

Instructions

1. User may press a number below for a specific picture to color or just use the default black canvas given
 - a. '1' = Reindeer
 - b. '2' = Sundae
 - c. '3' = Owl
2. Once canvas is selected, in order to color musically, user must press mouse first and then press a key listed below
 - a. 'r' = Red Small Brush
 - b. 'R' = Red Big Brush
 - c. 'o' = Orange Small Brush
 - d. 'O' = Orange Big Brush
 - e. 'y' = Yellow Small Brush
 - f. 'Y' = Yellow Big Brush
 - g. 'g' = Green Small Brush
 - h. 'G' = Green Big Brush
 - i. 'b' = Blue Small Brush
 - j. 'B' = Blue Big Brush
 - k. 'p' = Purple Small Brush
 - l. 'P' = Purple Big Brush
3. To take a screenshot of your final piece, click the 's' or 'S' key.

Statement

When thinking about how to incorporate processing, images, and audio for this project, the first thing I thought about was the user interactivity. I wanted to make the user have some fun with their interactions. I recalled being able to draw back when we were learning how to use processing, so that's what I ran with. I decided to include some coloring pages in order to make it interesting. This way the user can color in certain pictures. I chose 3 different pictures to appeal to a wider audience, rather than doing one certain theme. In order to add audio, I decided to give each color some music to make it a little different from the basic coloring pages idea. Once published, I see it on websites for younger children, so that they can enjoy coloring with some sound effects.