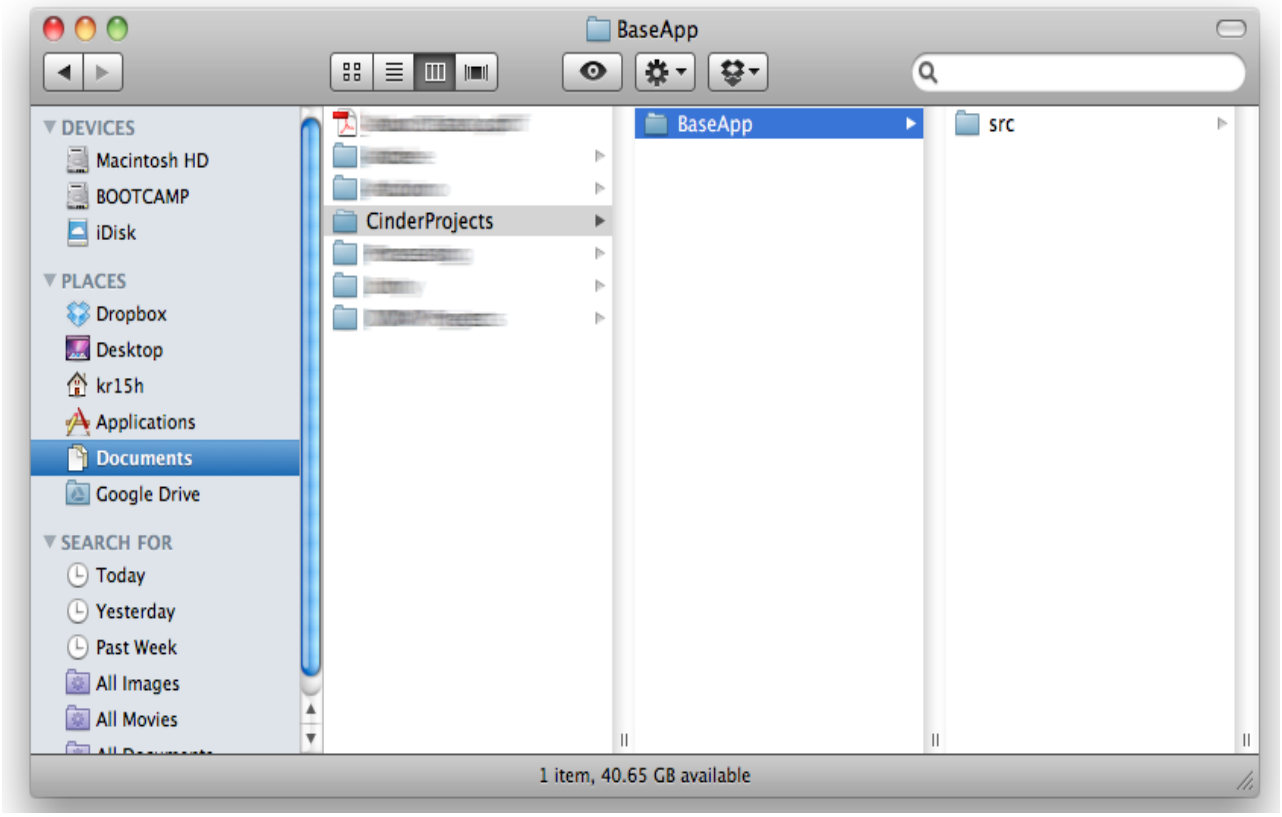
5.2
6.7
5.9
Solomon Islands
5.1
5.1
6.3

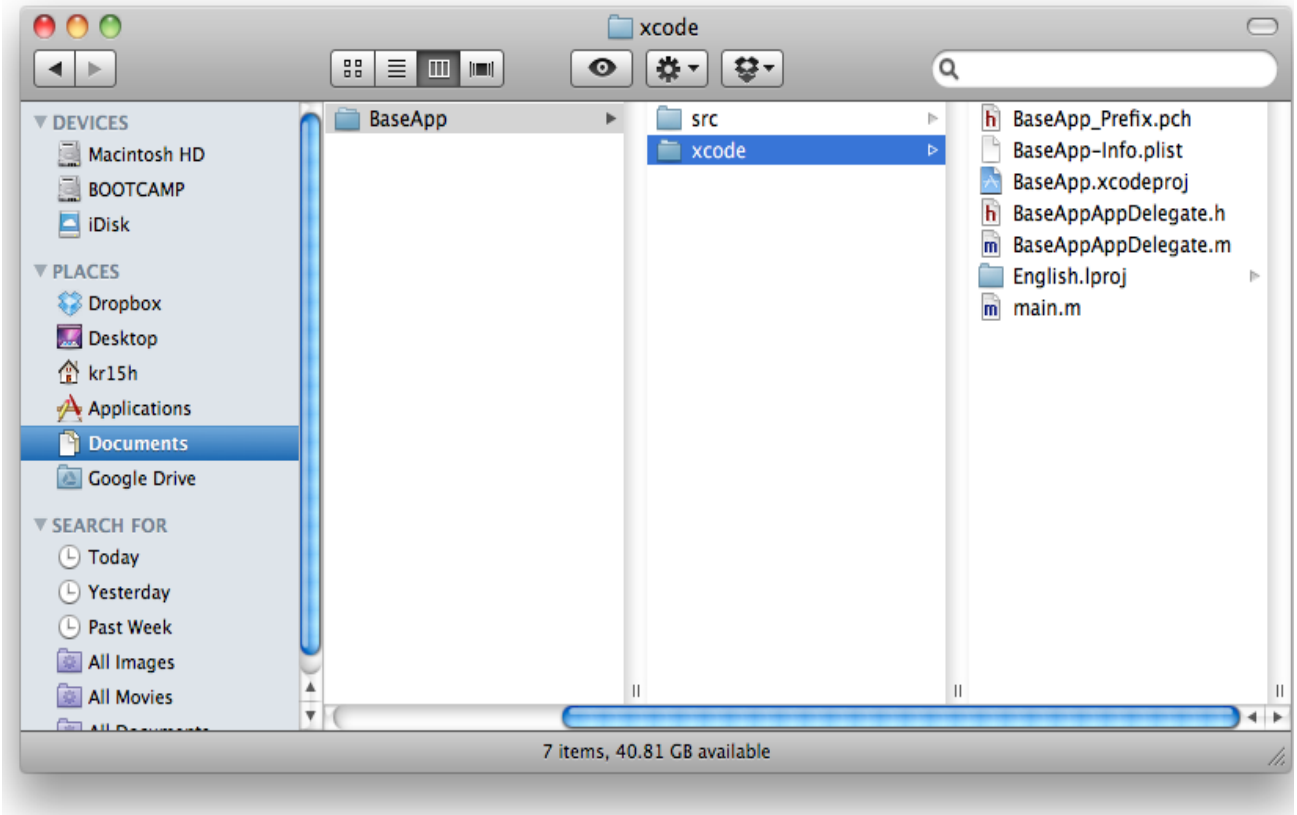


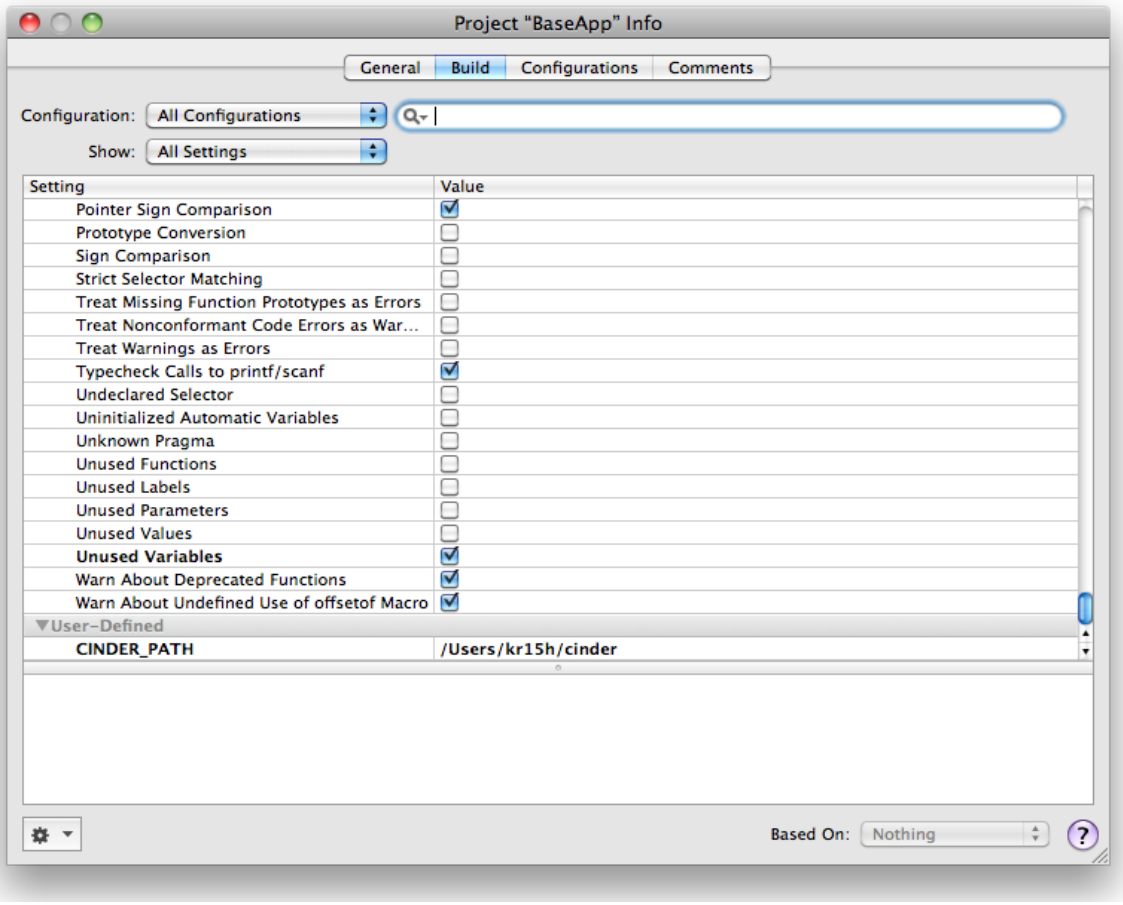
# Chapter 3: Initial Setup – Creating the BaseApp

