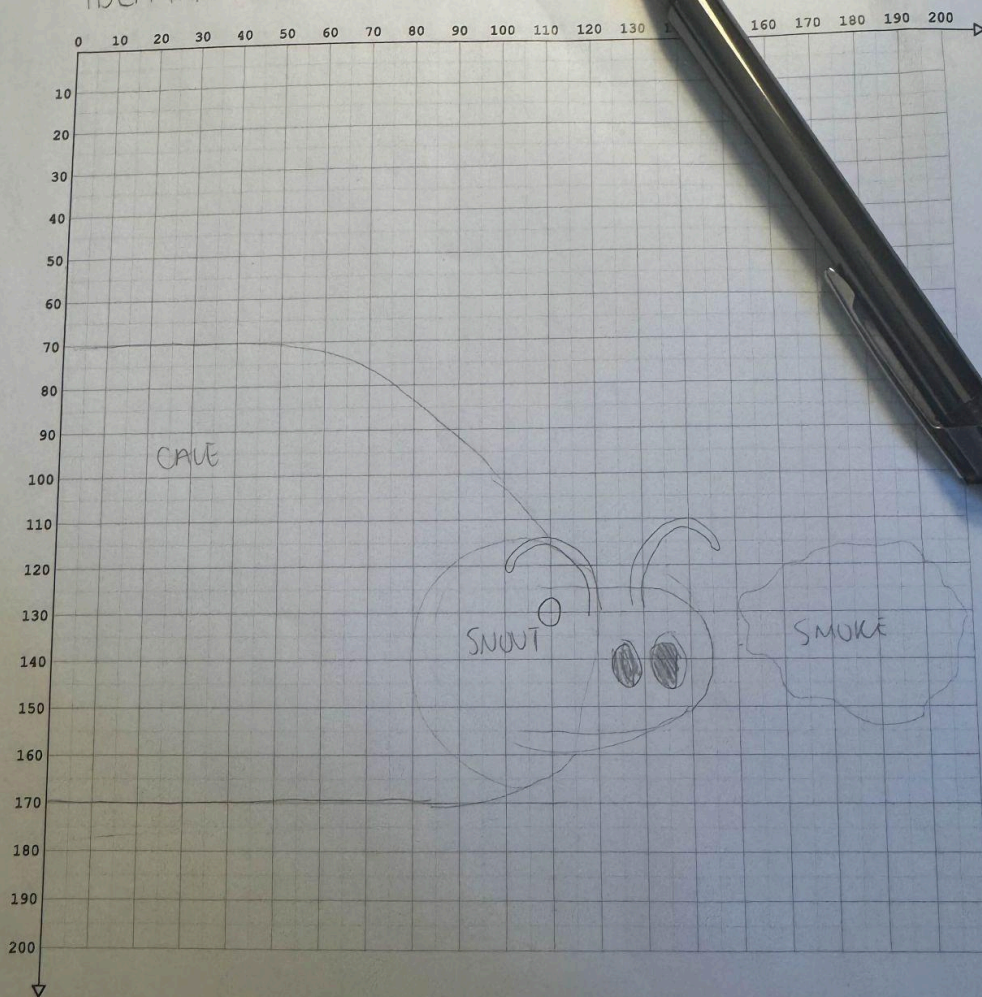


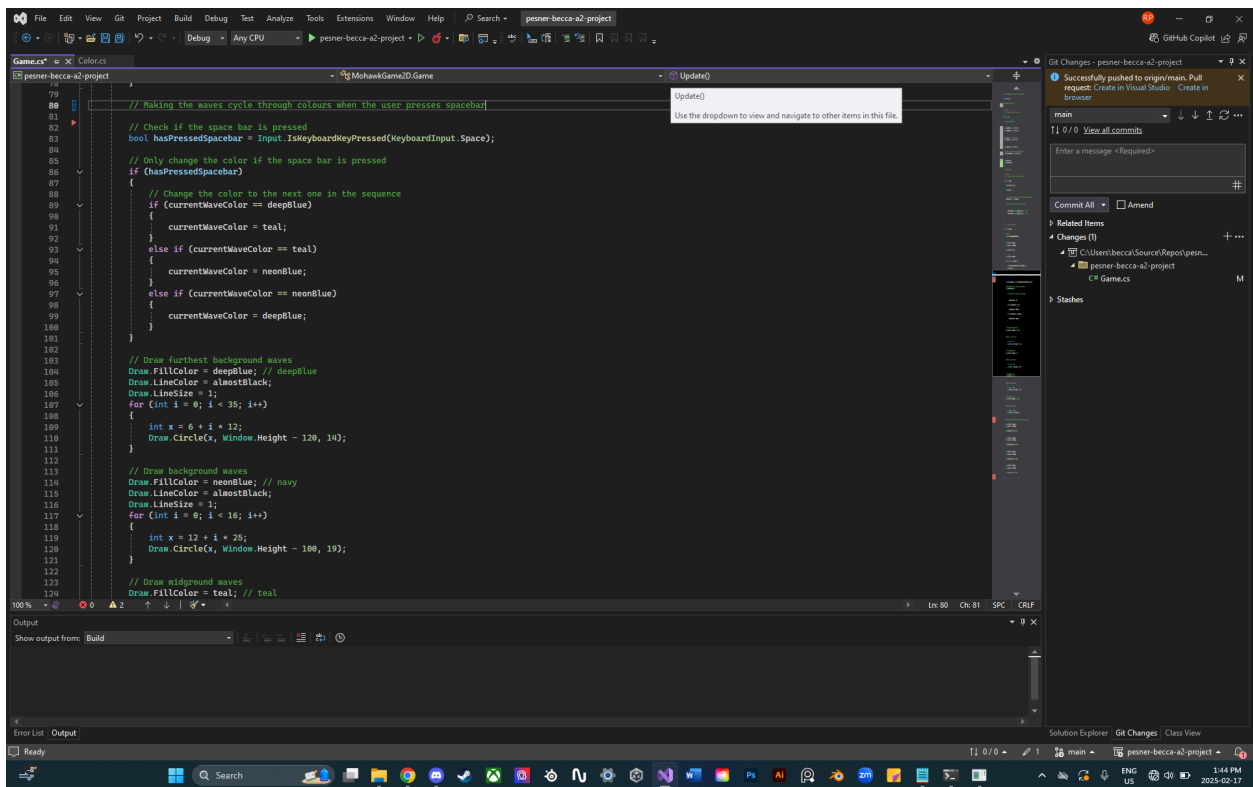
