

可參考以下函式：

Environment

size()

2D Primitives

arc()

ellipse() / ellipseMode()

line()

rect() / rectMode()

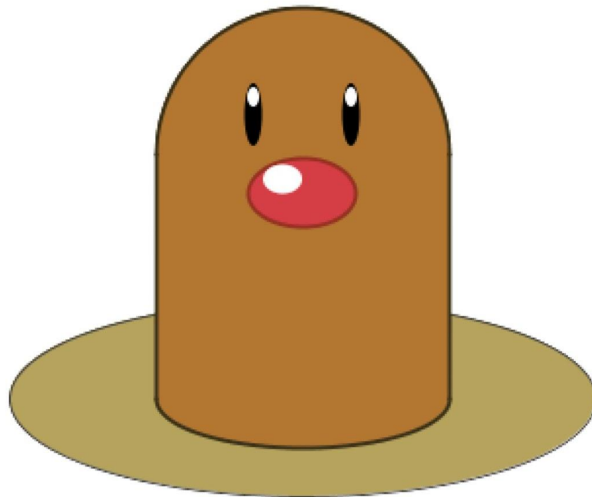
Color

background()

fill()

noStroke()

stroke() / strokeWeight()

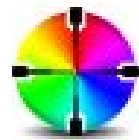


補充

1. 安裝 **ColorPick Eyedropper** (Chrome擴充功能)

2. 參考函式

<https://processing.org/reference/>



ColorPick Eyedropper

An eye-dropper & color-p
webpages.

補充

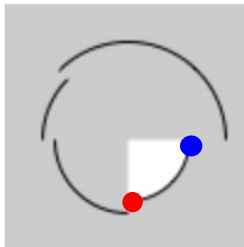
arc()

`arc(a, b, c, d, start, stop)`
`arc(a, b, c, d, start, stop, mode)`

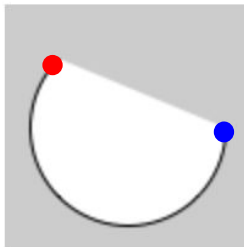
* 順時針

● start

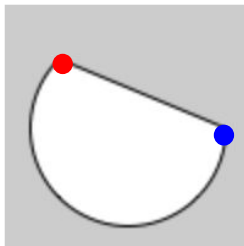
● stop



```
arc(50, 55, 50, 50, 0, HALF_PI);  
noFill();  
arc(50, 55, 60, 60, HALF_PI, PI);  
arc(50, 55, 70, 70, PI, PI+QUARTER_PI);  
arc(50, 55, 80, 80, PI+QUARTER_PI, TWO_PI);
```



```
arc(50, 50, 80, 80, 0, PI+QUARTER_PI, OPEN);
```



```
arc(50, 50, 80, 80, 0, PI+QUARTER_PI, CHORD);
```

練習一

Poké ball

實作:15min

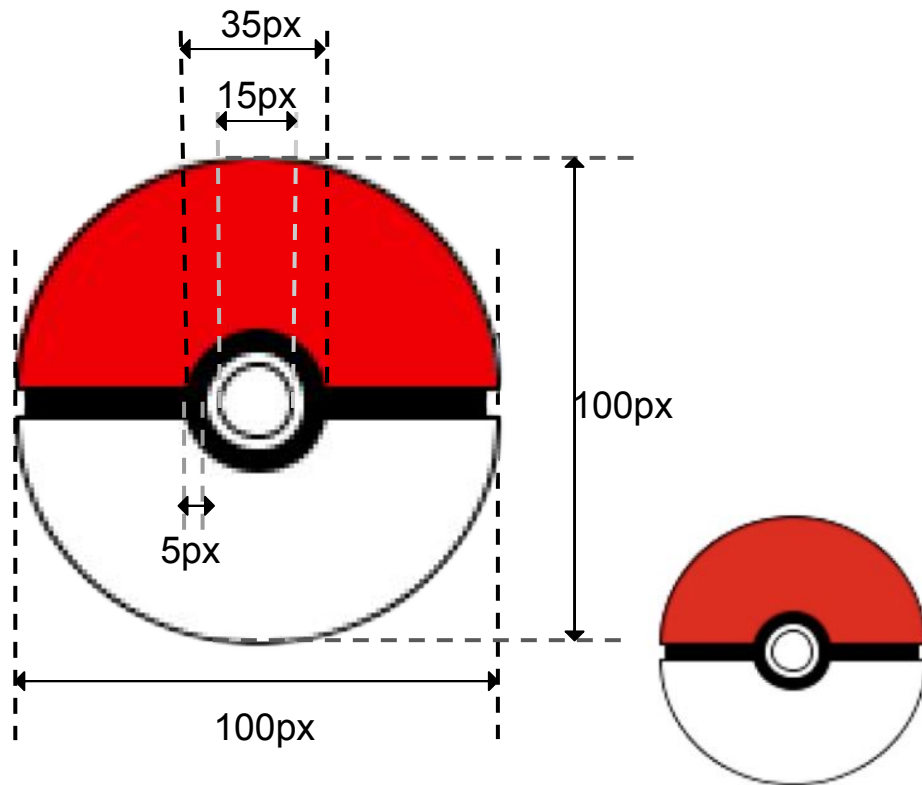
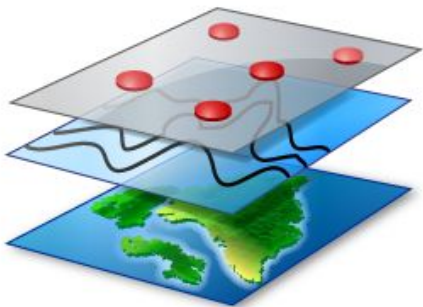
解答:5min