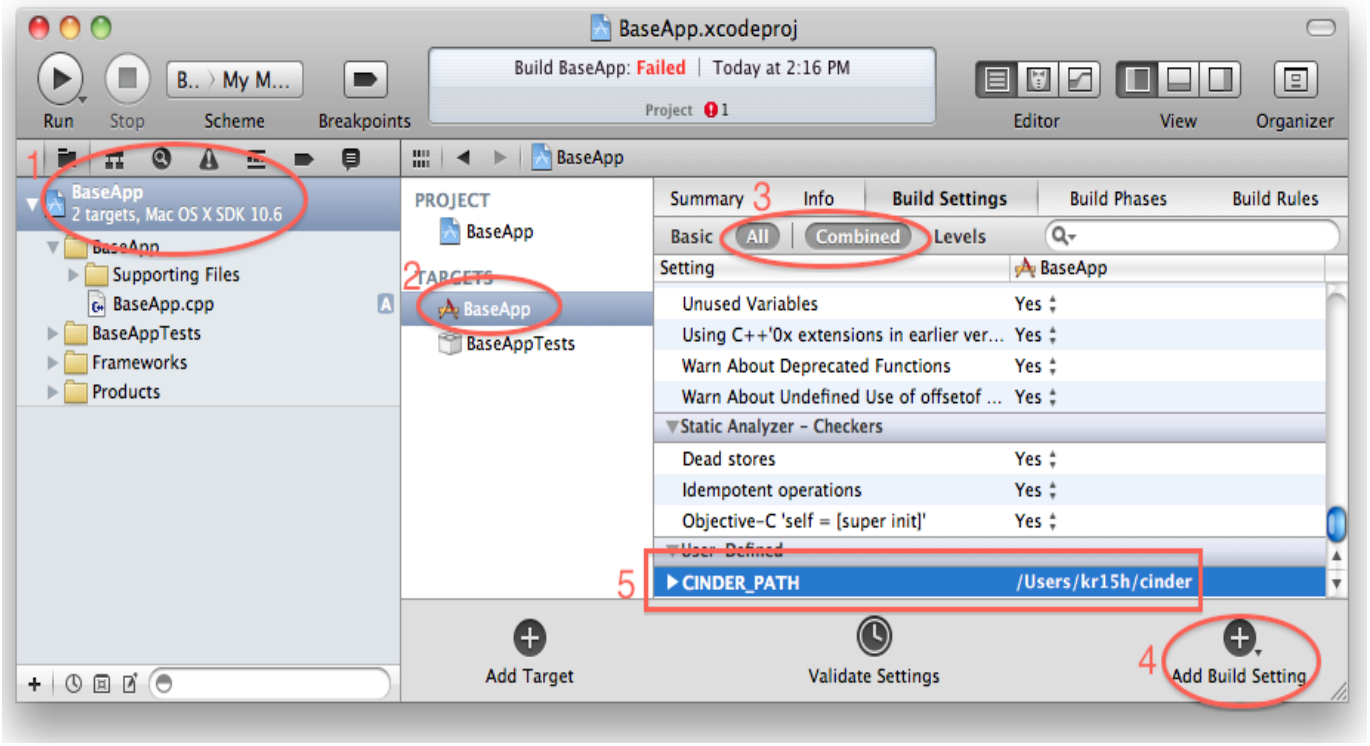


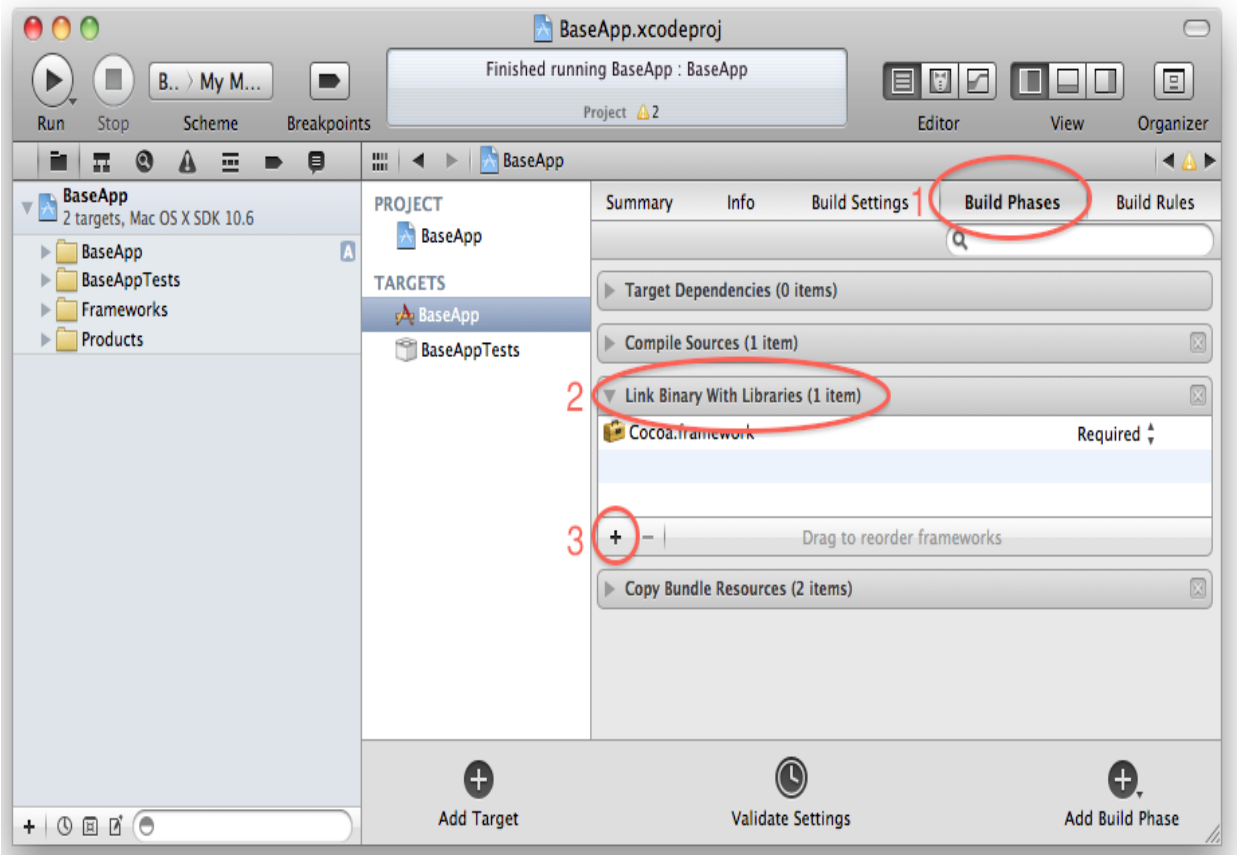



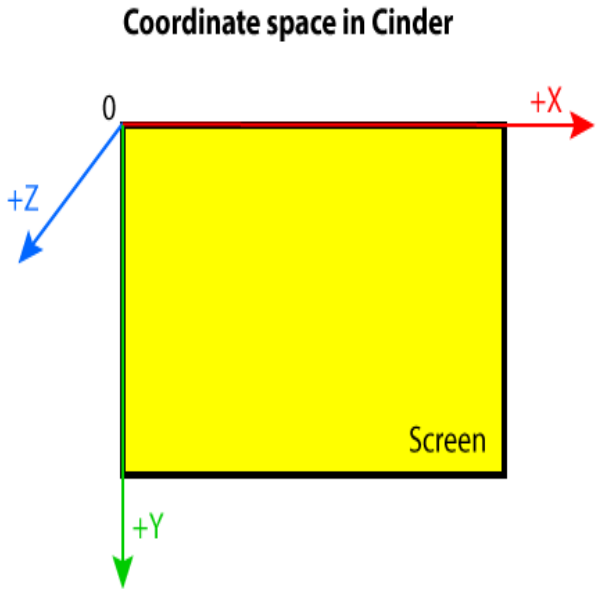

BaseApp
DEVICES
Macintosh HD
BOOTCAMP
iDisk
PLACES
Dropbox
Desktop
kr15h
Applications
Documents
Google Drive
SEARCH FOR
Today
Yesterday
Past Week
All Images
All Movies
CinderProjects
BaseApp
src
1 item, 40.65 GB available

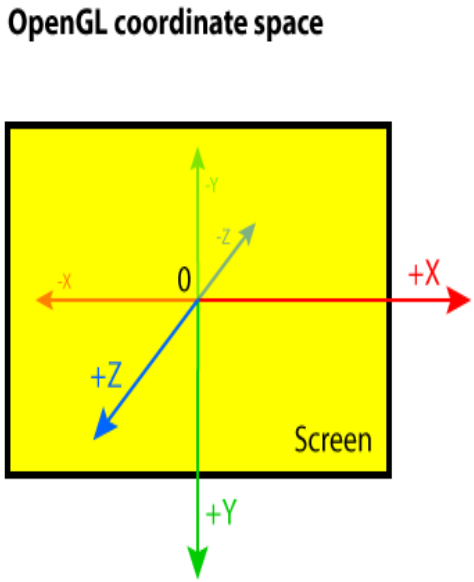

xcode
DEVICES
Macintosh HD
BOOTCAMP
iDisk
PLACES
Dropbox
Desktop
kr15h
Applications
Documents
Google Drive
SEARCH FOR
Today
Yesterday
Past Week
All Images
All Movies
BaseApp
src
xcode
BaseApp_Prefix.pch
BaseApp-Info.plist
BaseApp.xcodeproj
BaseAppAppDelegate.h
BaseAppAppDelegate.m
English.lproj
main.m
7 items, 40.81 GB available

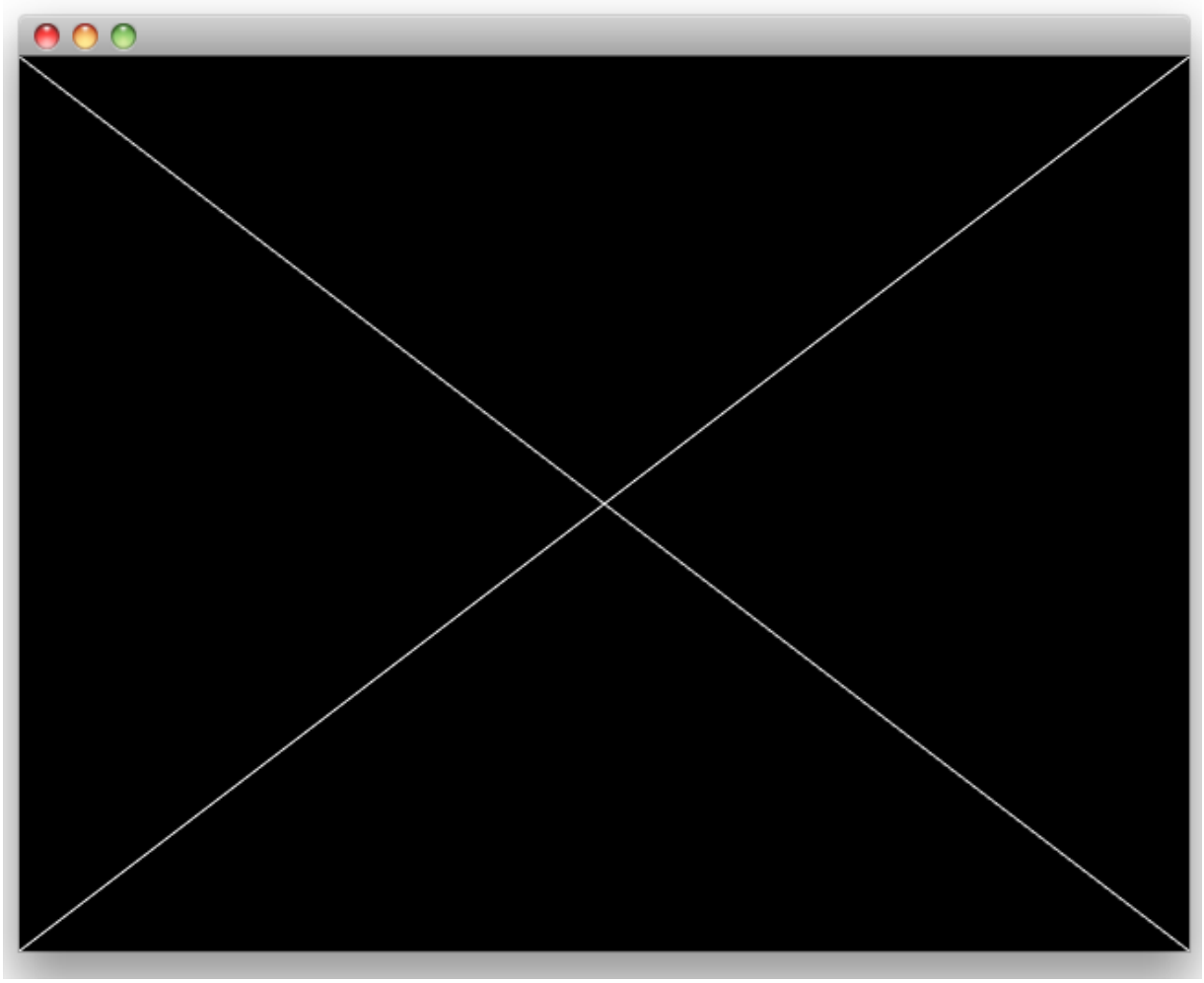

Project "BaseApp" Info
General
Build
Configurations
Comments
Configuration: All Configurations
Show: All Settings
Setting
Value
Pointer Sign Comparison
Prototype Conversion
Sign Comparison
Strict Selector Matching
Treat Missing Function Prototypes as Errors
Treat Nonconformant Code Errors as War...
Treat Warnings as Errors
Typecheck Calls to printf/scanf
Undeclared Selector
Uninitialized Automatic Variables
Unknown Pragma
Unused Functions
Unused Labels
Unused Parameters
Unused Values
Unused Variables
Warn About Deprecated Functions
Warn About Undefined Use of offsetof Macro
User-Defined
CINDER_PATH
/Users/kr15h/cinder
Based On: Nothing


BaseApp.xcodeproj
Run
Stop
Scheme
Breakpoints
Build BaseApp: Failed | Today at 2:16 PM
Project 1
Editor
View
Organizer
1
BaseApp
2 targets, Mac OS X SDK 10.6
Supporting Files
BaseApp.cpp
BaseAppTests
Frameworks
Products
PROJECT
BaseApp
2 TARGETS
BaseApp
BaseAppTests
Summary
3
Info
Build Settings
Build Phases
Build Rules
Basic
All
Combined
Levels
Setting
BaseApp
Unused Variables
Yes
Using C++'0x extensions in earlier ver...
Yes
Warn About Deprecated Functions
Yes
Warn About Undefined Use of offsetof ...
Yes
Static Analyzer - Checkers
Dead stores
Yes
Idempotent operations
Yes
Objective-C 'self = [super init]'
Yes
User-Defined
5
CINDER_PATH
/Users/kr15h/cinder
Add Target
Validate Settings
4
Add Build Setting

