

```
var fade;  
var fadeAmount = 1;  
let imag  
let fadeswitch = false;
```

```
function setup() {  
  createCanvas(400, 400);  
  fade = 0;  
  image(imag, 0, 0);  
}
```

```
let scale = 400;
```

```
function preload() {  
  sans = loadSound('sounds/sans.mp3')  
  hog = loadSound('sounds/hog-rider.mp3')  
  sonic = loadSound('sounds/youre-too-slow.mp3')  
  amogus = loadSound('sounds/amogus.mp3')  
  imag = loadImage('photos/Gorillaz.jpg');  
}
```

```
function mousePressed(){  
  if (mouseX < scale/2 && mouseY < scale/2)  
    sans.play()  
  if (mouseX > scale/2 && mouseX < scale && mouseY < scale/2)  
    hog.play()  
  if (mouseX < scale/2 && mouseY > scale/2 && mouseY < scale)  
    sonic.play()  
  if (mouseX > scale/2 && mouseX < scale && mouseY > scale/2 && mouseY < scale)  
    amogus.play()  
}
```

```
function draw() {
```

```
  if (fade==255){  
    fadeswitch = !fadeswitch;  
    fade = 0;  
  }
```

```
  if (!fadeswitch){  
    Background()  
    Sans()  
    Hogrider()
```

```

Sanic()
Amogus()
fade += fadeAmount;
}
if (fadeswitch){
  tint(255, fade/10)
  image(imag, 0, 0, 400, 400)
  fade += fadeAmount;
}
}

```

```

function Sans(){
  //start sans
  ellipse(scale * (21/80), scale * (14/40), scale * (1/4), scale * (2/20));
  ellipse(scale * (21/80), scale * (11/40), scale * (1/4), scale * (3/20));
  stroke(255, 255, 255, fade)
  ellipse(scale * (21/80), scale * (14/40), scale * (0.9/4), scale * (1.9/20));
  pop();
  ellipse(scale * (15/80), scale * (23/80), scale * (2/30));
  ellipse(scale * (27/80), scale * (23/80), scale * (2/30));
  push();
  fill(0, 200, 255, fade);
  ellipse(scale * (27/80), scale * (23/80), scale * (1/30));
  pop();
  ellipse(scale * (15/80), scale * (23/80), scale * (1/90));
  ellipse(scale * (27/80), scale * (23/80), scale * (1/90));
  push();
  fill(255, 255, 255, fade)
  curve(scale * (18/80), scale * (1/80), scale * (15/80), scale * (27/80), scale * (27/80), scale *
(27/80), scale * (24/80), scale * (1/80));
  curve(scale * (15/80), scale * (20/80), scale * (15/80), scale * (27/80), scale * (27/80), scale *
(27/80), scale * (32/80), scale * (15/80));
  pop();
  push();
  stroke(0);
  strokeWeight(2)

```

```

line(scale *(16/80), scale *(27.5/80), scale *(16/80), scale *(28.5/80));
line(scale *(18/80), scale *(28/80), scale *(18/80), scale *(29.5/80));
line(scale *(20/80), scale *(28.2/80), scale *(20/80), scale *(30/80));
line(scale *(26/80), scale *(27.6/80), scale *(26/80), scale *(28.5/80));
line(scale *(24/80), scale *(28.1/80), scale *(24/80), scale *(29.5/80));
line(scale *(22/80), scale *(28.3/80), scale *(22/80), scale *(30/80));
pop();
triangle(scale *(21/80), scale *(24/80), scale *(20/80), scale *(27/80), scale *(22/80), scale *(27/80))
//end of sans
}

```

```

function Background(){
//background
background(0);
fill(0, 0, 0, fade);
push();
fill(255, 255, 255, fade);
textSize(scale/10);
text('Amogus', scale *(12/40), scale/10);
text('Lemon days', scale *(8/40), scale *(39/40));
rect(scale *(10/20), scale *(21/40), scale *(17/40), scale *(7/20));
rect(scale *(10/20), scale *(6/40), scale *(17/40), scale *(7/20));
rect(scale *(1/20), scale *(6/40), scale *(17/40), scale *(7/20));
rect(scale *(1/20), scale *(21/40), scale *(17/40), scale *(7/20));
//end of background
}

