

MY SKETCHBOOK

Question 2

Discuss the progress you have made on your project so far. (400 words)

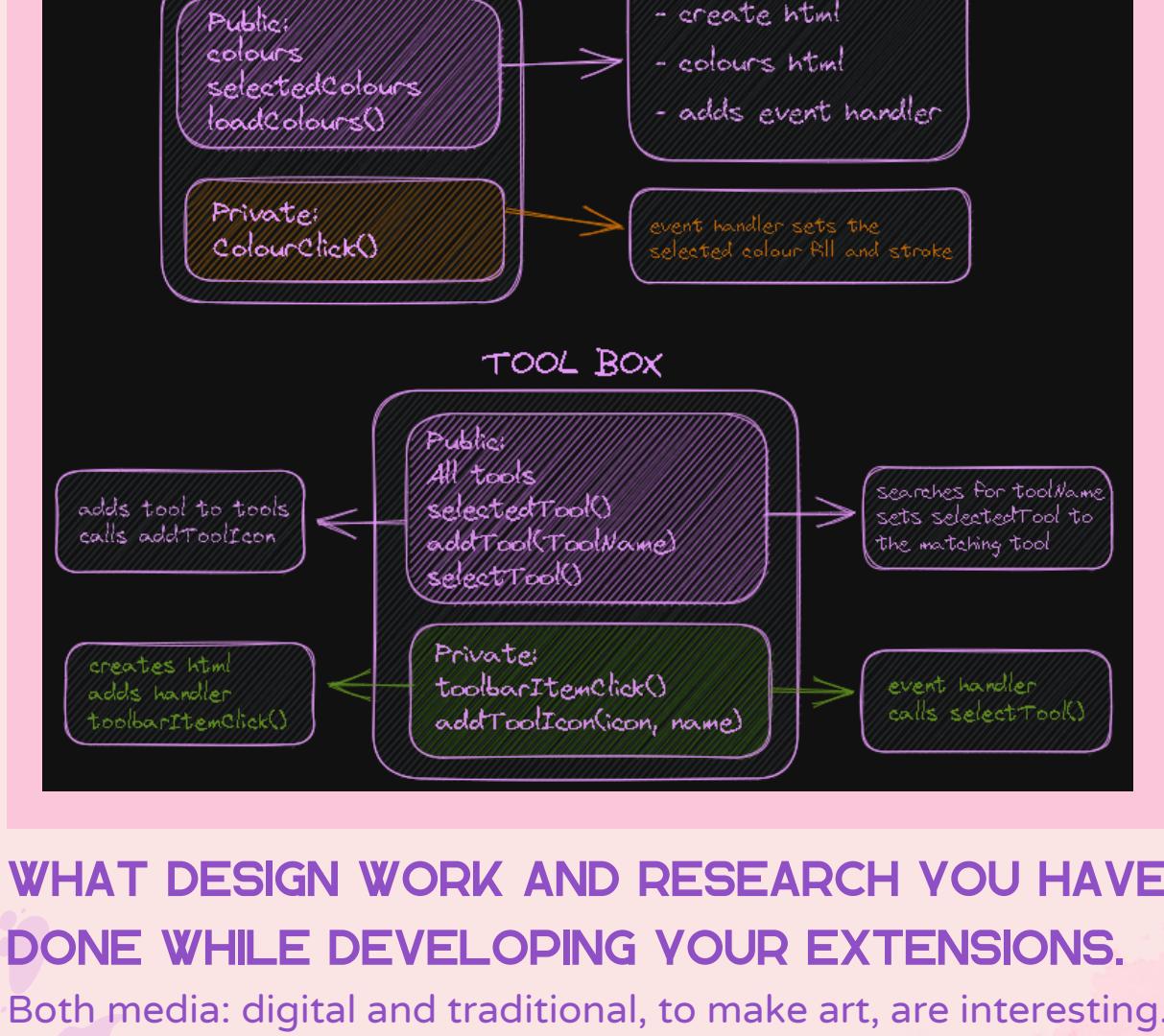
Your answer should include:

- What design work and research you have done while developing your extensions. You can include diagrams here in support of your answer. This might include but not be limited to: brainstorming, interface designs, code diagrams, and notes on the ideas and code.

