

## Tash Me!



We are going to make a program that allows us to put a mustache onto a person's face!

1. Create a new Processing sketch and add `setup()` and `draw()` methods.
2. Find a photo of a face, it can be anyone you want:
  - a. Find an image on google
  - b. Right click on the image and select "Save Image As"
  - c. Rename your image something short (e.g. "friend")
  - d. Save the image on your desktop
  - e. Drag the image from your desktop and drop it into your sketch
3. At **the very top** of your sketch, add the following code:

```
PIImage mustache;  
PIImage friend;
```
4. Load your image by adding the following code to your `setup()` method:

```
friend = loadImage("friend.jpg");  
size(800, 600);  
friend.resize(width,height);
```
5. Change "friend.jpg" from the previous step so that it matches the name of your image.
6. Set "friend" as your background using the `background()` method
7. Find an image of a mustache on google. **Make sure it has a transparent background.** Search for "mustache transparent" or "mustache png". Follow steps a - e under step 2.
8. In your `setup()` method, load your mustache image using the following code:

```
mustache = loadImage("mustache.jpg");
```

9. Change “mustache.jpg” from the previous step so that it matches the name of your image.
10. In your `draw()` method, add the mustache using:  

```
image(mustache, 400, 300);
```
11. Change **the previous line of code** so that the mustache moves with your mouse!
12. Use an `if` statement to make the mustache appear only when the mouse is pressed.
13. Inside of your `if` statement, redraw the background just like you did in the `setup()` method. This will make it so that only one mustache appears at a time.

**Optional:**

14. Add or subtract a number from `mouseX` and `mouseY` so that your mustache appears exactly where you click your mouse.
15. Resize your mustache so that it fits better using:  

```
mustache.resize(int width, int height)
```
16. Draw a hat on your image when the right mouse button is clicked using:  

```
if (mouseButton == RIGHT){  
  }  
}
```



