P5 Assign 1

Draw a Scene

Create and save a new P5.js file as Assign1DrawAScene.

Marking

80% - drawing the scene with the requirements below

10% - proper indenting is maintained (Use *Edit… Tidy Code* to fix your indenting)

10% - proper commenting is included (end of function comments:  *} // end draw*  )

Set Up

Create a canvas that is approximately 700 x 700 with a background of your choice

Then in draw(), add 3 lines of text at the top of the window:

Main Task

Your goal is to draw one of the following things/scenes.

* a house on a street
* an old school ipod
* a car or truck or submarine
* a snowman
* a MineCraft Creeper
* Stanley Cup or other trophy
* For a tougher challenge, try a colourful Canadian Flag
* any other scene that you can think of

Your drawing must include:

* A background colour
* At least 10 shapes, including all of the following:
  + Lines
  + Rectangles or squared
  + Ellipses or circles
  + Optional shapes: triangles, quad, arc
* some shapes must be filled, using multiple colours
  + You could also use *random(255)* to affect your color codes.
* multiple stroke thicknesses. Example: strokeWeight(5);

Tips

* It is sometimes easier to draw with: rectMode(CENTER);
* Then if you want to go back to normal rectangle mode: rectMode(CORNER);
* Consider using noFill() & noStroke()

**Done early?**

Practice adding a Font and give your artwork a title.

Try animating your picture. Can you make your snowman wave by moving your mouse? Or add a bird that flies across your screen.

If you already know how to add images, figure out how to include a picture as a background. For example, you could have a winter scene picture behind your snowman. To do this you do NOT use the *background( )* code, you just put the right sized image at 0,0. Example: *image(snowscenePic, 0, 0, 400, 600)*;