- 1.將圓心畫在視窗中心
- 2.中間白小圓寬度為15px 邊線為1px

* 提示

從底層畫起

相似即可



練習二

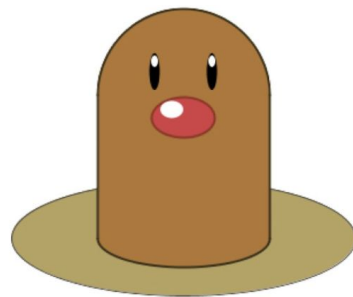
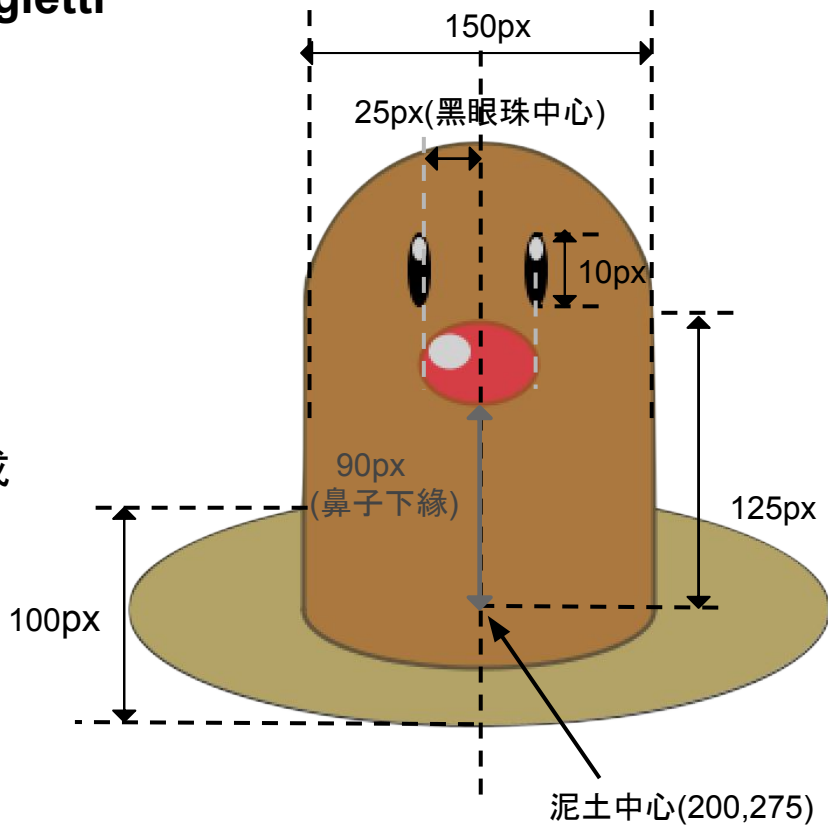
digletti

實作:25min
解答:8min

- 1.泥土寬度為地鼠寬度的2倍
- 2.鼻子寬度為兩眼中心的距離

* 提示

地鼠身體由半圓形、
長方形及半橢圓形組成
相似即可



練習三

doraemon

實作:25min

解答:8min

1.將頭部中心畫在視窗中心

2.鬚鬚粗度為1.5px

中間鬚鬚較上下鬚鬚長約5px

* 提示
相似即可

