# Zombie Eyes



We're going to make a face with color-changing eyes!

1. Create a new sketch in Processing and add `setup()` and `draw()` methods.

2. Find an image of a face on google. It could be a zombie, a cat, or whatever you like.

3. Drop your image into your Processing sketch.

4. Load your image in your `setup()` method using the following code:
   ```
   PImage face = loadImage("face.jpg");
   image(face, 0, 0);
   ```

5. Change the code you just entered so that "face.jpg" is the same as the name of your image.

6. 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);
   ```

7. In your `draw()` method, place two ellipses over the eyes.

8. Give the irises a color using `fill(int red, int green, int blue)`.

9. Change your fill command so that color of the eyes changes when the mouse moves. **Hint:** use `mouseX` and `mouseY`.

10. Draw black pupils on top of the irises.