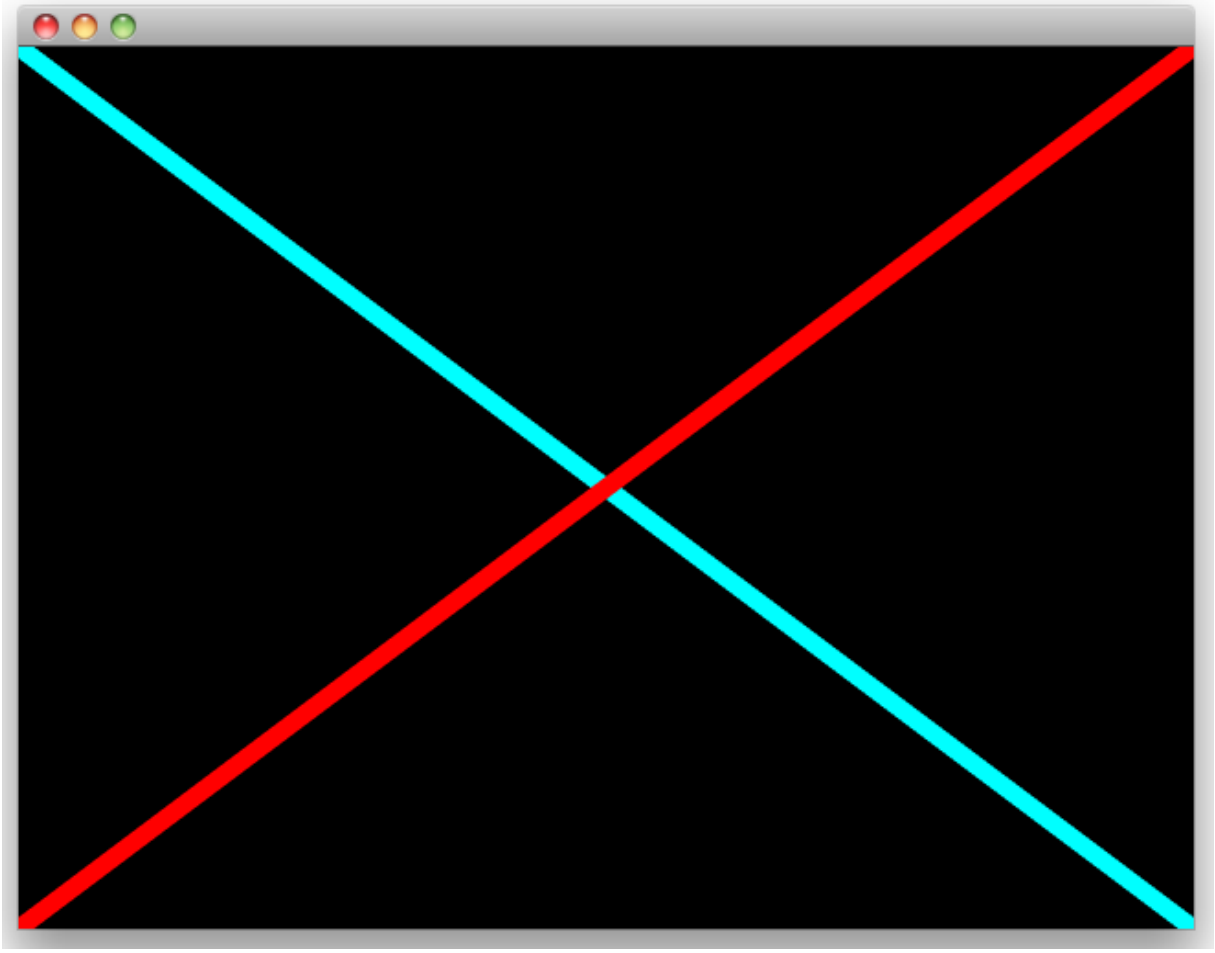

BaseApp.xcodeproj
Run
Stop
Scheme
Breakpoints
Finished running BaseApp : BaseApp
Project ⚠2
Editor
View
Organizer
BaseApp
2 targets, Mac OS X SDK 10.6
BaseApp
BaseAppTests
Frameworks
Products
PROJECT
BaseApp
TARGETS
BaseApp
BaseAppTests
Summary
Info
Build Settings
1
Build Phases
Build Rules
Target Dependencies (0 items)
Compile Sources (1 item)
2
Link Binary With Libraries (1 item)
Cocoa.framework
Required
3
Drag to reorder frameworks
Copy Bundle Resources (2 items)
Add Target
Validate Settings
Add Build Phase

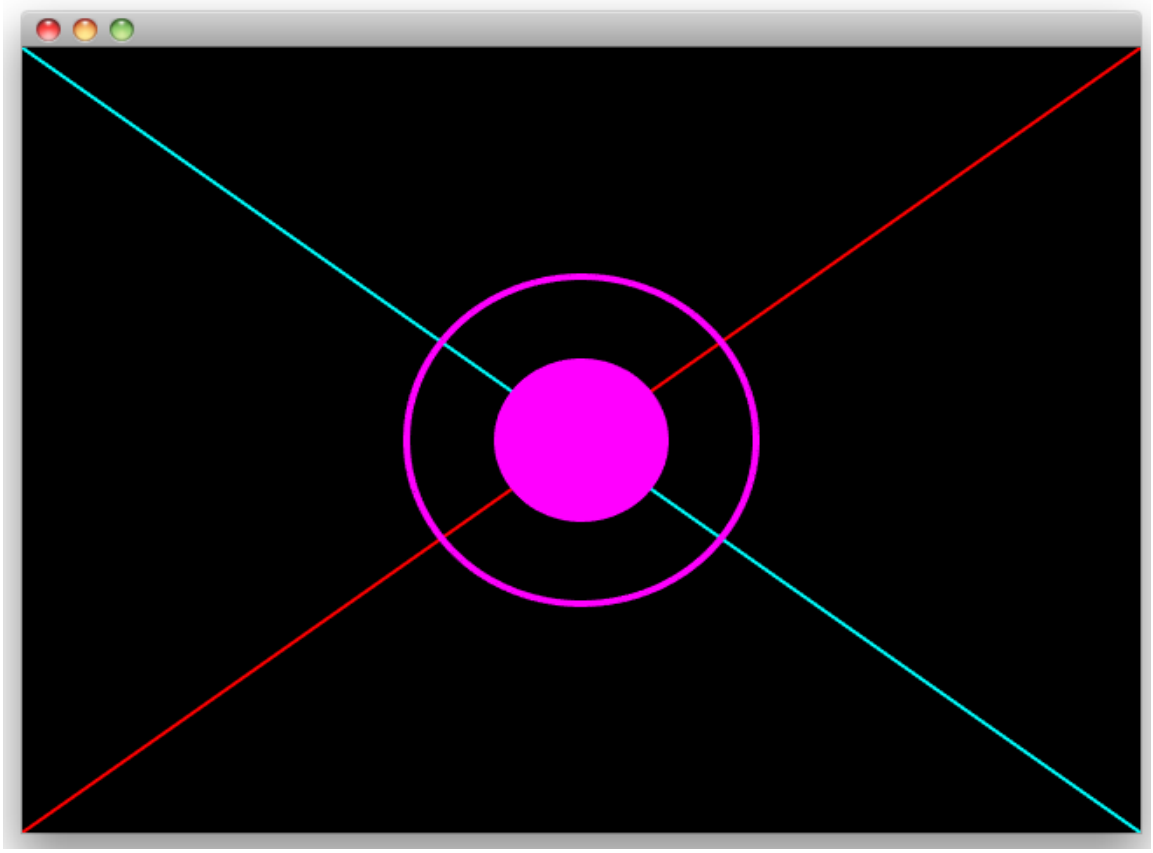

Coordinate space in Cinder
0
+X
+Z
Screen
+Y

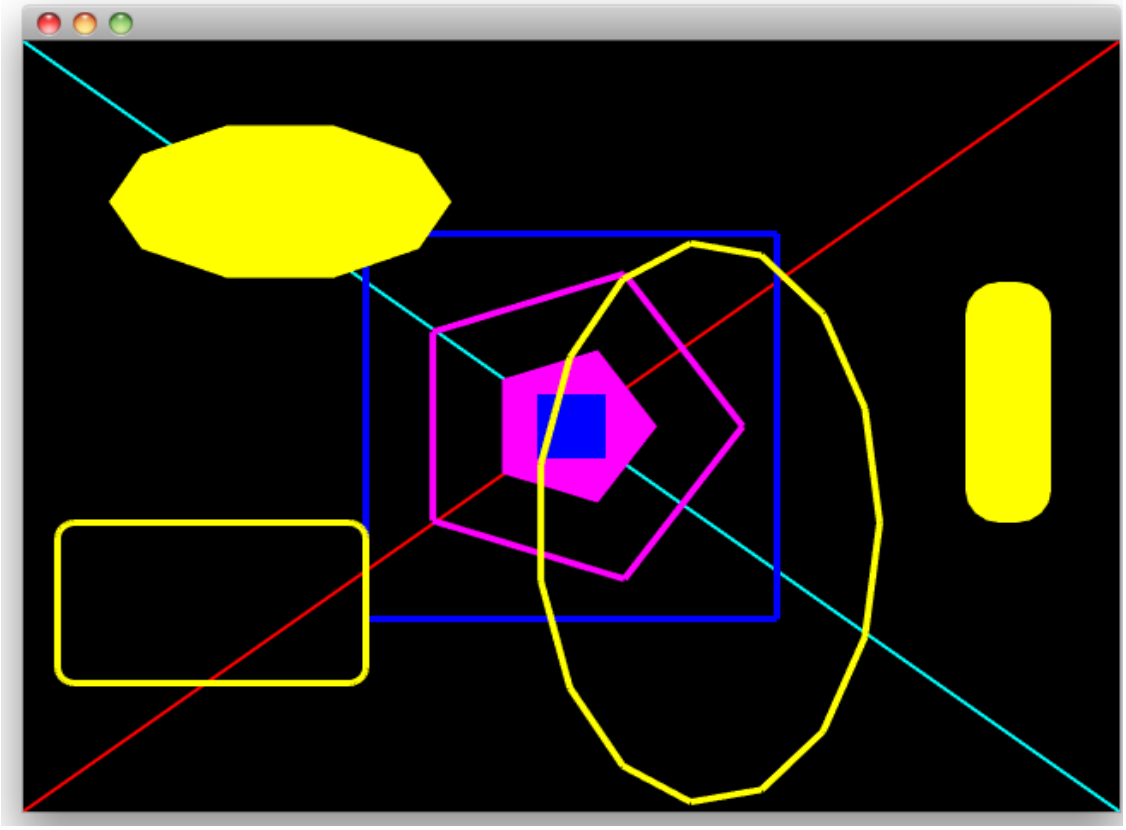

OpenGL coordinate space
-Y
-Z
-X
0
+X
+Z
Screen
+Y



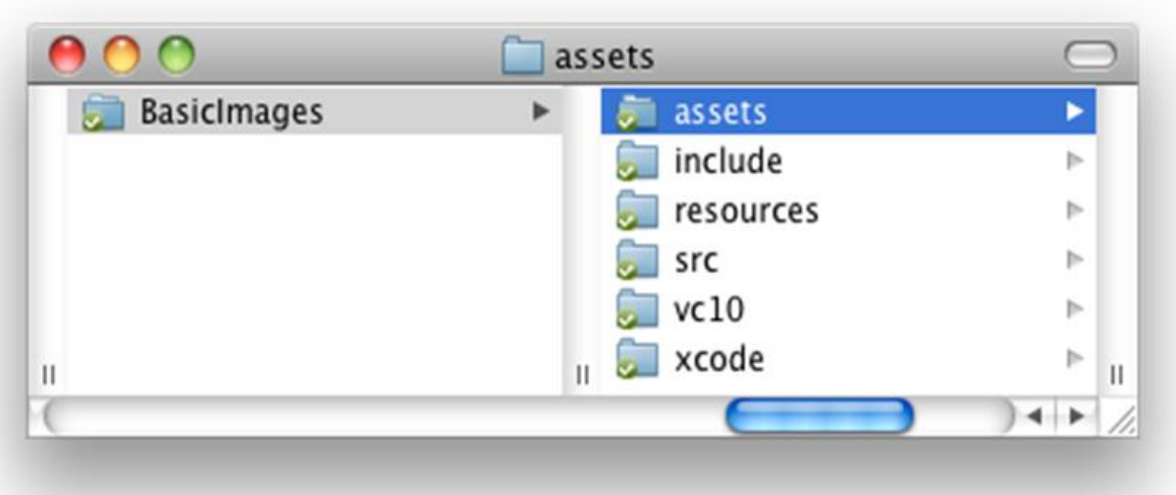
# Chapter 4: Prepare Your Brushes – Drawing Basic Shapes

