Java script Avatar

cabelo

fill(36, 32, 30);

beginShape();

vertex(181, 45);

bezierVertex(111, -7, 2, 87, 90, 286);

vertex(66, 390);

vertex(349, 394);

vertex(352, 394);

vertex(321, 303);

bezierVertex(337, 70, 222, 9, 180, 45);

endShape();

pescoço

fill(199, 149, 122);

beginShape();

vertex(232, 297);

bezierVertex(218, 290, 230, 319, 279, 400);

vertex(117, 400);

bezierVertex(174, 317, 165, 302, 161, 293);

endShape();

face

fill(245, 188, 157);

beginShape();

vertex(113, 121);

vertex(183, 67);

bezierVertex(211, 51, 258, 104, 264, 121);

vertex(266, 247);

bezierVertex(193, 368, 150, 276, 116, 250);

vertex(116, 250);

vertex(113, 120);

endShape();

risco do olho

fill(245, 188, 157);

arc(230, 168, 50, 25, 245, 339);

fill(245, 188, 157);

arc(149, 168, 50, 25, 204, 308);

sobrancelhas

fill(245, 188, 157);

arc(231, 148, 53, 20, 224, 343);

fill(245, 188, 157);

arc(147, 148, 53, 20, 198, 340);

olhos

fill(240, 250, 240);

arc(231, 174, 45, 23, 9, 462);

arc(151, 174, 45, 23, 9, 462);

fill(29, 31, 29);

arc(231, 174, 20, 20, 9, 454);

arc(151, 174, 20, 20, 9, 462);

fill(245, 250, 245);

arc(233, 171, 11, 11, -27, 454);

arc(153, 171, 11, 11, 9, 462);

nariz

fill(245, 188, 157);

beginShape();

vertex(204, 206);

bezierVertex(235, 231, 149, 230, 180, 207);

endShape();

piercing nariz

noFill();

beginShape();

curveVertex(160, 192);

curveVertex(199, 225);

curveVertex(210, 222);

curveVertex(201, 216);

curveVertex(165, 248);

endShape();

boca

fill(240, 120, 126);

arc(191, 239, 71, 59, 1, 180);

fill(250, 240, 241);

arc(191, 244, 52, 37, 1, 180);

dentes

line (214, 253, 168, 253);

line (200, 259, 200, 244);

line (184, 260, 184, 244);

line (192, 262, 192, 244);

line (208, 258, 208, 244);

line (177, 258, 177, 244);

line (169, 253, 169, 244);

camisola

fill(48, 169, 173);

beginShape();

vertex(41,400);

bezierVertex (123, 338, 163, 276, 200, 400);

bezierVertex (220, 287, 234, 308, 364, 400);

endShape();