

Art and Code | FWCD

Monster_Animal_Avatar

Objective

The goal is to get comfortable with Processing and calling methods as well as the Java Coordinate System.

Instructions

Create a Monster, Animal, or Avatar by using the [Reference Sheet](#) and basic Processing methods. Your picture should include a background color, eyes, ears, nose, mouth, body, arms, and legs (mobility mechanism). You need to use at least 1 arc. Feel free to put whatever twist on the picture you would like. This is not only encouraged on all labs, but expected.

