assignment_03: DECORATIVE PATTERN

ARTG 2260: Programming Basics
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Due: Tuesday September 20th 11:59pm

DESCRIPTION

Well, you should start feeling comfortable now with the basics of drawing and control flow in Processing. It is time to put this to practice.

In this assignment, you are required to design and implement some kind of decorative pattern. You choose the theme and the purpose: a color pattern for a clothing fabric, floral motives for a wall paper, vector geometry for the background of an event poster... You choose to set the context and application of this assignment.

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 pattern: "Scotch Tartan", "21st Art Nouveau", "Polyhedra", etc.
- Your pattern features at least two different shapes.
- Your pattern features at least three different non-gray colors.
- Your program contains at least one conditional and one iteration structure.

HACKER POINTS

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

- Your program contains nested loops.
- Your pattern looks cool ;)

Mega-hacker points can be gained by generating the pattern ***programmatically***. This means that some variables representing certain features are defined beforehand, and shape drawing and generation are based on the manipulation of those variables. For example:

- The number of elements in each direction is defined by `countX` and `countY` variables.
- The pattern adapts to changes in screen size, i.e. your program uses `width` and `height` to determine the location and/or size of certain elements.

Q&A

Should you get stuck or have any questions, please post them to the Google Group. And this is not a workout, so when posting your question, you are encouraged to post the complete file you are working on to make your question easier to understand.

SUBMISSION

Upload your code before the deadline to the shared Google Drive, under "lastname_firstname/assignment_03".

Also, once finished, export an image of your landscape (try Processing's `saveFrame()`), print it out on a Letter sheet with color, and bring it to Class 02. We will pin them up to the wall ;)