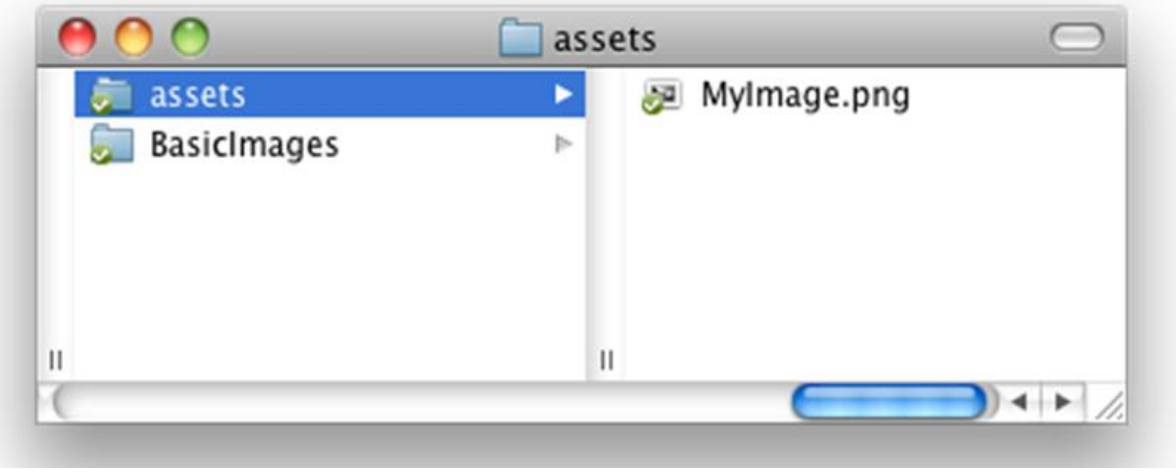




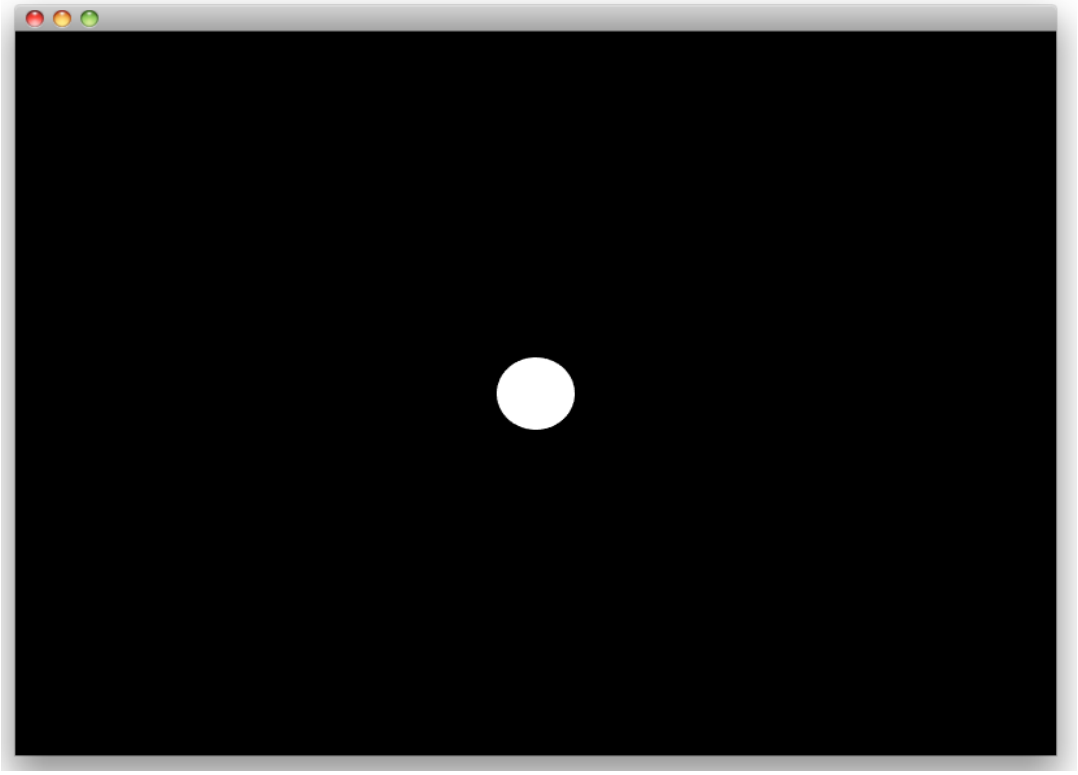


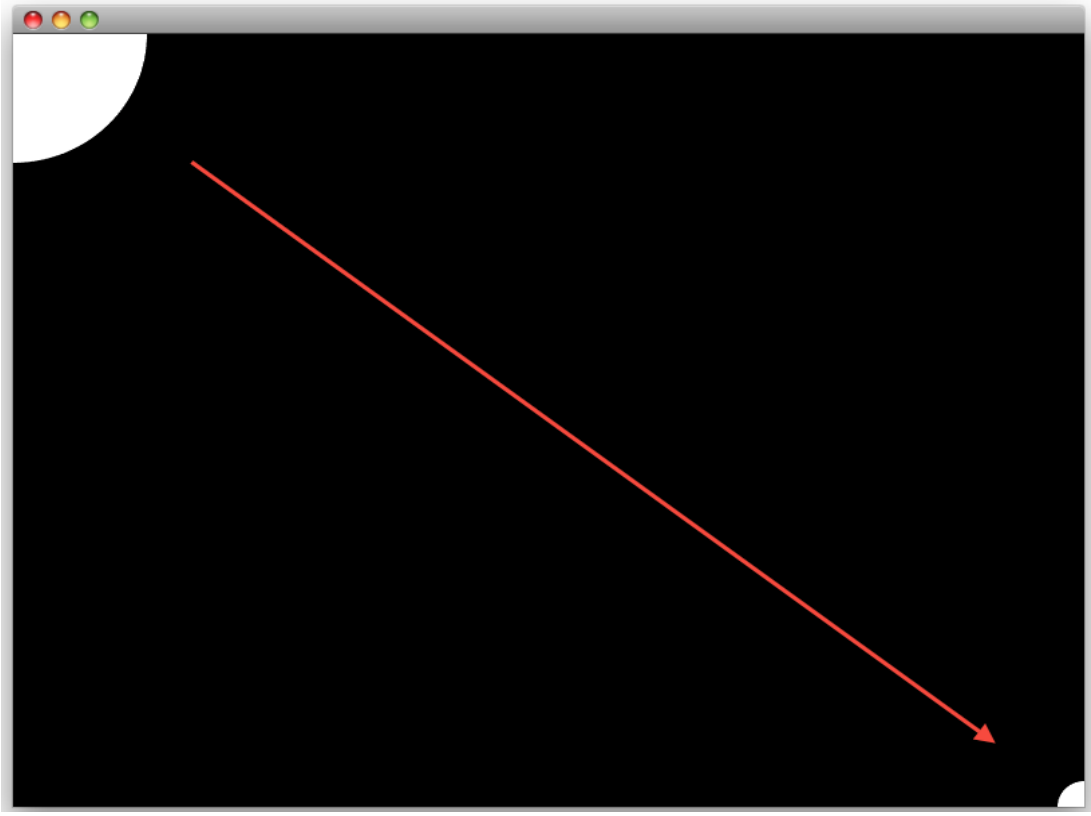
# Chapter 5: Making Use of Images – Loading and Displaying

