

Art and Code | FWCD

Army Of Zoog

Objective

Practice with the loops

Instructions

Turn one Zoog into many

```
size(500, 500);
background(255);
ellipseMode(CENTER);
rectMode(CENTER);

//Body
stroke(0);
fill(150);
rect(240, 145, 20, 100);

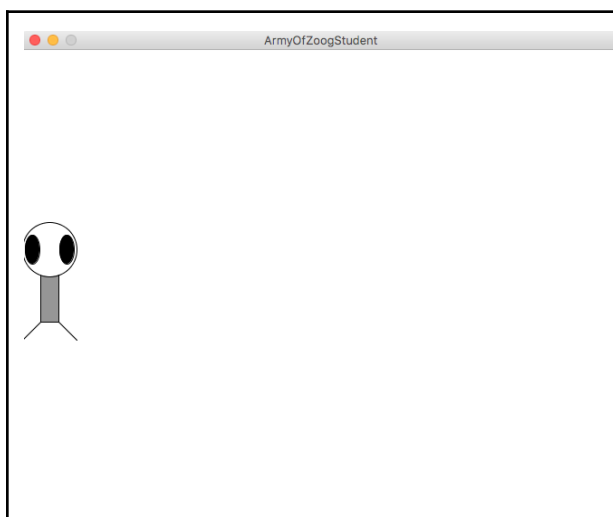
//Head
fill(255);
ellipse(240, 115, 60, 60);

//Eyes
fill(0);
ellipse(221, 115, 16, 32);
ellipse(259, 115, 16, 32);

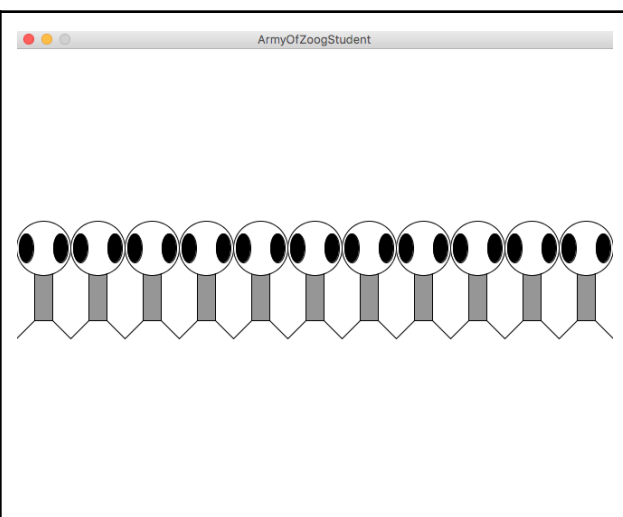
//Legs
stroke(0);
line(230, 195, 220, 205);
line(250, 195, 260, 205);
```

Examples

From



To



Army Of Zoog

Hints

Zoog is about 60 Pixels wide

Challenge

- March the Zoog Army Forward and Back
- Create multiple rows of Zoog Infantry
- Use P3D and the Z coordinate with `translate(0,0,Z)` to march the army forward