You don't have to include everything you have done up to this point but try and be selective and select the best examples of your process.

- How much of the code have you written so far. What do you intend to do next?

GRAPH:



WHAT DESIGN WORK AND RESEARCH YOU HAVE DONE WHILE DEVELOPING YOUR EXTENSIONS.

Both media: digital and traditional, to make art, are interesting. Therefore, different functionalities will be added that allow combining these two aspects. Different digital tools will be implemented that allow simulating brushes and traditional tools. But, also others that allow you to enjoy what can only be done with digital art (or at least they would be easier to do).

INTERFACE DESIGN:



BRAINSTORMING



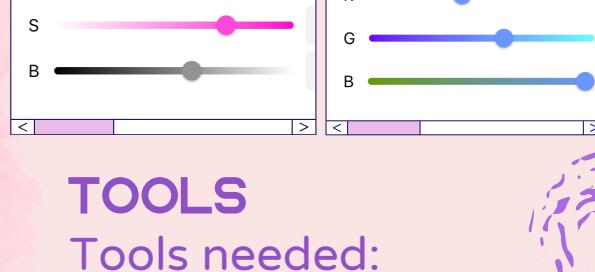
The tools would be separated by category:



BACKGROUND

Creation of sliders:

- RGB
- HSL
- HSB
- ColorPicker



TOOLS

Tools needed:

- EDITABLE SHAPES
- ERASE



SPRAY

- DENSE SPRAY
- SOFT SPRAY

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DECORATION

Decoration elements:

- COLORS
- WATERCOLORS
- HIGHLIGHTERS
- POINTS
- RAINBOW



PAINT BRUSHES

According to traditional brushes:

- ANGLED BRUSH
- CRAYON

Traditional drawing techniques:

- HATCHING
- CHOPSTICKS



SHAPES:

Geometric figures (basic):

- RECT
- ELLIPSE
- CIRCLE
- MIDMOON



EXTRAS

- IMAGES
- STICKERS



DETAILS:

- All tools have two main properties: "icon", "name"

BACKGROUND

- Methods: "draw", "populateOptions", "unselectTool"

BRUSHES

- Methods for all: "draw", "populateOptions", "unselectTool".
- Method for each: "crayon", "plume", "wiggleArcs", "hatching".
- Functions to use: lerp(), abs(), rotate(), translate(), dist(), Math.atan2(), frameCount, createVector().

TOOLS / SHAPES / DECORATION

- Methods: "draw", "populateOptions", "unselectTool"
- Functions to use: ellipse(), circle(), rect(), lerp(), colorMode(), translate(), angleMode(), rotate(), sin(), cos().

SPRAY

- Methods: "draw", "populateOptions", "unselectTool", "paint".

EXTRA

- Methods for all: "draw", "populateOptions", "unselectTool".
- Extra method for addImageTool: "handleFile".
- Functions to use: createFileInput(), createImg(), loadPixels(), updatePixels() and createGraphics().

CLOSE

- Methods: "populateOptions", "unselectTool", "mousePressed", "mouseReleased", "keyPressed", "keyReleased", and "draw".
- Functions to use: copy(), keyPressed(), keyReleased(), mouseReleased(), mousePressed().

HOW MUCH OF THE CODE HAVE YOU WRITTEN SO FAR. WHAT DO YOU INTEND TO DO NEXT?

Only 50% of the code was done, as some tools and functionality are still missing. Next, two sliders will be implemented for each tool in the PAINT BRUSHES category. The first for first to allow the user to adjust the width of the line and the second for the adjustment of the opacity of the line. (These sliders will only be implemented for tools that are still missing.) On the other hand, two new functions will be implemented (for the moment). The first will be a tool that will simulate cloning from one area of the canvas to another. The second will be a tool that allows the user to obtain the value of a color through the pixel of an image or the canvas itself. In addition, environmental music will be implemented. For the tool that allows you to draw stickers on the canvas, the option to choose the size and rotation of the sticker will be added. Finally, the option to choose whether to change the color of the canvas from the R-G-B values of a color or HSB, HSL or finally only through a color selector will be implemented. Some other minor implementations will be made and present bugs will be fixed.