

*We're going to make a face with animated eyes. You could use your own face (take a picture with photobooth) or a zombie, a cat, or whatever you like. The eyes should be prominent. e Here's one I made earlier: [http://school.wintrisstech.org/zombie\\_naomi/web-export/](http://school.wintrisstech.org/zombie_naomi/web-export/)*

**0.** Start a new sketch with `setup()` and `draw()` methods.

**1.** Drop the image of the face onto your sketch. Load it like this in the **setup** method:

```
PImage face = loadImage("face.jpeg");  
image(face, 0, 0);
```

**2.** Adjust the size of your sketch if necessary.

```
size(width, height);
```

Or adjust the size of your image like this:

```
face.resize(width, height);
```

Make sure you use the `size` & `resize` command before the `image` command.

**3.** Place 2 ellipses over the irises of the eyes in the **draw** method.

```
ellipse(x, y, width, height);
```

**4.** Give the irises a color with the `fill` command.

```
fill(red, green, blue)
```

**5.** Change the color of the irises when the mouse moves.

```
mouseX  
mouseY
```

**6.** Draw black pupils on top of the irises.

*\*7. [optional] Have the pupils follow the mouse.*