//Death Star Color Composition Lab 2 Assignment.

function setup()

{

createCanvas(400, 400);

background (0);

}

function draw()

{

//Death Star

colorMode (HSB);

fill (114, 7, 50);

stroke (0);

strokeWeight (1);

arc (350, 50, 40, 40, 0, PI + PI, CHORD); //arc (x, y, w, h, start, stop, mode)

//Ray gun circle

noFill ();

stroke (0);

strokeWeight (1);

ellipse (345, 50, 7, 7); //ellipse (x, y, w, h)

//Middle line of Death Star using bezier

noFill ();

stroke (0);

strokeWeight (1);

bezier (330, 50, 340, 60, 360, 60, 370, 50); //bezier (x1, y1 anchor1; x2, y2 control1; x3, y3 control2; x4, y4 anchor2)

//Particle emission

colorMode (RGB);

strokeWeight (4);

stroke (0, 255, 17, 100);

line (345, 50, 220, 200);

//Create planet

//Explosion light

colorMode (RGB);

fill (255, 89, 18, 100);

stroke (0)

strokeWeight (1);

triangle (380, 280, 400, 240, 230, 240); //Far right triangle

triangle (190, 220, 370, 160, 320, 200) //Middle right triangle

triangle (220, 190, 220, 5, 240, 40); //Middle left triangle

triangle (140, 30, 180, 60, 200, 180); //Top triangle

//Planet matter

colorMode(RGB)

fill (20);

stroke (0);

arc (150, 250, 200, 200, 0, PI + PI, CHORD); //arc (x, y, w, h, start, stop, mode)

}