Drawing Nicolas Leffray’s bitmoji

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

noStroke();

fill(0, 0, 0);

fill(255, 224, 189); // skin tone fill

ellipse(bodyX,bodyY,bodyH/100\*86,bodyH/100\*94); // head/face

fill(255, 255, 255);

arc(bodyX +bodyH/100\*50, bodyY +bodyH/100\* 42,bodyH/100\* 44, bodyH/100\*71, 1, 400); //right chisel

arc(bodyX-bodyH/100\*49, bodyY + bodyH/100\*44,bodyH/100\* 45, bodyH/100\*73, 1, 421); // left chisel

fill(94, 20, 20); // hair color tone fill

triangle(bodyX+bodyH/100\*54, bodyY+bodyH/100\*5, bodyX+bodyH/100\*38, bodyY-bodyH/100\*9, bodyX+(bodyH/100\*33), bodyY-(bodyH/100\*28)); // right hair piece

triangle(bodyX+(bodyH/100\*35), bodyY+(bodyH/100\*5), bodyX+(bodyH/100\*38), bodyY-(bodyH/100\*9), bodyX+(bodyH/100\*33), bodyY-(bodyH/100\*28)); // right piece continued

triangle(bodyX-bodyH/100\*26, bodyY-(bodyH/100\*45), bodyX+(bodyH/100\*38), bodyY-(bodyH/100\*9), bodyX+(bodyH/100\*33), bodyY-(bodyH/100\*28)); // right hair piece continued

triangle(bodyX-(bodyH/100\*37), bodyY-bodyH/100\*23, bodyX-bodyH/100\*54, bodyY-bodyH/100\*7, bodyX+bodyH/100\*33, bodyY-bodyH/100\*28); // left hair piece

fill(79, 76, 79); // beanie color fill

arc(bodyX-bodyH/100\*2, bodyY-bodyH/100\*19, bodyH/100\*84, bodyH/100\*75, 178, 363); // beanie

stroke(0, 0, 0); // fill for the outline for glasses

fill(255, 224, 189); //fill to skin tone for glasses

rect(bodyX-bodyH/100\*27,bodyY-bodyH/100\*11,bodyH/100\*17,bodyH/100\*12); // left glasses

rect(bodyX+bodyH/100\*6,bodyY-bodyH/100\*11,bodyH/100\*17,bodyH/100\*12); // right glasses

line(bodyX-bodyH/100\*10,bodyY-bodyH/100\*3,bodyX+bodyH/100\*6,bodyY-bodyH/100\*3); // middle bridge of glasses

line(bodyX-bodyH/100\*44,bodyY-bodyH/100\*5,bodyX-bodyH/100\*26,bodyY-bodyH/100\*9); // glasses side left

line(bodyX+(bodyH/100\*24),bodyY-(bodyH/100\*10),bodyX+(bodyH/100\*44),bodyY-(bodyH/100\*7)); // glasses side right

fill(115,23,23); // fill for brown eyes

ellipse(bodyX-(bodyH/100\*17),bodyY-(bodyH/100\*4),bodyH/100\*6,bodyH/100\*6);// left eye

ellipse(bodyX+(bodyH/100\*17),bodyY-(bodyH/100\*4),bodyH/100\*6,bodyH/100\*6);// right eye

fill(255, 224, 189); // skin tone fill

bezier(bodyX,(bodyY-bodyH/100\*1),bodyX+(bodyH/100\*21),bodyY+(bodyH/100\*17),bodyX-(bodyH/100\*8),bodyY+(bodyH/100\*17),bodyX+(bodyH/100\*8),bodyY+(bodyH/100\*19)); // nose

fill(255, 255, 255); // fil the whites of the teeth

arc(bodyX+(bodyH/100\*3),bodyY+(bodyH/100\*25),bodyH/100\*30,bodyH/100\*13,1,180);

line(bodyX-(bodyH/100\*14),bodyY+(bodyH/100\*24),bodyX+(bodyH/100\*19),bodyY+(bodyH/100\*24)); // top of the mouth

};

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

fill(255, 224, 189); // skin tone fill

noStroke();

rect(bodyX-bodyH/100\*18,bodyY+bodyH/100\*39,bodyH/100\*42,bodyH/100\*24); // neck

fill(0, 0, 0);

quad(bodyX-bodyH/100\*52, bodyY+(bodyH/100\*88), bodyX+(bodyH/100\*63), bodyY+(bodyH/100\*88), bodyX+(bodyH/100\*24), bodyY+(bodyH/100\*52), bodyX-(bodyH/100\*17), bodyY+(bodyH/100\*52));// t -shirt/body

rect(bodyX-bodyH/100\*52,bodyY+bodyH/100\*87,bodyH/100\*115,bodyH/100\*51); // body continued

fill(255, 255, 255);

textSize(bodyH/100\*30);

text("NL", bodyX-bodyH/100\*15, bodyY + bodyH/100\*110);

};

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

drawBitmojiHead(bodyX,bodyY,bodyH);

drawBitmojiBody(bodyX,bodyY,bodyH);

};

mousePressed = function() {

drawBitmoji(mouseX,mouseY,50, 30);

};

drawBitmoji(120,85,79);