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

1. 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.
2. 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.

|  |  |  |
| --- | --- | --- |
| **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 |

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