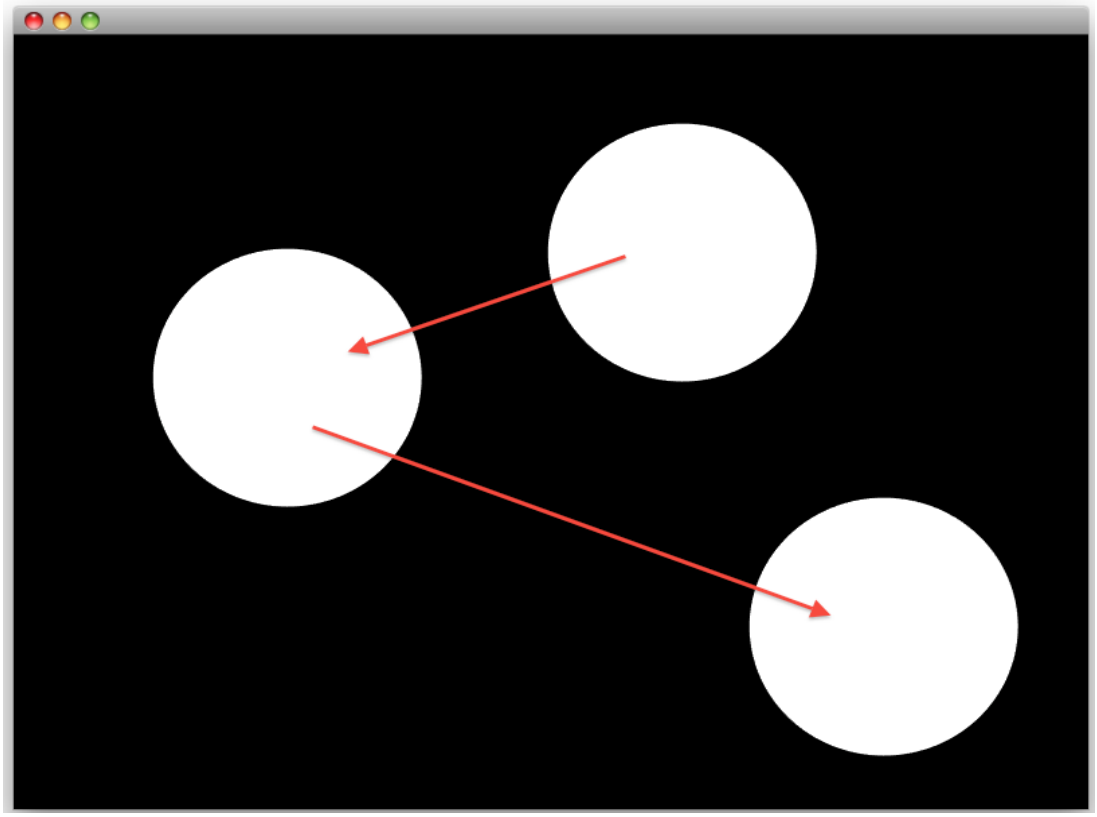


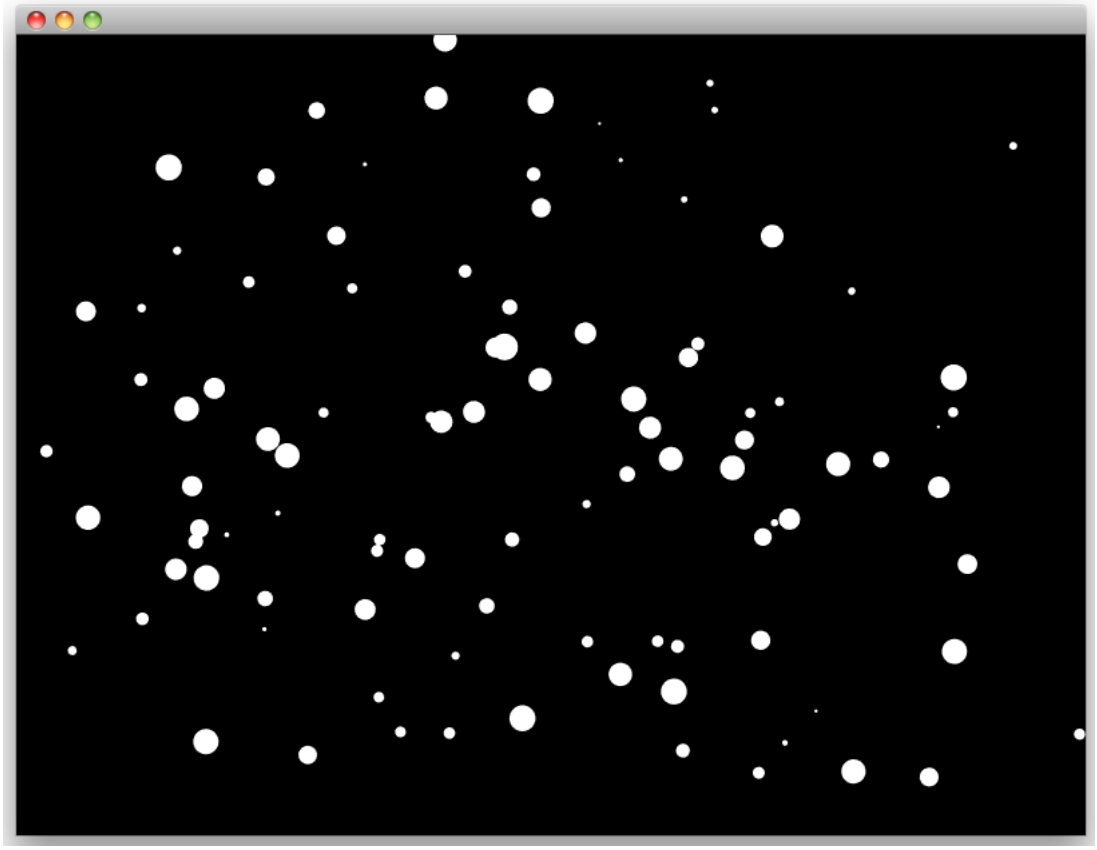



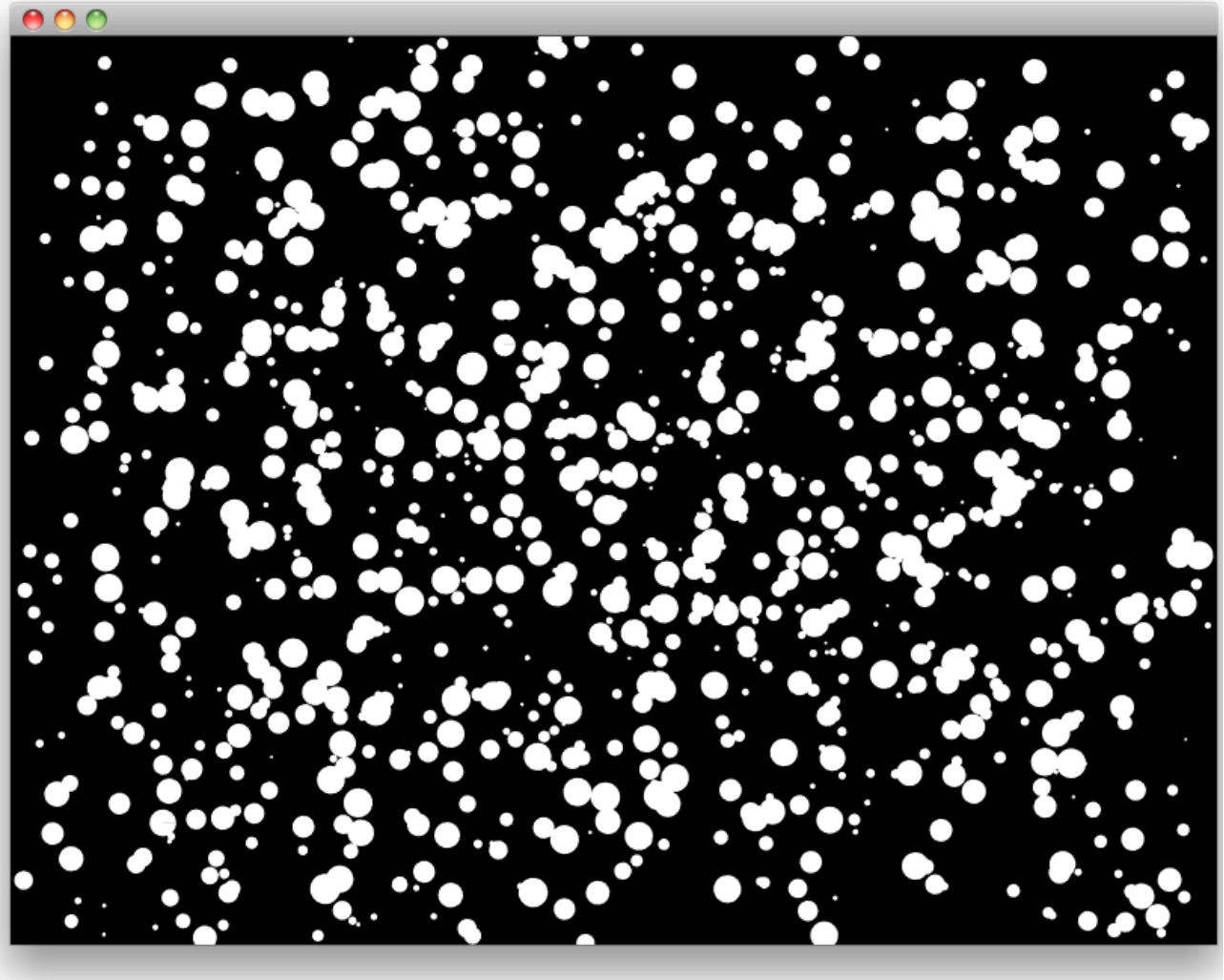
# Chapter 6: Accelerate – Creating Generative Animation



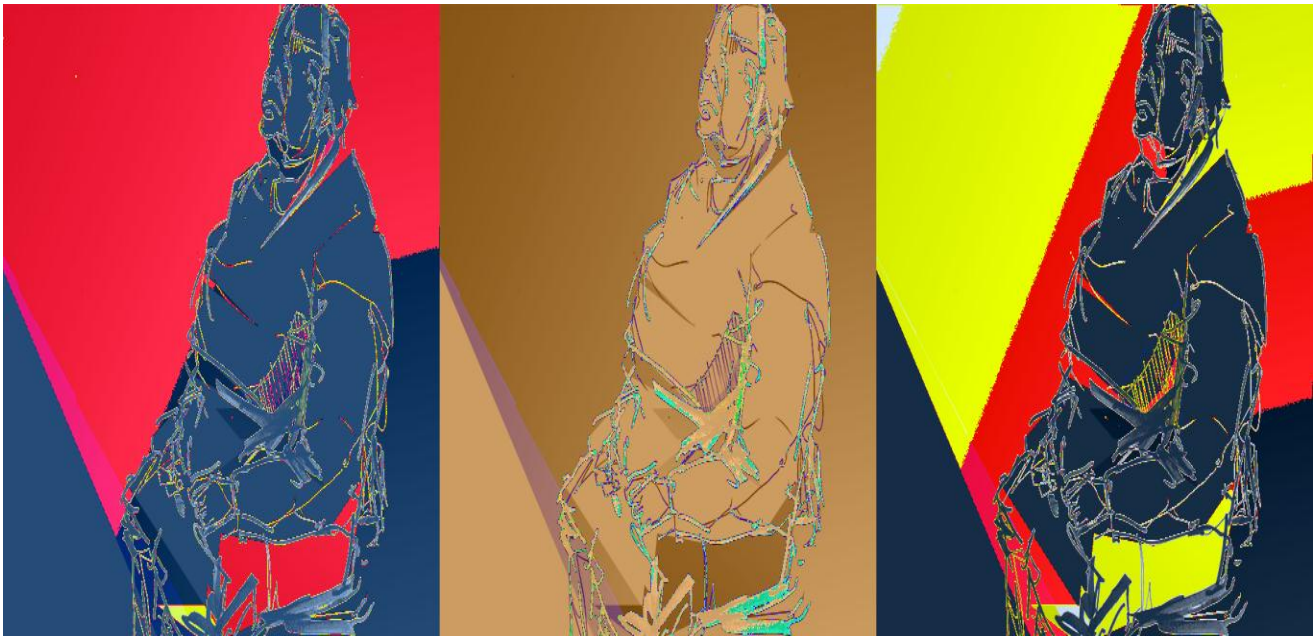


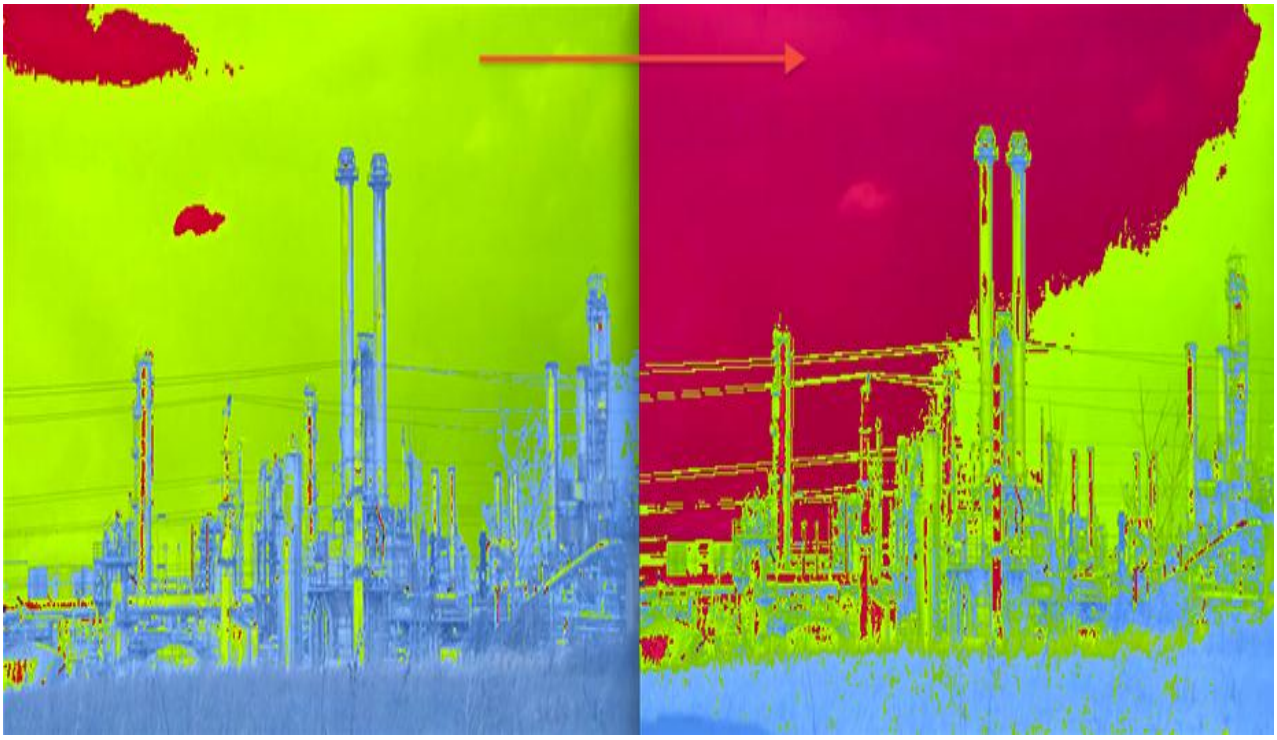




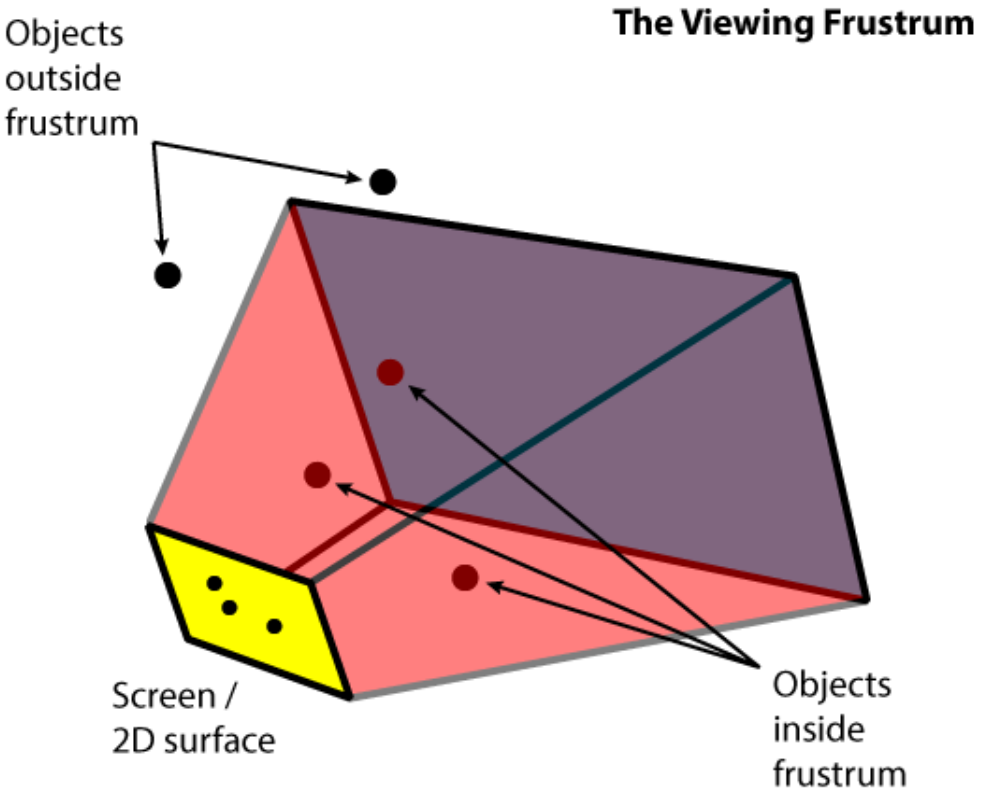


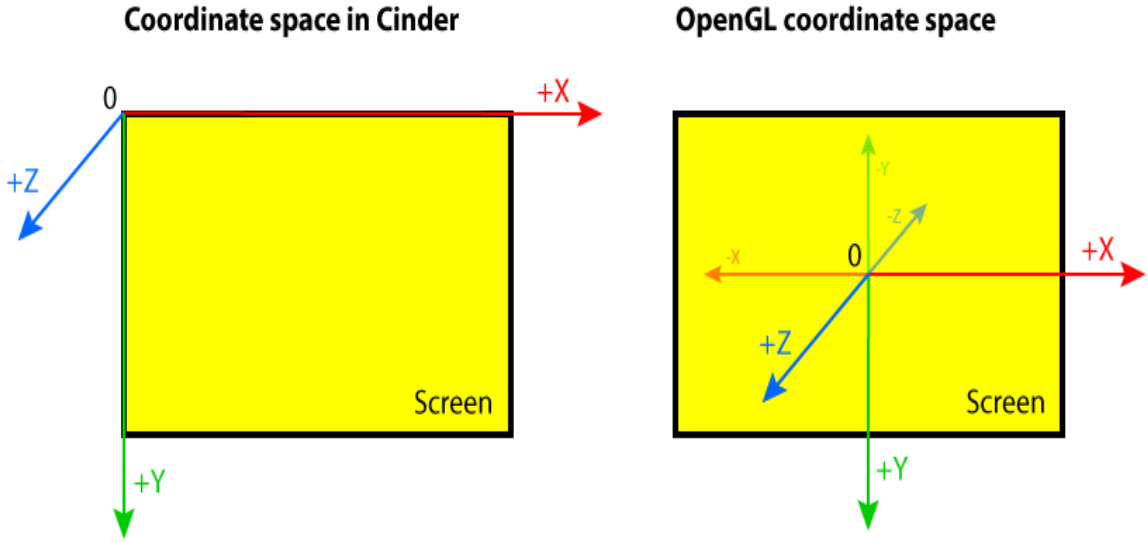
# Chapter 7: Working with Images – Real-time Postprocessing and Effects



