```
PShape land;
void setup() {
  size(100, 100);
  land = loadShape("antarctica.svg");
}
void draw() {
  background(204);
  shape(land, 10, 10);
}
```

```
PShape land;
void setup() {
  size(100, 100);
  land = loadShape("antarctica.svg");
}
void draw() {
  background(204);
  shape(land, 10, 10, 80, 80);
}
```

```
PShape land;
void setup() {
  size(100, 100);
  land = loadShape("antarctica.svg");
  shapeMode(CENTER);
}
void draw() {
  background(204);
  translate(width/2, height/2);
  float scalar = map(mouseX, 0, width, 0.1, 2.5);
  scale(scalar);
  shape(land, 0, 0);
```

```
}
-----------------------------------------------------------------------
PShape land;
void setup() {
  size(100, 100);
  land = loadShape("antarctica.svg");
  noStroke();
}
void draw() {
  background(204);
  land.disableStyle();
  fill(255);
  shape(land, -20, 0);
  fill(102);
  shape(land, 15, 0);
  land.enableStyle();
  shape(land, 50, 0);
}
-----------------------------------------------------------------------
PShape pot;
float angle = 0.0;
void setup() {
  size(100, 100, P3D);
  pot = loadShape("teapot.obj");
}
void draw() {
  background(0);
  lights();
  translate(50, 50);
  scale(12);
  rotateX(angle);
  shape(pot, 0, 0);
```

```
    angle += 0.05;

}

---------------------------------------------------------------------

PShape pot;

void setup() {

  size(100, 100, P3D);

  pot = loadShape("teapot.obj");

  pot.scale(12);

}

void draw() {

  background(0);

  lights();

  translate(50, 50);

  pot.rotateX(0.05);

  shape(pot, 0, 0);

}

---------------------------------------------------------------------

PShape petal;

void setup() {

  size(100, 100, P3D);

  petal = createShape();

  petal.beginShape();

  petal.noStroke();

  petal.fill(0);

  petal.vertex(90, 39);

  petal.bezierVertex(90, 39, 54, 17, 26, 83);

  petal.bezierVertex(26, 83, 90, 107, 90, 39);

  petal.endShape();

  petal.translate(-50, -50);

}

void draw() {
```

```
  background(204);

  shape(petal, 50, 50);

  petal.rotateX(0.01);

}
```