

ECA CHECK IN >



Welcome to Hack Club!

Main room

Personal Website (cont.)

Lab

Splatter Paint 🎨

9/20/2021



blair.hackclub.com/benefits

Splatter Paint

Demo



Let's Get Started!

replit.com/languages/html

We'll use a library called [Paper.js](#) which makes it easy for us to create cool visuals on [an HTML canvas](#).

```
<script  
src="https://unpkg.com/paper@0.11.5/dist/paper-full.min.js"  
></script>
```

```
<script  
  type="text/paperscript"  
  canvas="splatterPaint"  
  src="/script.js"  
></script>
```

In the <body> tags...

```
<canvas id="splatterPaint"></canvas>
```

script.js

Create a function called **onMouseMove**

```
function onMouseMove(event) {}
```

Drawing a circle!

In the **onMouseMove** function...

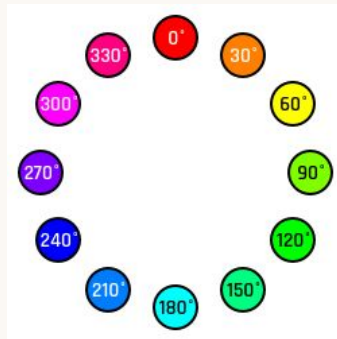
```
var path = new Path.Circle({  
  center: event.middlePoint,  
  radius: 10  
})
```

If you try running....

You'll see... nothing.

It's drawing circles, but you can't see them because they are transparent!

```
path.fillColor = {  
  hue: 0,  
  saturation: 1,  
  brightness: 1  
}
```



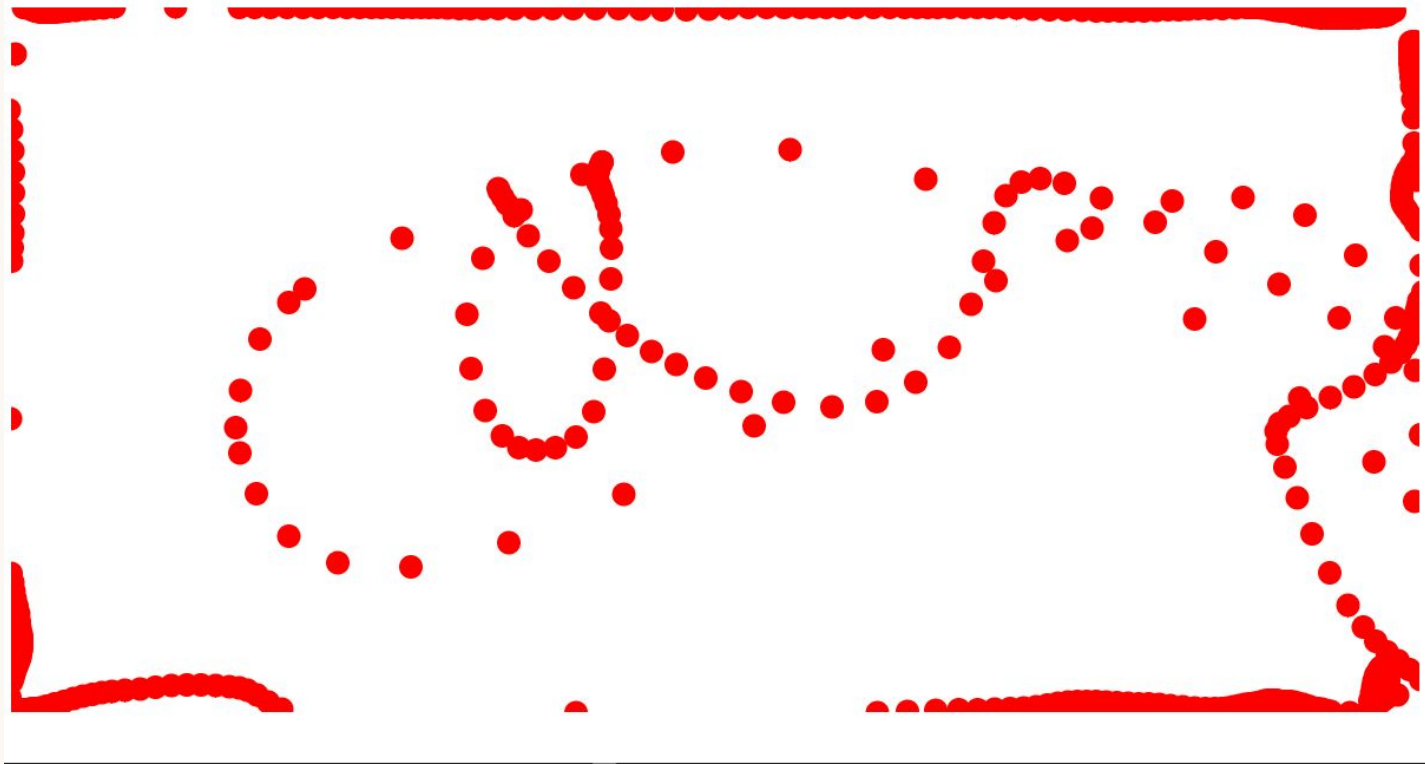
Now it works!

But... we can only see it on the top left.

In **style.css**...

```
canvas {  
  width: 100%;  
  height: 100%;  
}
```

But...



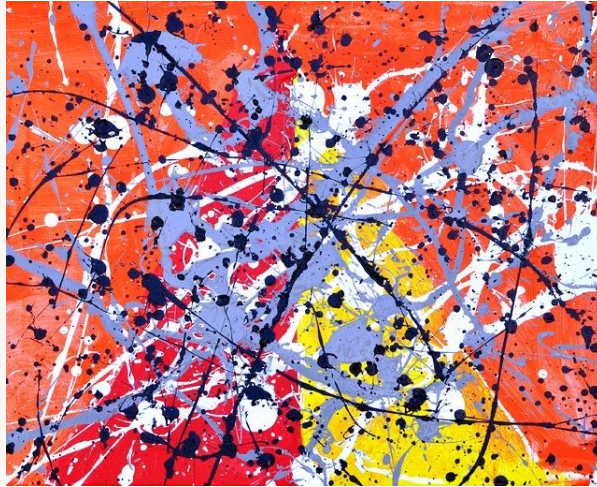
So..

With our **canvas** css code, we set the size to 100% of the body, but the body isn't quite 100% of the html.

```
html,  
body {  
  width: 100%;  
  height: 100%;  
  margin: 0;  
}
```

Looks good...

But it doesn't feel very splattery.



Let's add some randomness

Change the radius of your circles from **10** to **`Math.round(Math.random() * 25) + 5`** (*or however random you want it to be*)

This makes the radius a random number between 5-30.

Try changing the hue from **0** to **`event.count * 3`**

(total num of circles * 3), jumps around the HSB color wheel

Congratulations!

But your journey is far from over!



Circle distance/shape

Randomize the distance between circles or the circle color!

Circle color/background color

Add some more randomness to color - maybe have a changing gradient to the background color?

Add sound?

Try using the [Tone.js](#) library to play synth sounds!



Hacking time