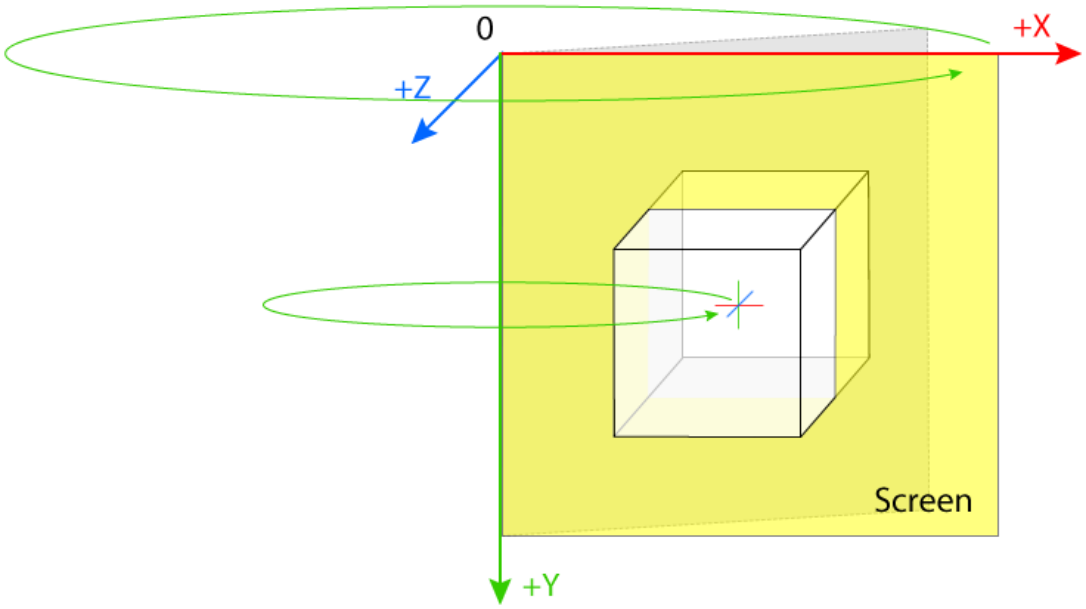


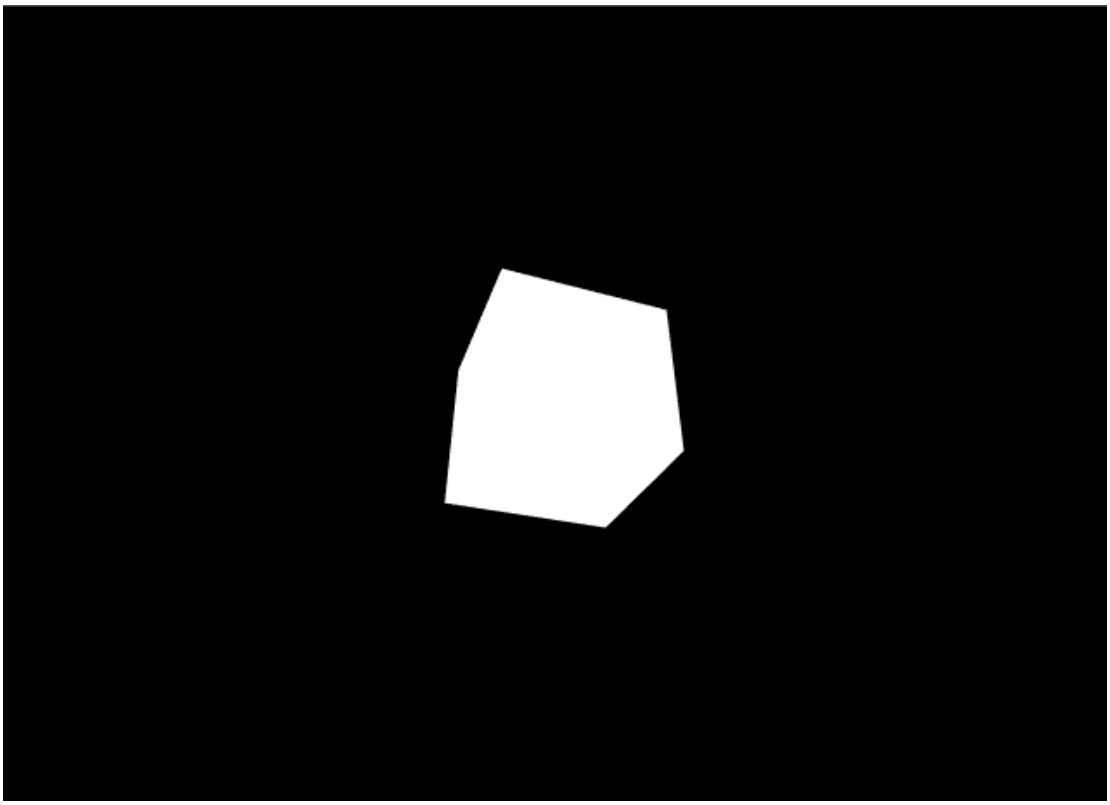
# Chapter 8: Adding Depth – Cinder 3D Basics

