UNIVERSITY OF CANBERRA
AUSTRALIA'S CAPITAL UNIVERSITY

Faculty of Arts and Design

Student Number:	U3202330
Student Name:	David Cayetano Ascencio Navarro
Unit Name:	Programming for design
Name of Tutor:	Simon Thompson
Assignment topic:	Project 1
Due date:	Week 7 16th September 2019 23:55

Self portrait

Through the beginning of the assignment I focused mainly coding the crust of the portrait. My aim was to divide the code in parts so I could follow patterns of what it was being built.

All code is divided in main areas, starting with the face and hair and moving to the features that would correspond to the portrait.

This allowed me to identify errors and fix through commenting in the code to check what didn't work and make corrections as I was writing the code.

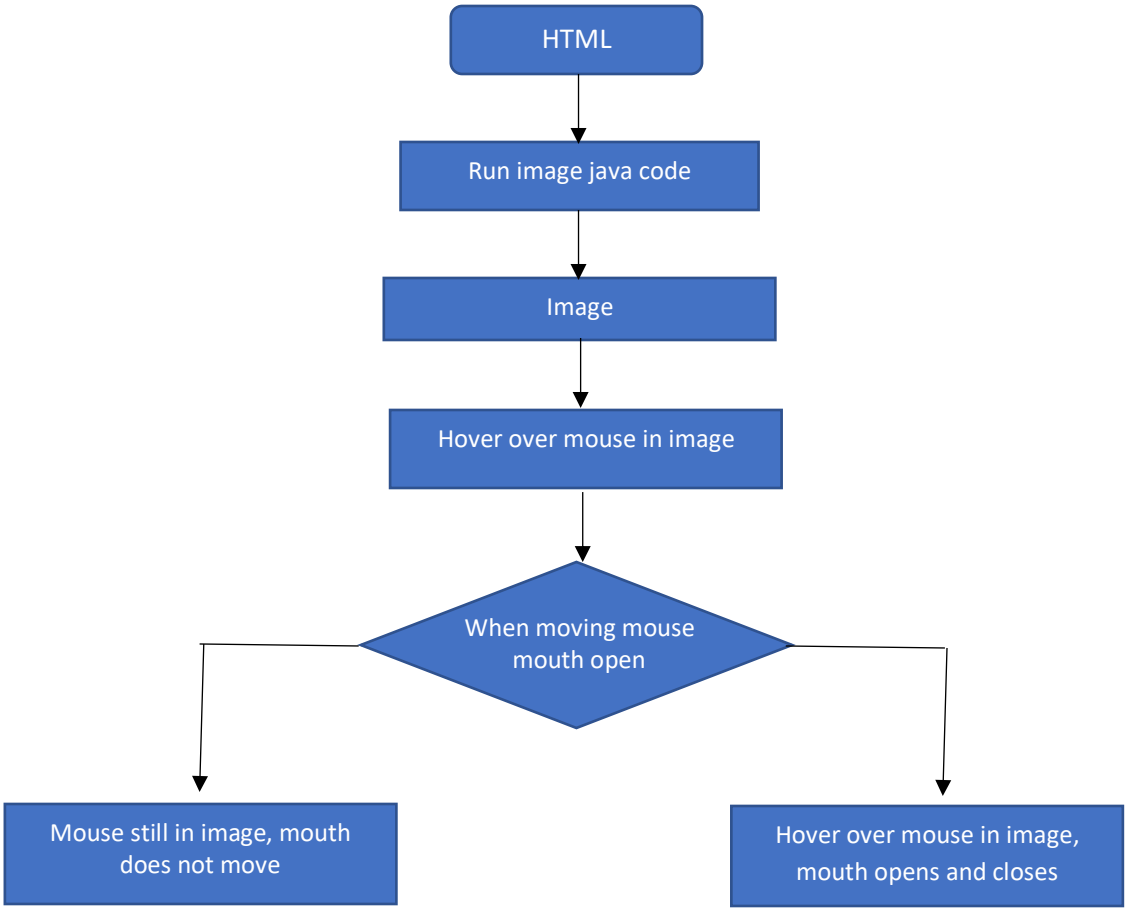
Building the shapes and forms of the portrait gave me the ability to identify how the variables in java work (x. y, z) and how to modify shapes and colours.

Once I had the shape of the face with the desired features, I moved on to the upper chest areas with the details of the suspenders, and buttons of the shirt.

I attempted to code eye movement in the image, I have left the code as I could not figure out how to link the mouse and the eyes.

Lastly, I focused into code one of the face features to move. I added movement variables in the mouth as hovering over the mouse in the picture to simulate open and close action.

See below flow chart:



Pseudo code below:

```
let xLeft = 220;

let xRight = 280;

let y = 172;

let nextSmile = 0;


 // If the mouse position has changed from area (up or down),
 // then set the next smile to occur in 50 frames from now.
 if (pmouseX != mouseX) {
   nextSmile = frameCount + 50;
 }
          //Note*I could not get this code to work*
 // If the mouse is on the canvas, move the eyes to look in that direction
 if (mouseX > 0 && mouseX < width && mouseY > 0 && mouseY < height) {
   // Map the mouse location to the location of the pupils
   xLeft = map(mouseX, 180, 10, 165, 170, true);
   xRight = map(mouseX, 160, 10, 165, 170, true);
   y = map(mouseY, 172, 10, 165, 170, true);
 } else {
   // Default values, looking straight ahead
   xLeft = 220;
   xRight = 280;
   y = 172 nextSmile = frameCount;
// Do not show an open mouth if the mouse is not in the image
 }
```

Project 1 reflection:

As a conclusion of my assignment, I can say that the first project gave me a better understanding of how websites operate and how online features have moved from HTML coding to a Java code.

Giving synergy and aesthetics to what programs look now a days. This first project was fun and interactive that kept me engaged and interested to understand how other programs work as an example, Unity, Maya and other software packages that I am currently practicing for the first time.

At this stage to be a very beginner of coding and using the soft wares learnt in the project 1. I am happy about how this project worked. However, more practice and time must be dedicated to understanding major intricacies and details of coding.