

Googly Eyes



We're going to make an image with eyes that follow our mouse!

1. Create a new sketch in Processing and add `setup()` and `draw()` methods.
2. Find an image on the internet and drop it into your sketch. It can be anything you want, as long as it has eyes!
3. In your `setup()` method, import your image using the following code:

```
PImage face = loadImage("face.jpg");
background(face);
```
4. Change the code you just entered so that "face.jpg" matches the name of your picture.
5. Set the size of your sketch and the size of your image to be the same. **Enter the following code in between the previous two lines you entered:**

```
size(800,600);
face.resize(width,height);
```
6. In your `draw()` method, place white ellipses over the eyes in your image.
7. Now add pupils to your eyes (i.e. the black part).
8. Use `mouseX` and `mouseY` to move the left pupil when the mouse moves.
9. Now make the right pupil move by using `mouseX + [some distance]` and `mouseY + [some distance]`.
10. Here's the tricky part: stop the pupils from going outside of the eyes! To do this, imagine a rectangle that the pupil should stay within. When `mouseX` or `mouseY` goes outside of these bounds, set it back to the boundary. Put this code **before** you draw the ellipses.



