Bitmoji code for final project

var drawBitmojiHead = function (headX, headY, headH){

noStroke();

fill(255,205,148);

ellipse(headX-(headH/100\*0),headY-(headH/100\*0),headH/100\*83,headH/100\*100); //head

fill(53,40,30);

arc(headX-(headH/100\*32), headY+(headH/100\*13), headH/100\*20, headH/100\*20, 0, 361 );//beard section

arc(headX-(headH/100\*32), (headY+headH/100\*19), headH/100\*20, headH/100\*20, 0,361);

arc(headX-(headH/100\*30), (headY+headH/100\*25), headH/100\*20, headH/100\*20, 0,361);

arc(headX-(headH/100\*26), headY+(headH/100\*32), headH/100\*20, headH/100\*20, 0, 361 );

arc(headX-(headH/100\*23), headY+(headH/100\*35), headH/100\*20, headH/100\*20, 0, 361 );

arc(headX-(headH/100\*17), headY+(headH/100\*40), headH/100\*20, headH/100\*20, 0, 361 );

arc(headX-(headH/100\*9), headY+(headH/100\*43), headH/100\*20, headH/100\*20, 0, 361);

arc(headX-(headH/100\*0), headY+(headH/100\*43), headH/100\*20, headH/100\*20, 0, 361);

arc(headX+(headH/100\*7), headY+(headH/100\*43), headH/100\*20, headH/100\*20, 0, 361);

arc(headX+(headH/100\*17), headY+(headH/100\*36), headH/100\*20, headH/100\*20, 0, 361 );

arc(headX+(headH/100\*27), headY+(headH/100\*28), headH/100\*20, headH/100\*20, 0,361);

arc(headX+(headH/100\*33), headY+(headH/100\*18), headH/100\*20, headH/100\*20, 0,361);

arc(headX+(headH/100\*35), headY+(headH/100\*13), headH/100\*20, headH/100\*20, 0,361);

rect(headX-(headH/100\*11), headY+(headH/100\*26), headH/100\*19, headH/100\*9, headH /100\*15);

rect(headX-(headH/100\*11), headY+(headH/100\*9), headH/100\*19, headH/100\*9, headH /100\*15);// moustache

quad(headX-(headH/100\*44),headY-(headH/102\*0), headX-(headH/100\*35), headY-(headH /100\*32), headX-(headH/100\*14), headY-(headH/100\*45), headX-(headH/100\*37), headY -(headH/100\*10));// left hair

quad(headX+(headH/100\*43),headY-(headH/100\*5),headX+(headH/100\*34),headY-(headH/100 \*32),headX+(headH/100\*13),headY-(headH/100\*50),headX+(headH/100\*35),headY-(headH/100 \*3));//right hair

stroke(0, 0, 0);//hat

fill(72, 211, 242);

rect(headX-(headH/100\*36), headY-(headH/100\*59), headH/100\*73, headH/100\*31, headH /100\*15);

rect(headX-(headH/100\*26), headY-(headH/100\*73), headH/100\*52, headH/100\*28, headH /100\*3);

fill(21, 122, 66);

rect(headX-(headH/100\*31), headY-(headH/100\*33), headH/100\*62, headH/100\*6, headH /100\*15);

stroke(255, 255, 255);

fill(72, 211, 242);

ellipse(headX-(headH/100\*16),headY-(headH/100\*9),headH/100\*10,headH/100\*8);//left eye

ellipse(headX+(headH/100\*11),headY-(headH/100\*9),headH/100\*10,headH/100\*8);//right eye

noStroke();

fill(0, 0, 0);

ellipse(headX-(headH/100\*16),headY-(headH/100\*9),headH/100\*4,headH/100\*4);//pupils

ellipse(headX+(headH/100\*11),headY-(headH/100\*9),headH/100\*4,headH/100\*4);

stroke(0, 0, 0);

fill(255,205,148);

bezier(headX-(headH/100\*2),headY+(headH/100\*2),headX+(headH/100\*27),headY+(headH /100\*13),headX-(headH/100\*16),headY+(headH/100\*12),headX-(headH/100\*4),headY+(headH /100\*10));// nose

fill(255, 255, 255); //white teeth

arc(headX-(headH/100\*2),headY+(headH/100\*19),headH/100\*30,headH/100\*13,1,180); //mouth

line(headX-(headH/100\*16),headY+(headH/100\*18),headX+(headH/100\*12),headY+(headH /100\*18));

};

var drawBitmojiBody = function(bodyX, bodyY,bodyH) {

noStroke();

fill(255,205,148);//neck

rect(bodyX-(bodyH/100\*17), bodyY+ (bodyH/100\*51), bodyH/100\*32, bodyH/100\*21, bodyH /100\*8);

fill(0, 0, 0);

rect(bodyX-(bodyH/100\*48), bodyY+(bodyH/100 \*70), bodyH/100\*97, bodyH/100\*70, bodyH /100\*26);//shirt

fill(255, 255, 255);

textSize(bodyH/100\*29);

text("JB",bodyX-(bodyH/100\*17), bodyY+(bodyH/100\*92), bodyH/100\*49, bodyH/100\*29);

};

var drawBitmoji = function(bitmojiX,bitmojiY,bitmojiH) {

drawBitmojiHead(bitmojiX,bitmojiY,bitmojiH);

drawBitmojiBody(bitmojiX,bitmojiY,bitmojiH);

};