```

```

function Hogrider(){
//start of hog rider
push();
fill(130, 80, 0, fade)
rect(scale *(42/80), scale *(18/80), scale *(14/80), scale *(18/80), scale *(2/80))
pop();
rect(scale *(47/80), scale *(13/80), scale *(4/80), scale *(7/80));
rect(scale *(41/80), scale *(28/80), scale *(16/80), scale *(10/80), scale *(2/80))
push();
fill(130, 80, 0, fade)
rect(scale *(46/80), scale *(31/80), scale *(6/80), scale *(3/80), scale *(2/80))
pop();
push()
fill(255, 120, 150, fade);
rect(scale *(59/80), scale *(18/80), scale *(12/80), scale *(18/80), scale *(2/80))
pop();
}

```

```

push()
fill(255, 210, 150, fade)
triangle(scale * (60/80), scale * (29/80), scale * (61/80), scale * (34/80), scale * (63/80), scale * (34/80))
triangle(scale * (70/80), scale * (29/80), scale * (67/80), scale * (34/80), scale * (69/80), scale * (34/80))
pop()
push()
fill(255, 255, 255, fade)
ellipse((scale * 45/80), scale * (23/80), scale * (5/80), scale * (4/80))
ellipse((scale * 53/80), scale * (23/80), scale * (5/80), scale * (4/80))
ellipse((scale * 60/80), scale * (23/80), scale * (3/80), scale * (4/80))
ellipse((scale * 70/80), scale * (23/80), scale * (3/80), scale * (4/80))
pop()
push()
fill(200, 100, 130, fade)
ellipse((scale * 65/80), scale * (32/80), scale * (5/80), scale * (4/80))
pop()
ellipse((scale * 45/80), scale * (23/80), scale * (2.5/80), scale * (2/80))
ellipse((scale * 53/80), scale * (23/80), scale * (2.5/80), scale * (2/80))
ellipse((scale * 60/80), scale * (23/80), scale * (1.5/80), scale * (2/80))
ellipse((scale * 70/80), scale * (23/80), scale * (1.5/80), scale * (2/80))
line(scale * (47/80), scale * (33/80), scale * (51/80), scale * (33/80))
ellipse((scale * 64/80), scale * (32/80), scale * (1.5/80), scale * (2/80))
ellipse((scale * 66/80), scale * (32/80), scale * (1.5/80), scale * (2/80))
//end of hog rider
}

```

```

function Sanic(){
  //start of sanic
  push();
  fill(0, 0, 180, fade)
  triangle(scale * (5/80), scale * (44/80), scale * (20/80), scale * (57/80), scale * (22/80), scale * (50/80))
  triangle(scale * (5/80), scale * (54/80), scale * (20/80), scale * (57/80), scale * (22/80), scale * (50/80))
  ellipse(scale * (26/80), scale * (55/80), scale * (20/80), scale * (15/80))
  pop();
  push();
  fill(255, 210, 150, fade)
  ellipse((scale * 28/80), scale * (58/80), scale * (10/80), scale * (5/80))
  pop();
  curve(scale * (10/80), scale * (51/80), scale * (26/80), scale * (58/80), scale * (31/80), scale * (58/80), scale * (32/80), scale * (55/80));
}

```

```

push();
fill(255, 255, 255, fade)
ellipse((scale * 26/80), scale * (52/80), scale * (14/80), scale * (6/80))
pop()
push()
fill(0, 0, 180, fade)
stroke(0, 0, 180, fade)
triangle(scale * (26/80), scale * (52/80), scale * (28/80), scale * (49/80), scale * (24/80), scale *
(48/80))
triangle(scale * (26/80), scale * (52/80), scale * (28/80), scale * (55/80), scale * (24/80), scale *
(55/80))
pop()
ellipse((scale * 24/80), scale * (52/80), scale * (1.5/80))
ellipse((scale * 31/80), scale * (52/80), scale * (1.5/80))
//end of sanic
}

```

```

function Amogus(){
  //start of amogus
  push()
  fill(235, 0, 0, fade)
  ellipse(scale * (50/80), scale * (57/80), scale * (7/80), scale * (10/80))
  rect(scale * (50/80), scale * (46/80), scale * (14/80), scale * (20/80), scale * (2/80))
  pop();
  push();
  fill(0, 180, 255, fade)
  ellipse(scale * (60/80), scale * (52/80), scale * (12/80), scale * (7/80))
  pop();
  //end of amogus
}

```