

# Openframeworks

Openframeworks is an creative coding framework written in C++. This means it is not very beginner friendly but can be a lot more stable and fast for your installations then other creative coding tools.

The framework is free and open source and runs on Windows, macOS and Linux

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# OpenFrameworks: Getting Started

## Getting started:

1. Go to this page: <https://openframeworks.cc/download/>
2. Choose the instruction page that matches your operating system.
3. Try to compile an OF example to get a feel for the workflow and the code.

If you are looking for help and support go here: <https://forum.openframeworks.cc/>

## OF examples

Openframeworks has a lot of built-in examples that you can use to get an idea of what can look here: <https://openframeworks.cc/examples/> for online version of the examples.

## OF Tutorial

Take a look at [this](#) youtube tutorials playlist

<https://www.youtube.com/embed/S0ZBDbNddm4>

His youtube channel has many OF tutorials.

# Artists using OpenFrameworks

Zach Liebermann

<https://www.youtube.com/embed/JlXeptR-Ouo>

Kyle McDonald

Artist website can be found [here](#)

Theo Watson

This [article](#) on medium showcases a number of artists using creative coding for their work including OpenFrameworks