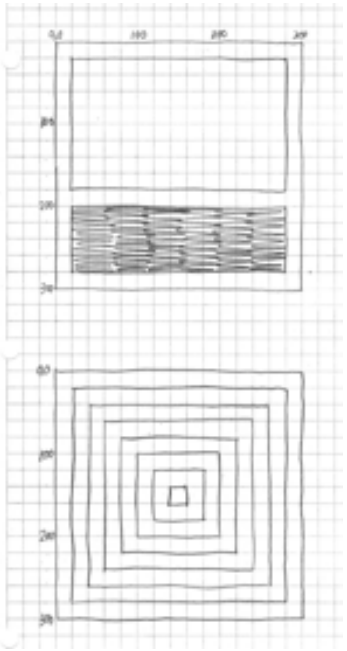

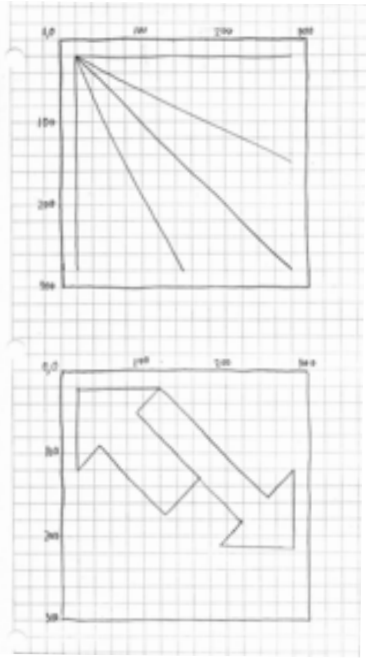

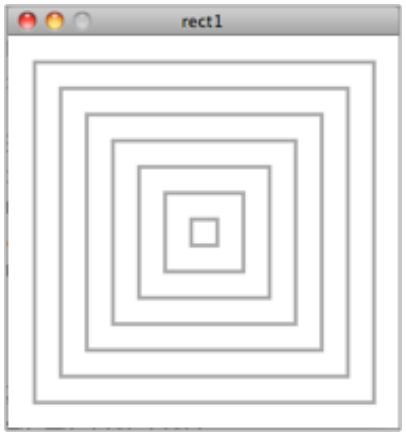

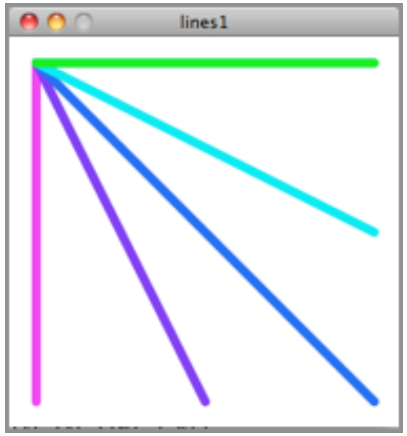

Sample Drawing - Your sketches will not look like this.

// Draw It!

In this exercise you will explore the fundamentals of drawing with code using primitive shapes (lines, triangles, quads, rectangles, ellipses, etc) and complex shapes.
The purpose is to play, manipulate, explore and have some fun with the code…Imagine that!

Sketch each design on graph paper first. Use the graph paper so each square represents 20 pixels squared.

Use Processing and make all sketches 300 x 300.

Begin all sketches with comments that include a description of the sketch, name and date.

Work only with basic parameters in this exercise, such as shape, stroke, fill and color (as well as design principles, such as form, repetition, placement, balance, proximity, etc). Push the limits within those constraints.

Create 11 Sketches:

1. Create two sketches with five lines each that demonstrate pattern (ex1_1.pde, ex1_2.pde)

2. Create two sketches with two rectangles each that demonstrate balance (ex1_3.pde, ex1_4.pde)

3. Create two sketches with ellipses that demonstrate intersection (ex1_5.pde, ex1_6.pde)

4. Create two sketches with two triangles each that communicate conflict (ex1_7.pde, ex1_8.pde)

5. Create two sketches with two arrows each that communicate power (ex1_9.pde, ex1_10.pde)

Helpful code:

```
size (300,300);
```

Drawing attributes:

```
smooth();                 // adds anti-aliasing
noSmooth();               // turns of anti-aliasing
stroke(x);                // x is color
noStroke();               // turns off stroke
strokeWeight(x);          // x is amount in px
strokeCap();
strokeJoin();
fill(x);                  // x is color
noFill();                 // turns off fill
```

Drawing modes:

```
ellipseMode();            // default
ellipseMode(CENTER);      // draw from center
rectMode();               // default
rectMode(CENTER);         // draw from center
```

Primitive shapes:

```
line(x1,y1,x2,y2);
triangle(x1,y1,x2,y2,x3,y3);
quad(x1,y1,x2,y2,x3,y3,x4,y4);
rect(x,y,width,height);
ellipse(x,y,width,height);
arc(x,y,width,height,start,stop);
```

Complex shapes:

```
beginShape();
vertex(x,y);
vertex(x,y);
endShape();
```

// Put It Together

Create a self-portrait illustrating your response from "what makes you unique" on the first day of class survey (ex1_11.pde)

// Challenge (optional)

Create a 3D version of your initials (ex1_challenge.pde)

// Digital Submission

A folder to the class files (in SCC 2102) titled:

FirstNameLastInitial-Ex1 (with all 11 sketch folders (with pde files))

// Analog Submission

1.Graph paper sketches

2.Code printouts

3.Screen shots of all sketches

// Due Date

BEGINNING OF NEXT CLASS. Note: We will view and discuss this exercise in our next class. Your work must be complete before class. Be prepared to discuss your ideas and results.