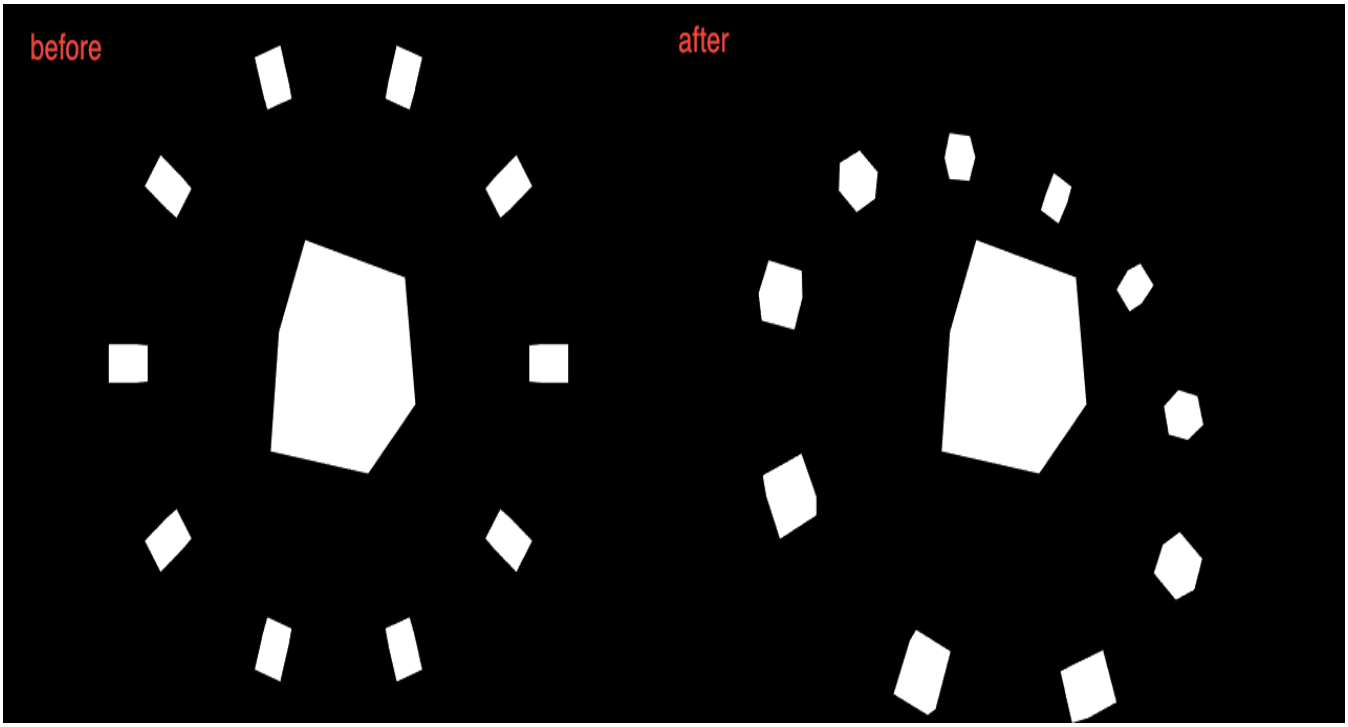


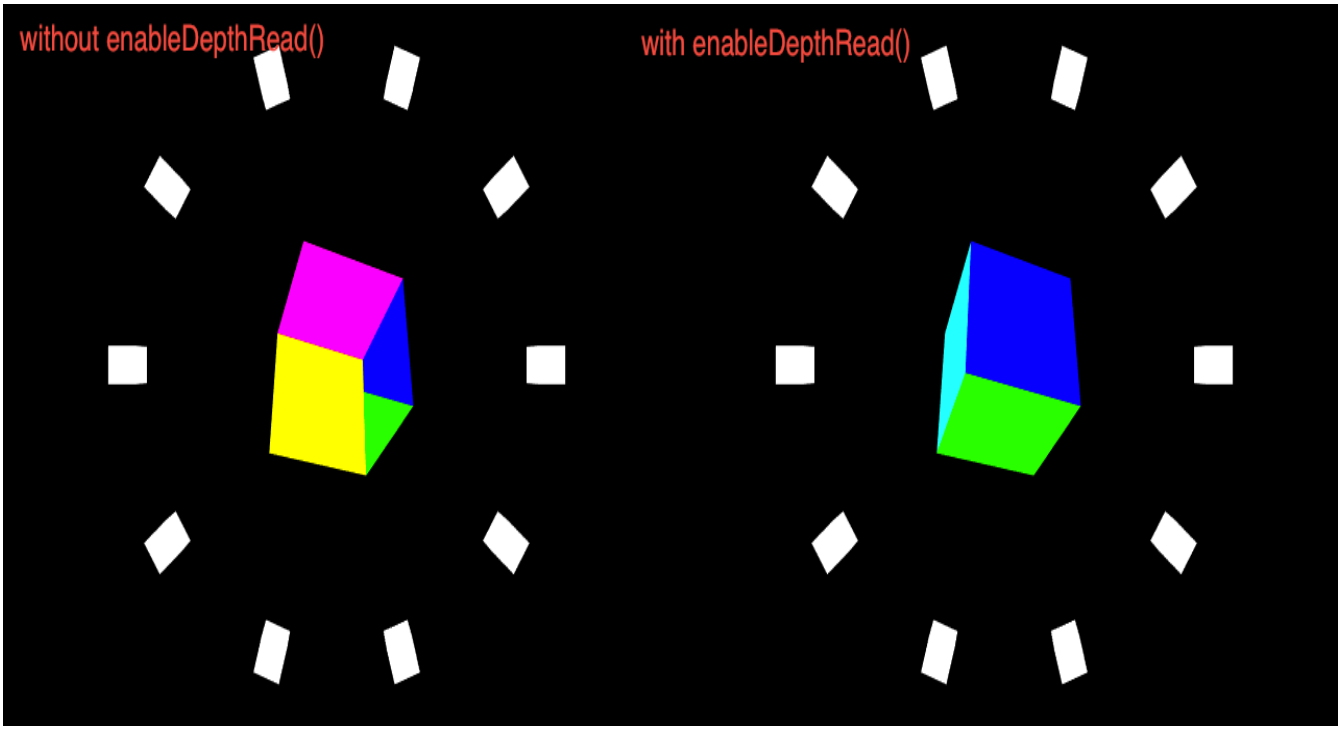



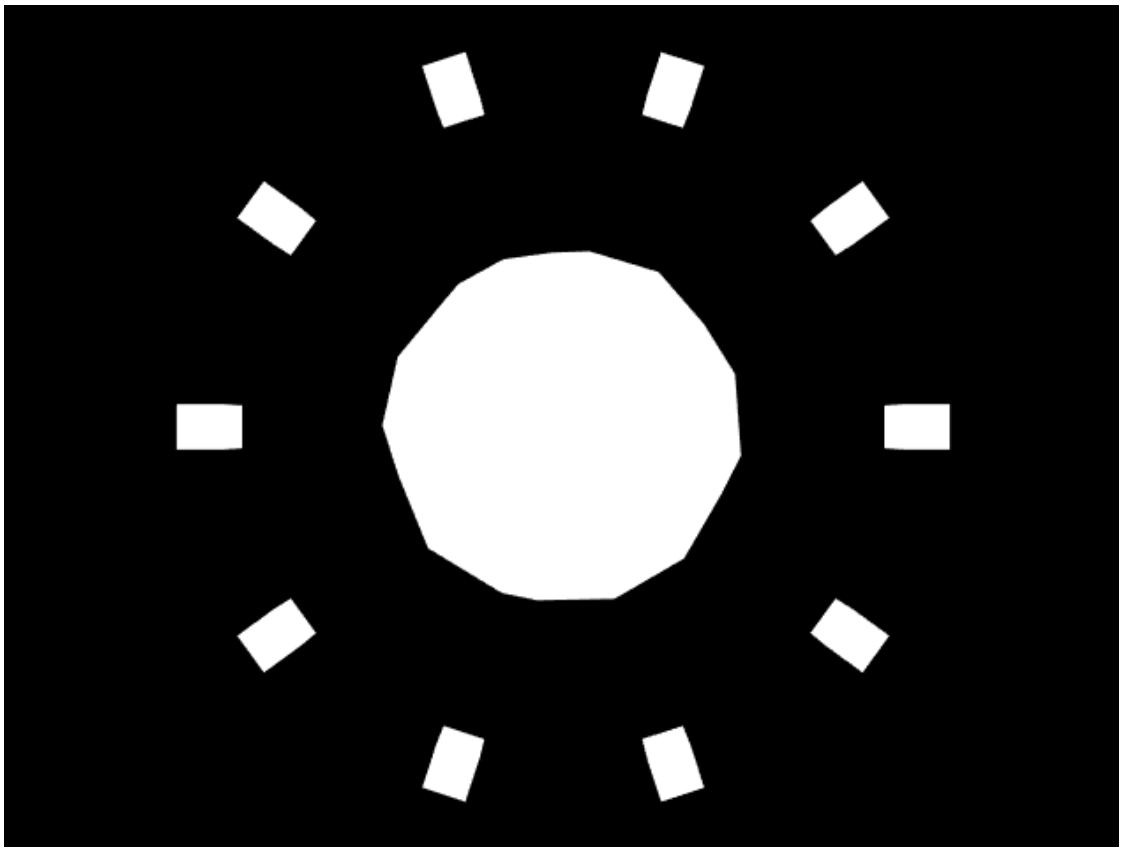
Rotation Around Y Axis

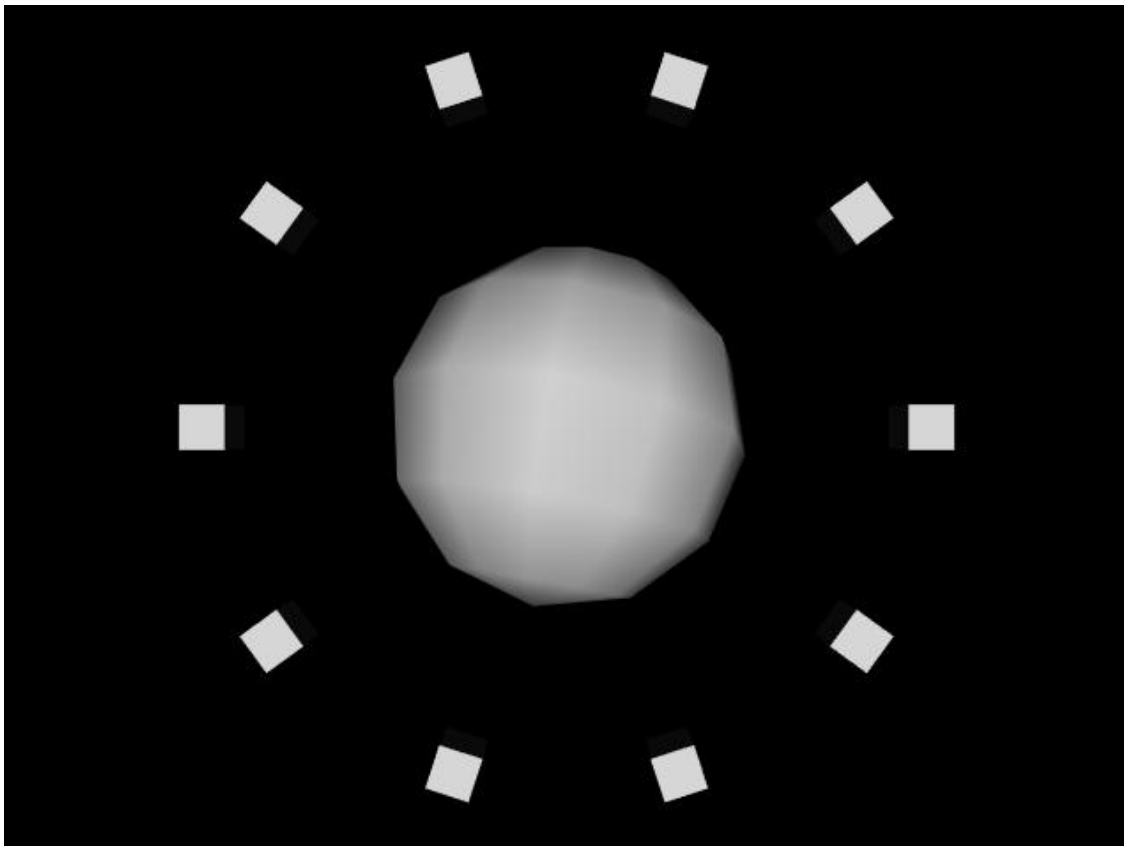


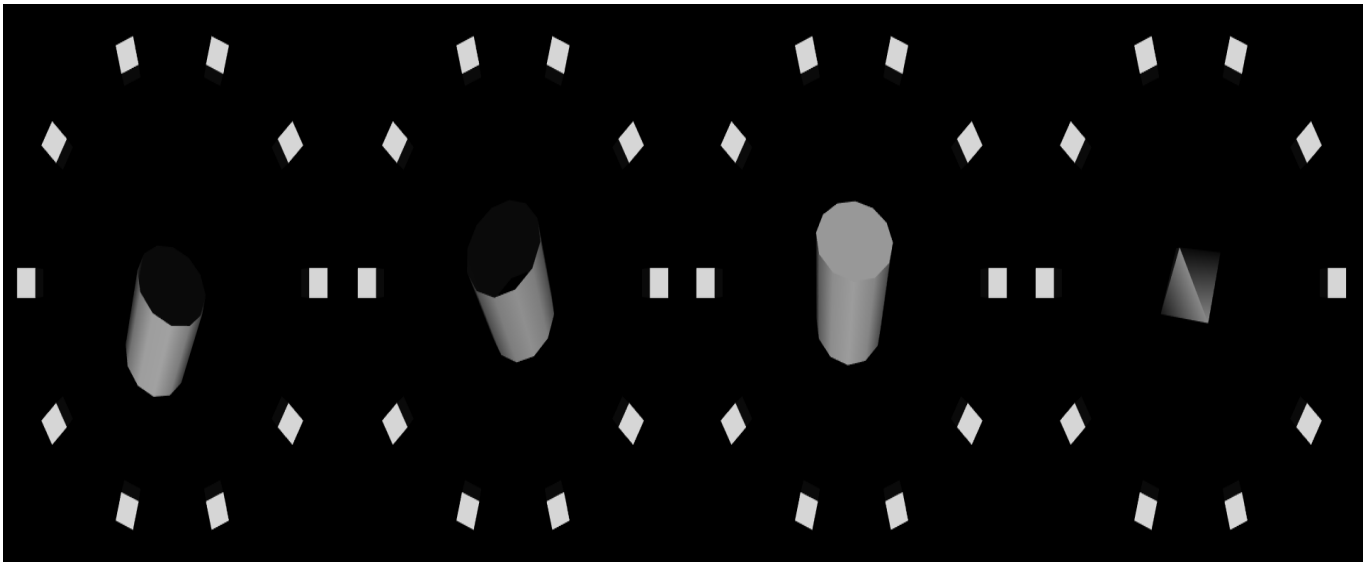



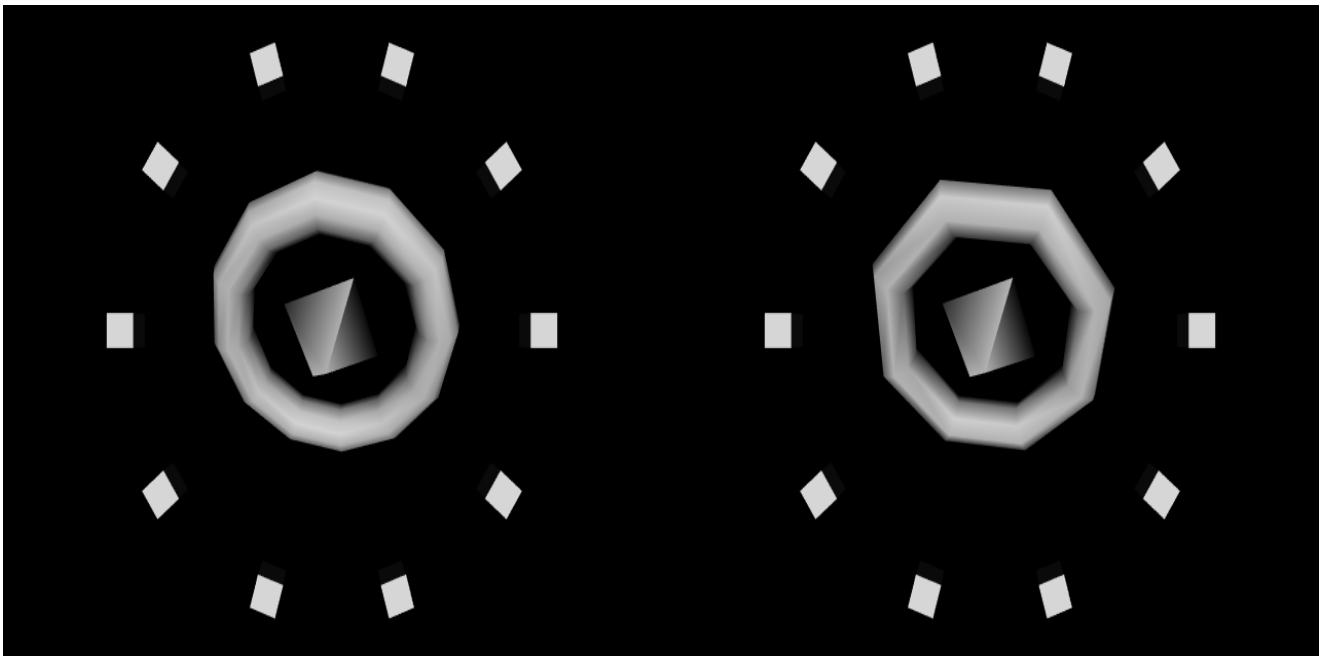

before
after


without enableDepthRead()
with enableDepthRead()