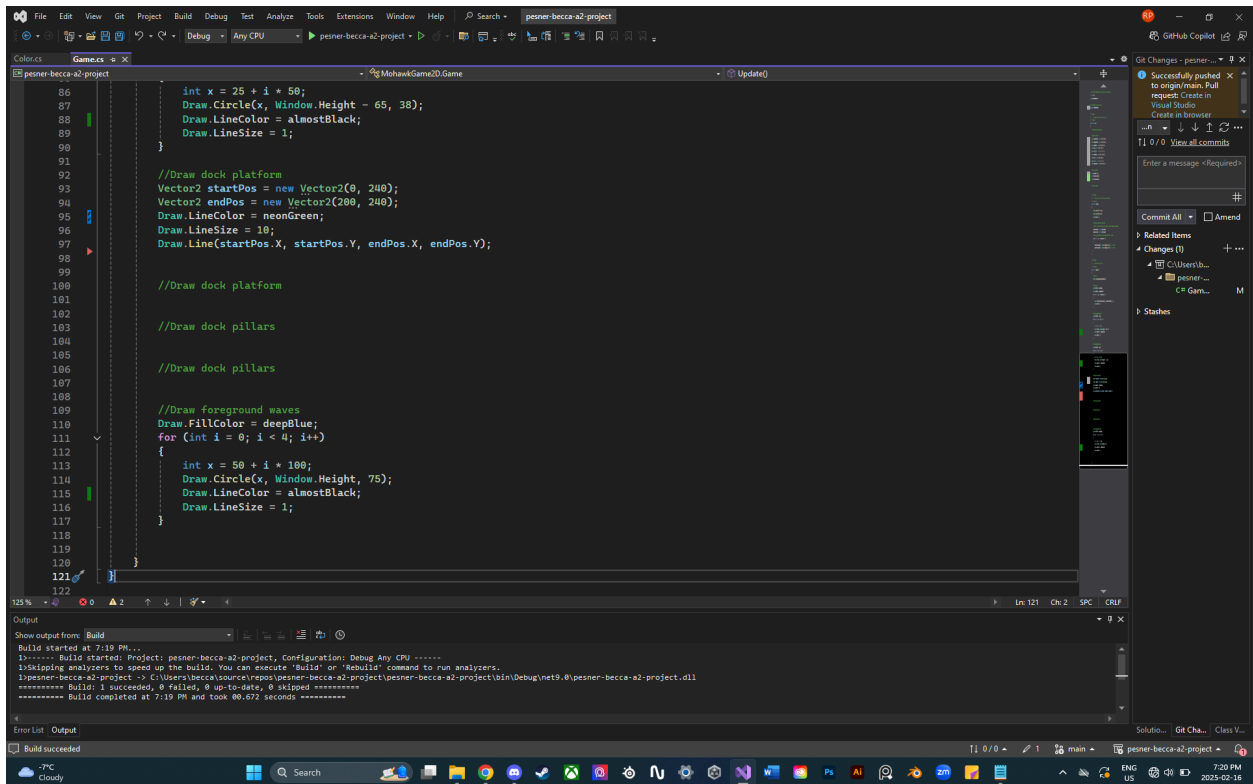
IDEA #1: DRAGON'S BREATH

