LAB 1:

1) B) The dot vanishes after I get extremely close to the blue square
   C) The dot again vanishes after I get extremely close

2) C) In my sketch I displayed the bistability of the cube net, in which 2 possible cubes are visible at once.
   I created the net with 2 squares and lines linking their corners.
   To then show the 2 possible cubes I filled in 1 of the 2 cubes' front squares and filled in the remaining sides using beginShape() taking the corresponding points as the vector values.
   I then repeated this method for the other possible cube starting with the other square filled in. I was originally going to fill an array of values with the coordinates of the edges, but found it easier to work out the coordinates as I went when I was filling in the cubes.
   The cube sides are also filled in with different colours to make the swap between the 2 more noticeable, and to help track where the sides move to.
   I made it possible to cycle through the possibilities by wrapping the cube drawings in if statements that relied on a variable value changing when keys were pressed, the first cube displays when the variable is 1 and the second when it is 2.

LAB 2:

1) D) When I run the sketch and rotate the image at a fast speed I see the innermost lines turn brown, the arcs also blur together into lines. The same happens when I rotate it in the opposite direction.

2) D) I had to alter two 3s to 4s.
   E) That is harder to read aloud consistently

3) C) There may be different rounding or a different method used that ends in the slightly different results

LAB 3:

1) B) The square appears to be orange.
   C) I would guess the rgb value is 255,165,0. I used a colour palate with the rgb values displayed for the colour you click on.

   D)

R1,G1,B1	**R2,G2,B2**	**Rm,Gm,Bm**
255,0,0	0,0,255	128,36,86
255,255,0	0,0,255	128,154,86
0,0,255	0,255,0	0,126,86

2) B) When I change the image from inverted to grayscale the image seems to look like the normal colours of the original image.