

assignment_02: LANDSCAPE

ARTG 2260: Programming Basics

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Due: Tuesday September 13th 11:59pm

DESCRIPTION

Let's keep rolling with the drawing, and now let's compose a natural landscape!

REQUIREMENTS

Your program must at least include all of the following features:

- Your code has a header section in the form of a multiline comment, specifying the class name, your name, your email, assignment number and your choice of title for this composition: "Snowy Mountains III", "Stormy Sunset", "Romantic View over the Lake"...
- Your composition has a sky, a background and a foreground.
- The landscape presents elements from nature, with at least some form of mountain, vegetal element and sky element.
- Extensive use of color is displayed for the different elements of the landscape.

HACKER POINTS

Complete your choice of the following features (or all!) to get hacker points in the assignment:

- Your composition is drawn with non-primitive shapes, such as `beginShape()`, `endShape()`, `vertex()`, `curveVertex()` or `bezierVertex()`. Make sure to check the Processing Handbook's chapter *Shape 2* and/or the Processing Reference's section *Vertex*.

Mega-hacker points can be gained by generating some of the elements *iteratively*. This means using *for loops* to create certain elements such as grass, flowers, pebbles, raindrops, etc... You can read more about how to use for loops in:

- <https://processing.org/reference/for.html>
- <https://processing.org/examples/iteration.html>

SUBMISSION

Upload your code before the deadline to the shared Google Drive, under "lastname_firstname/assignment_02".

Also, once finished, export an image of your landscape (try Processing's `saveFrame()`), print it out on a landscape oriented (duh!) Letter sheet with color, and bring it to Class 01. We will pin them up to the wall ;)