

For the first assignment, I drew the snowman called Olaf from the famous Disney movie “Frozen”. Olaf is a cartoon character that most people are familiar with and he is really cute. The main picture is about Olaf and his baby, two snowmen who standing under the shining sun. Surprisingly, if you want to explore further, just click the mouse and you will find them reaching the musical note. Besides, by clicking the mouse, my signature will be shown.

For the procedure of drawing Olaf using processing, I first downloaded a picture of Olaf in a classic posture and draw a rough draft on the paper, calculating the appropriate canvas size and the overall layout of my picture. I decided to create two functions named Olaf and Sun, by which I could draw two Olafs and two musical notes using basically the same code, except changing the variables and do some scaling. To achieve this, I separated the picture into four parts: the main character Olaf, the sun, the musical note and my signature. For Olaf, I coded separately: coding the main part using mainly ellipse for the body and curve for the head, and then hair, eyes, nose, smile, teeth, arm, feet, using a large amount of curve as well as some shapes like triangle, ellipse etc. For the sun, I coded with arc and ellipse. As for the musical note, I used ellipse, rectangle and lines. In addition, I creatively add an interaction in my coding using if condition, so that the musical notes, and the author of the whole design, i.e. my signature, will only show up (and give you a surprise) if you click on the mouse.

For my coding procedures, I truly understood the importance of the overall planning process with pen and paper, compared to the real coding process. Besides, I tried and succeeded in implementing functions, scaling and reusing them. Also, I found the processing reference page really helpful, in which I learned how to use the if condition to create a little interaction. Finally, with the if condition, I also simplified the coding process for curve by printing out the mouseX and mouseY while clicking points in the console.

Overall, I strengthened my coding skills with different shapes, and also familiarized with the coding using curves. I had fun in this assignment and found it really rewarding.