Jan 30th 2025



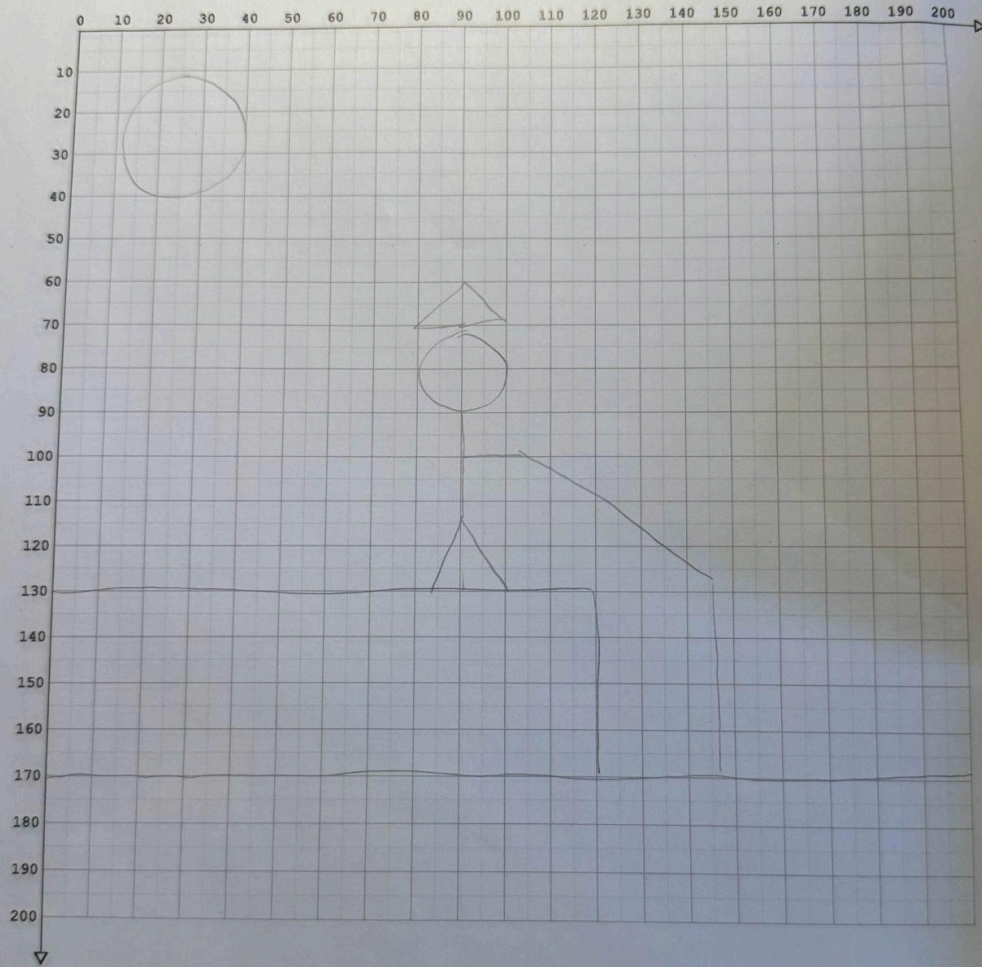
→
move mouse this way
and smoke appears

Pixel Paper - 200 x 200
Graph Paper for Screen Coordinates



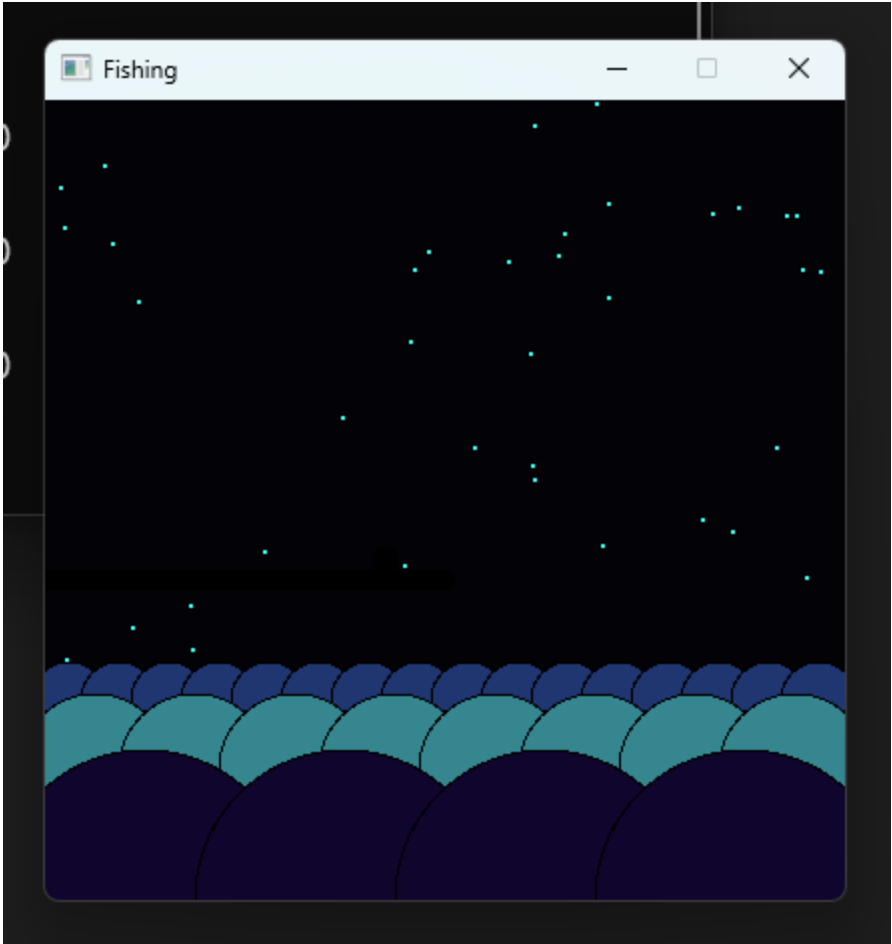
IDEA 3: GUY FISHING

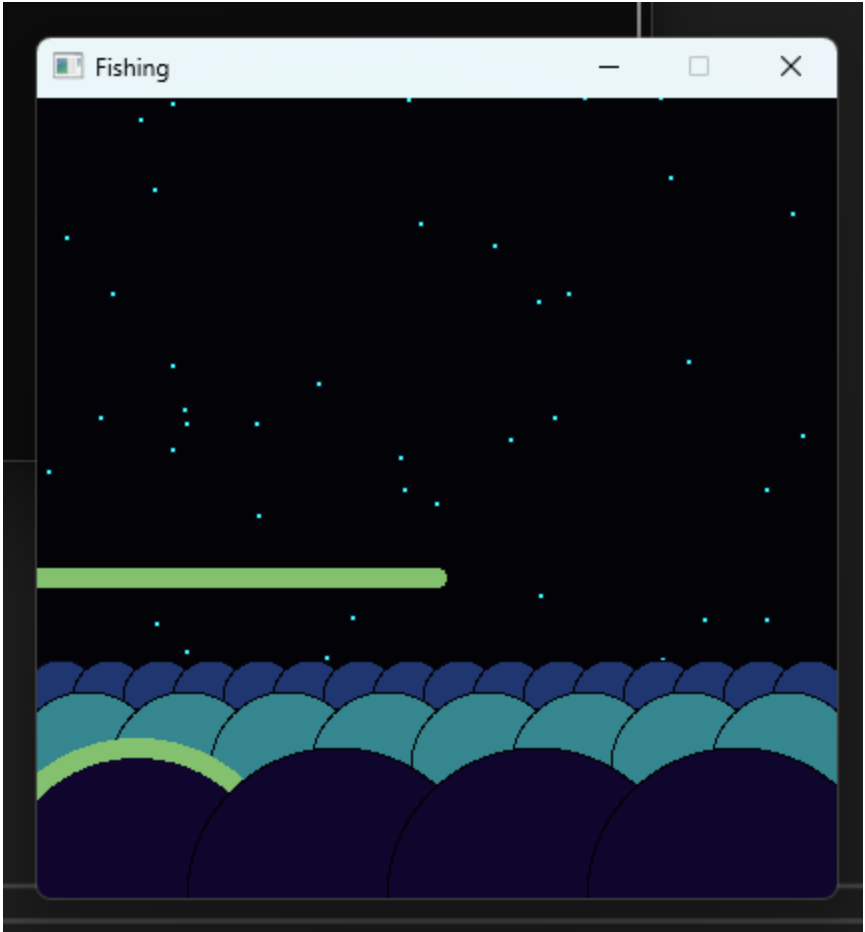
Jan 30th 2025

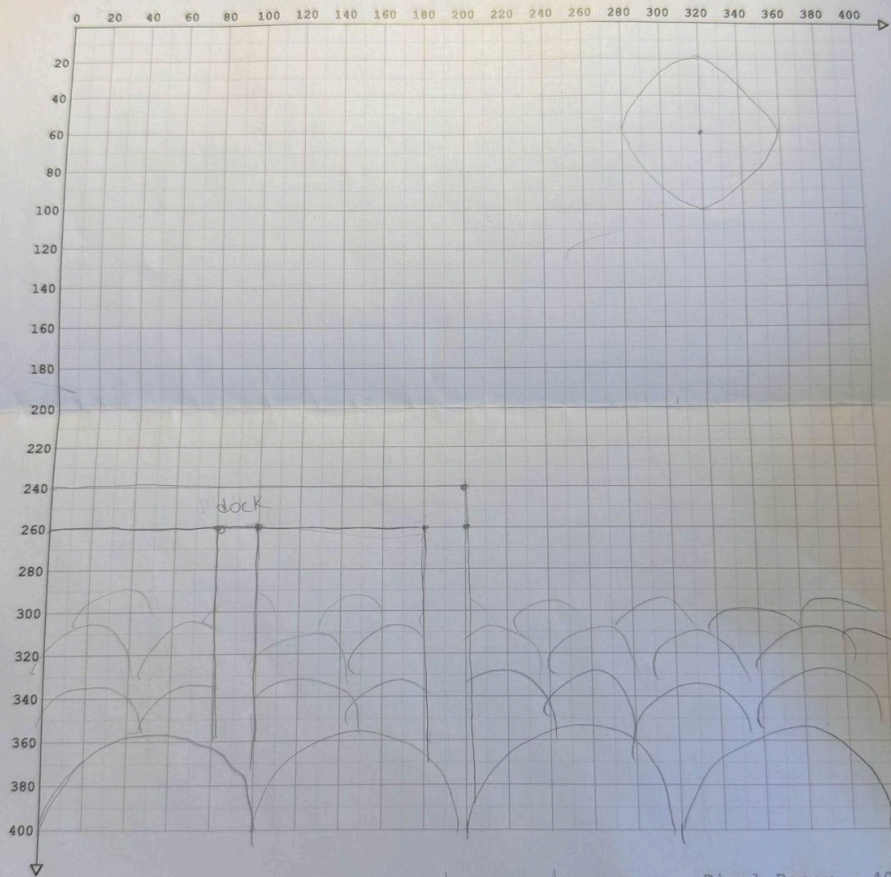


Pixel Paper - 200 x 200
Graph Paper for Screen Coordinates

→
ripples in water?







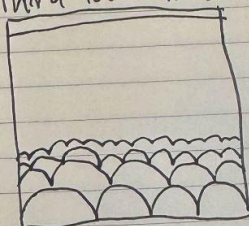
i want waves to change colours when
you
• click spacebar
• move mouse left to right

Pixel Paper - 400 x 400
Graph Paper for Screen Coordinates

2D Interactive Drawing: DATUM/DATE

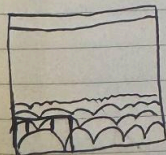
- first idea was to have a dragon breathing fire or smoke out of a cave
 - ↳ would have been like circles to make the cave
 - ↳ make a dark circle where the dragon is peaking out of the cave
 - ↳ make two circles for the dragon's snout
 - ↳ have a cloud of smoke with multiple circles + different opacities
 - ↳ when user input → moves the mouse and the smoke/fire changes colour or appears

- second idea is a dude fishing on a dock on the ocean
- third idea is an ocean scene



← four rows of waves to show depth

- add dock behind row of waves so it's "in the ocean"
- use lines to make the dock



- lines did not work
- they are too thin
- what else can i use?
 - ↳ rectangles

- add stars, maybe a moon?
- add a fish that follows the mouse
 - ↳ it can "jump out" of the water - maybe too ambitious?
- do i give up?