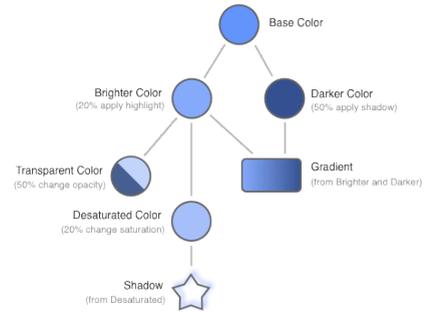
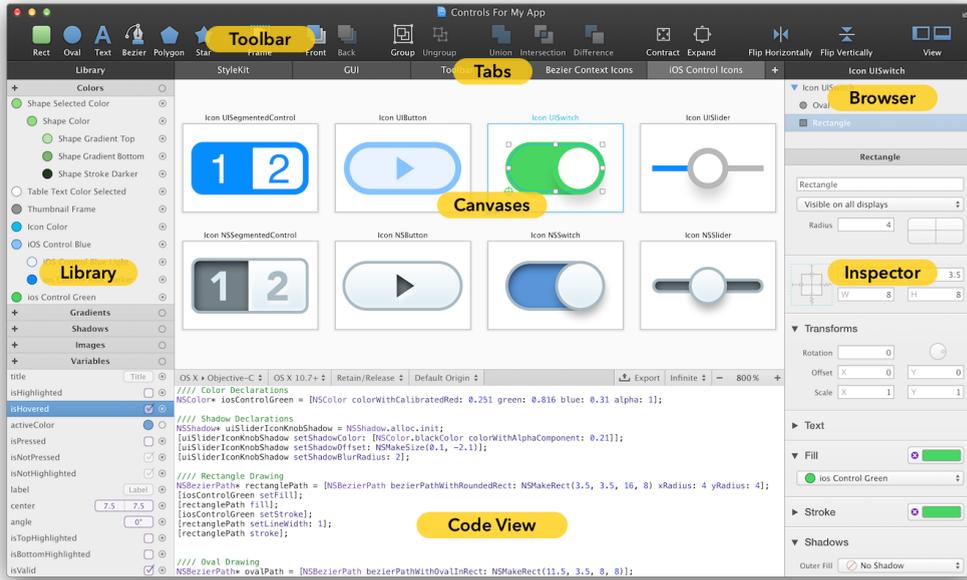


PaintCode

PixelCut (2012)

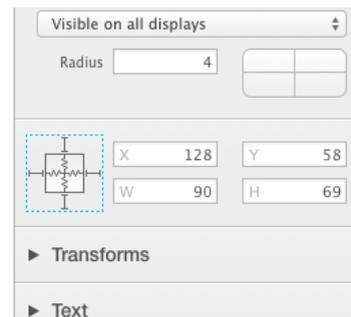
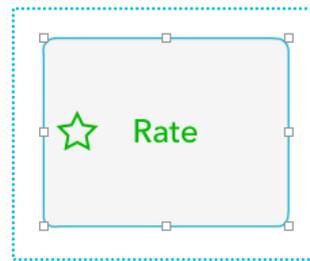
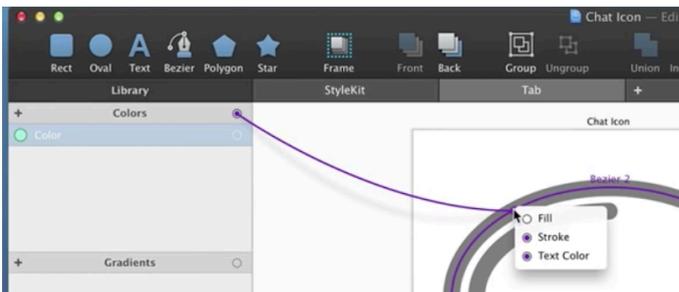
PaintCode is a production quality illustration program with parametric features that programmers would love. You can design parametric illustrations and then export code (Swift, SVG, CSS) that generates the art with parametric hooks.



An illustration of how colors are parametrically constrained/generated.

You can't edit the code. The linked representation can help you learn how to program. Just flipping between output languages (Swift, Objective C, etc...) is educational. This is related to the idea of code puppeteering—perform to see the corresponding code generated.

In general, constraints in PaintCode are not systemic (as in Apparatus), but special case per feature; this is how it maintains a production quality user interface that nonetheless captures some powerful parametric features.



Colors and variables are threaded into object properties—either on the canvas or through the inspector.

Spatial constraints can be established between special frames and shapes (and vertices), allowing visually adjustable parametric systems to be built up.