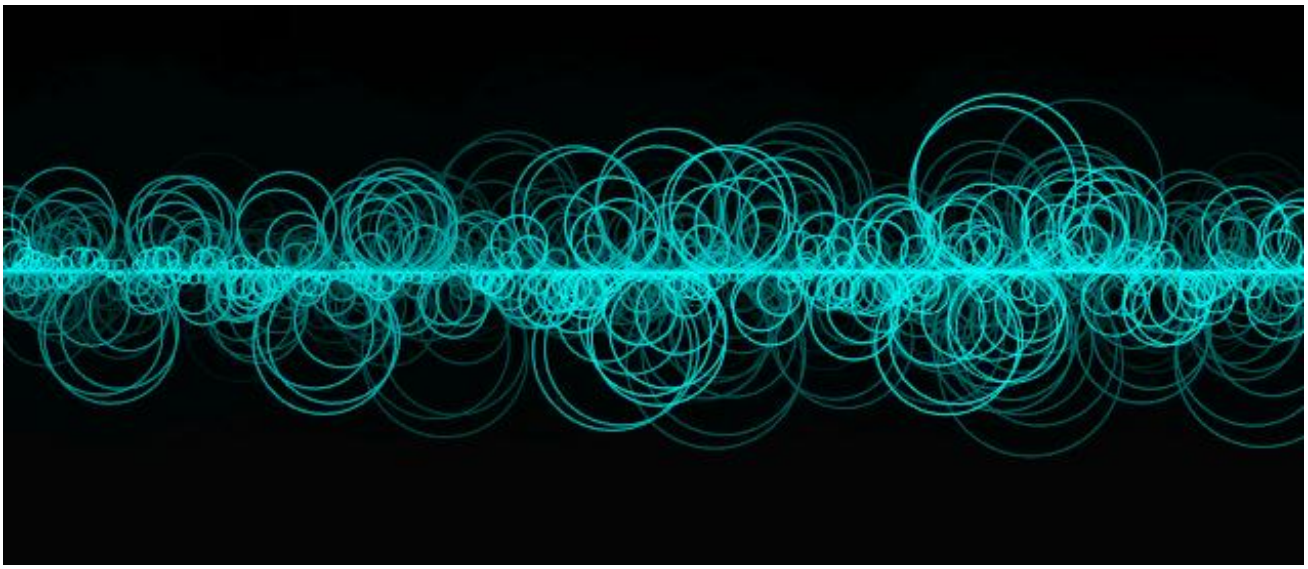
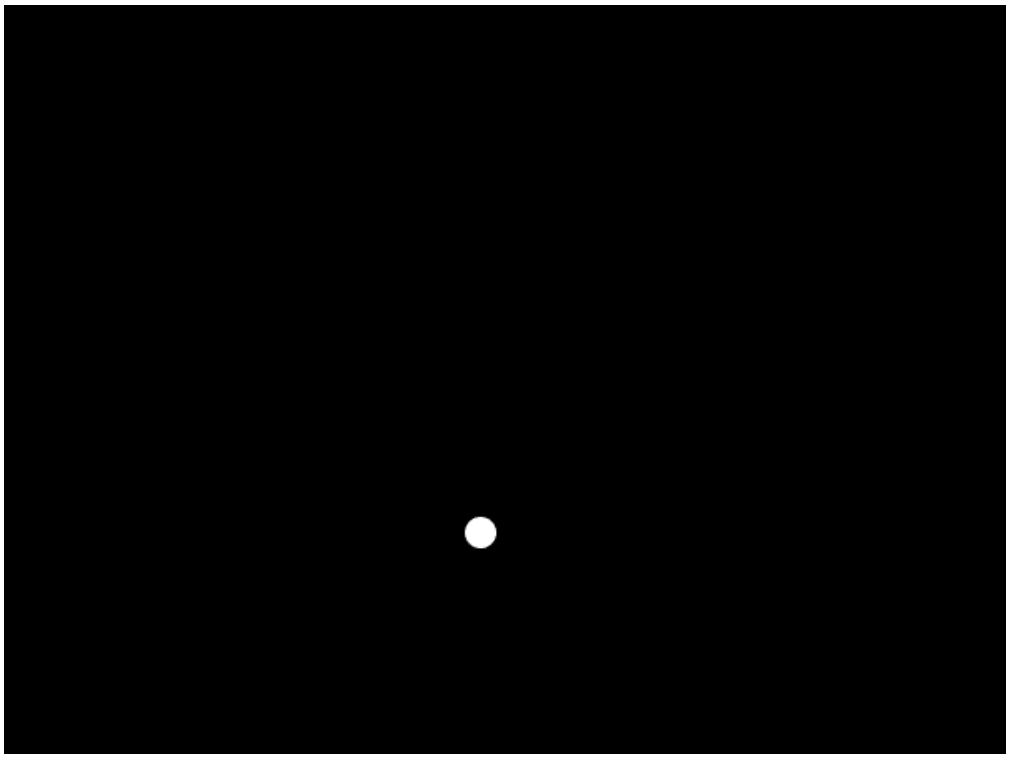
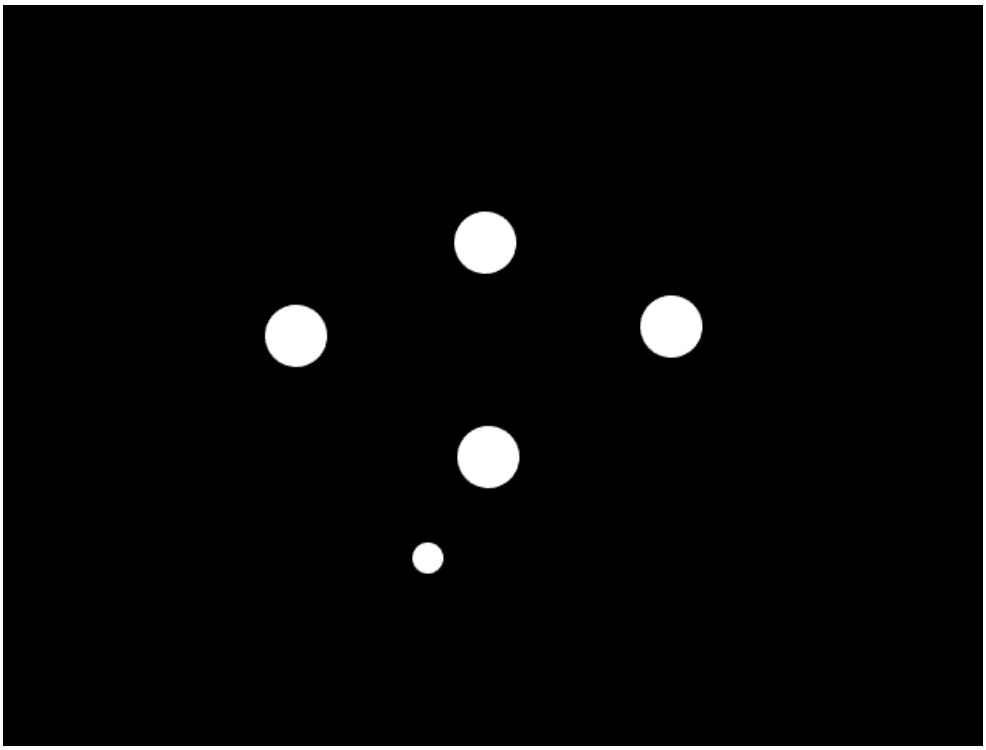
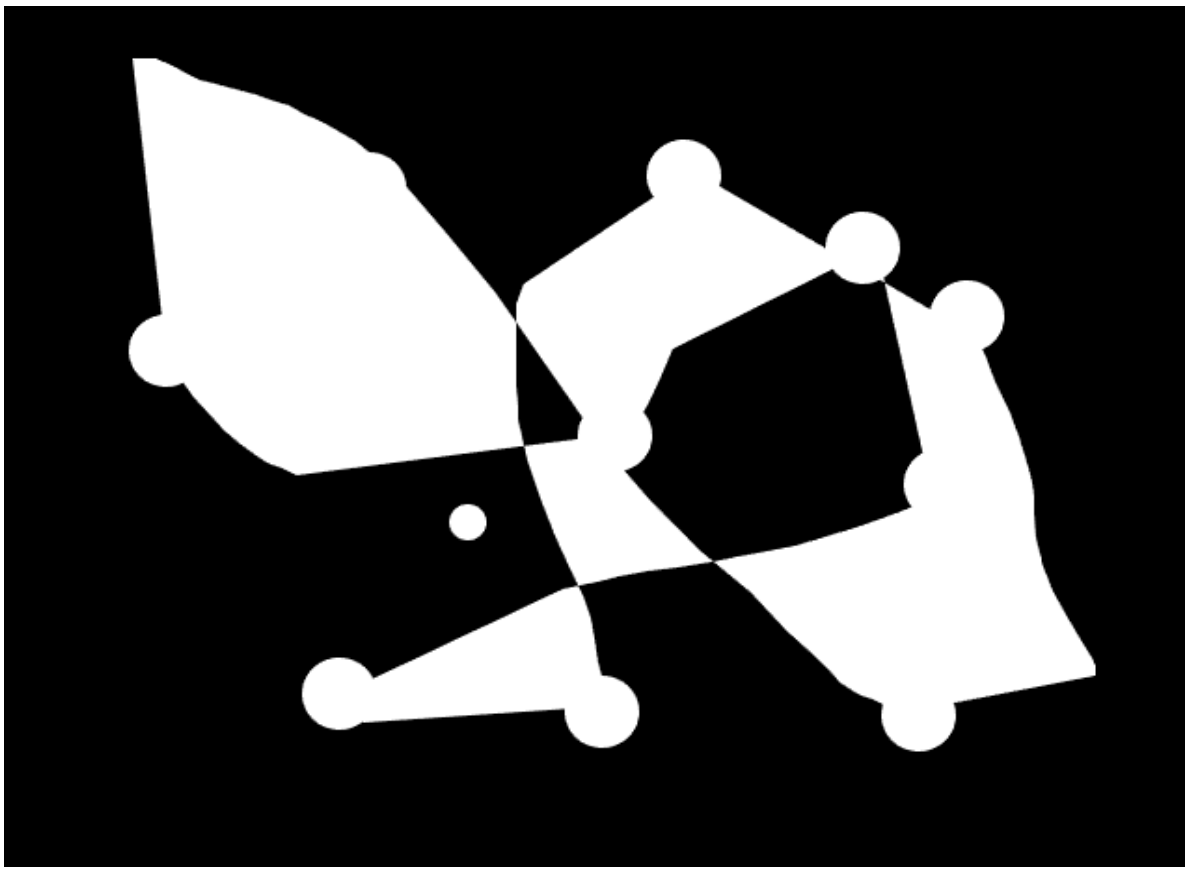
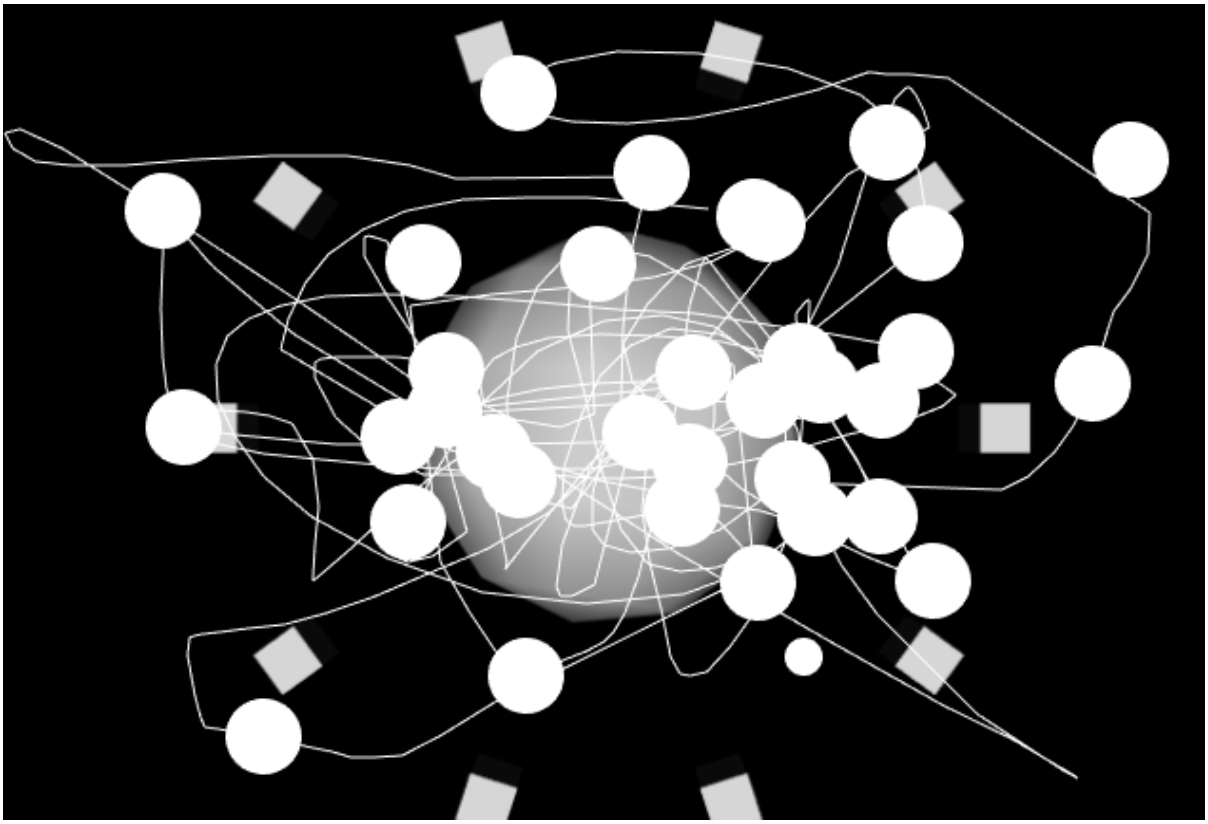








# Chapter 9: Enter Sound – Adding Sound and Audio



# Chapter 10: Talk to the User – Adding Interactivity and UI Events