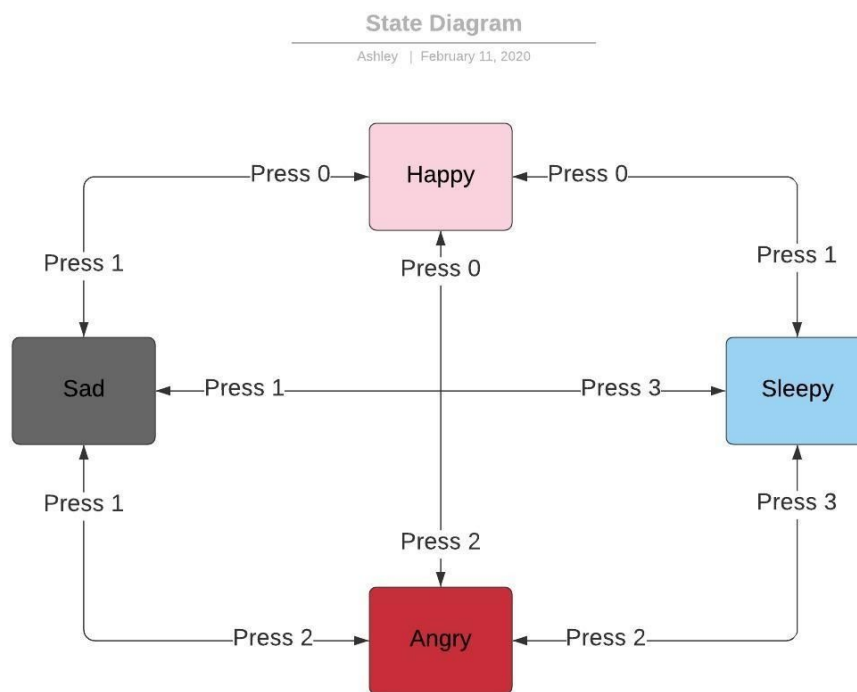


Ashley
Art 385
CodeSelfPortraitP5 with expressions
Due: 13 February 2020

Taking the original Processing assignment, port CodeSelfPortrait and fix all syntax. Then add interactive elements in the form of changing emotions or animations. These changes can include: trapping keyboard and mouse commands, three different emotions conveyed through the eyebrows, eyes, and mouth, using a global variable state machine, and a for...loop.

Interaction Diagram



Hand drawn sketch



Reflections:

In porting the original sketch from Processing to P5, I felt a lot less frustration in making adjustments and finding syntax or logic errors quicker. Getting a smooth animation cycle took a lot of trial and error as did every other element that hadn't already been a part of the original Processing sketch. I am very happy with the 'final' version and the ease in switching between any of the created states and animations.