



“Shield”

Jenny Hou

I decided to make an image of the shield from an anime called The Rising of the Shield Hero because it is my absolute favorite anime and my favorite character is the protagonist who wields a shield as his weapon. I started by choosing a center coordinate for the jewel in the shield and then I made all the other vec2 points by adding offsets to this center coordinate. I wanted to give it a clean crisp look but also have some dimension to it, so I added some shading using triangles and quadrilaterals to give the impression of metal and used a bunch of circles to add shading and highlights to the jewel. I made an inRectangle function using the inTriangle function to make it faster to make the many quadrilaterals I used in this graphic. I overlaid a lot of shapes to create some of the more “complex” details, like the black lines in the shield are just 3 shield bases (pentagons) of different sizes on top of each other, with the topmost base being the smallest and the middle one peeking out from underneath it to give the appearance of black lines. The shading in the middle chunk of the shield below the jewel was done by subtracting the overlapping part of the circle encompassing the jewel from the quadrilateral stretching diagonally across it. I am quite satisfied with the result.