

Report04

Summary:

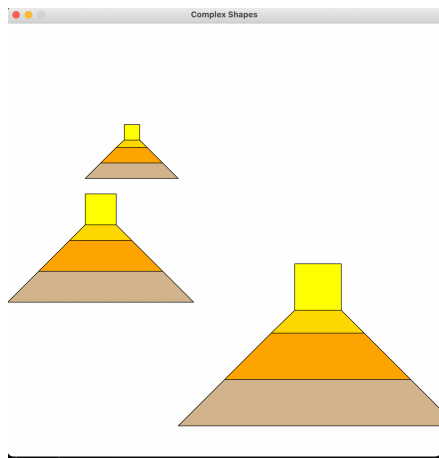
In project 4 we worked on creating a scene with the Zelle graphics library for python. The primary focus in our programming is getting used to a new library, the use of lists, and the use of aggregate shapes.

Follow up questions:

1. I understand by using the Zelle graphics library we are first calling the library with "gr" and calling the object stored in its library by using ".Rectangle" for example. The object in the library is already pre-established making it easier to create a rectangle
2. Once an object is established, an object can have a method that can be called upon. A common object method that was used for this project was draw.
3. A function is its own entity and executes a certain set of instructions. A method has a dependency to an object before it can be called. Once the object has been called that object's methods set of instructions can then be run.
4. The object.draw () takes a parameter GraphWin. The computer needs this as it needs to know where it can set the instructions on. Without the parameter the computer will error and have nothing to run instructions on.
5. I chose Diego Rivera. Initially found his painting Acapulco and enjoyed that painting. I also remembered the composition Oclupaca by Duke Ellington which drew me more into the painting. Investigating Diego Rivera's social realism paintings I found "Frozen Assets" and one of his murals of the market in Tlatelolco. I wanted to create something that combines the two. From what I could create I think I could emulate (could be a stretch) the simpler and more colorful times of the Aztecs juxtaposed to the more drab modern day always on society.

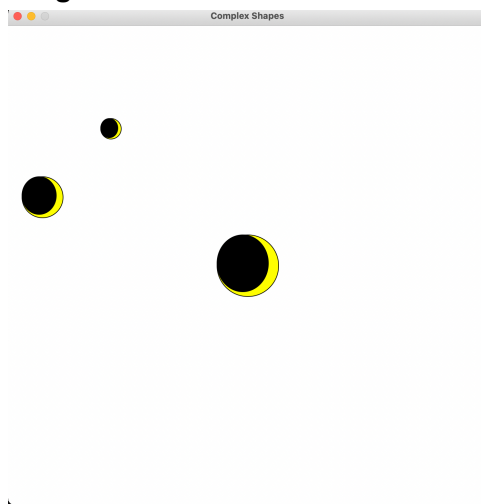
Task Elements:

Image #1



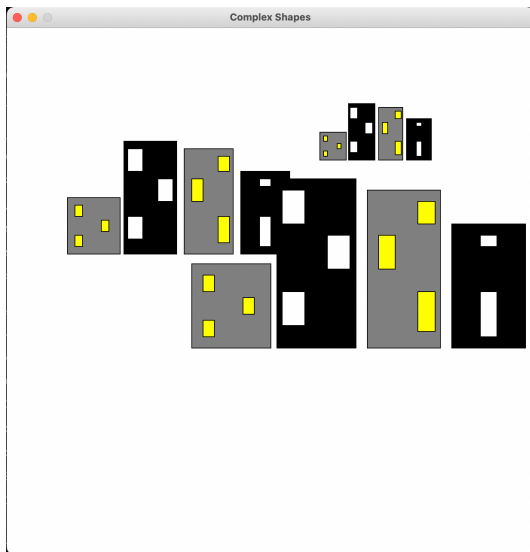
I wanted to try and build a pyramid again for this project. I found that this was much easier to work with than in the turtle graphics. It could also be a better understanding of how programming works and getting things to stack appropriately.

Image #2



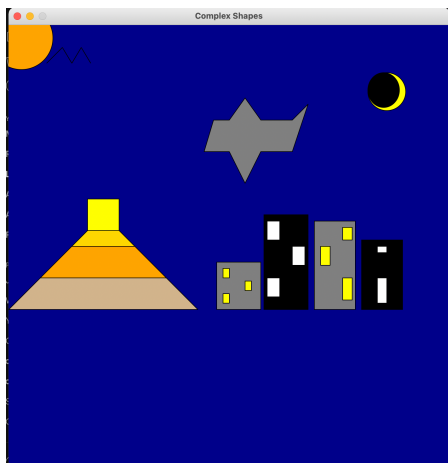
Something that was a bit harder to create in Zelle graphics is crescents or any half drawn circle. I have not figured out how to do this effectively. I used an ellipses to help create the effect of a crescent moon.

Image #3



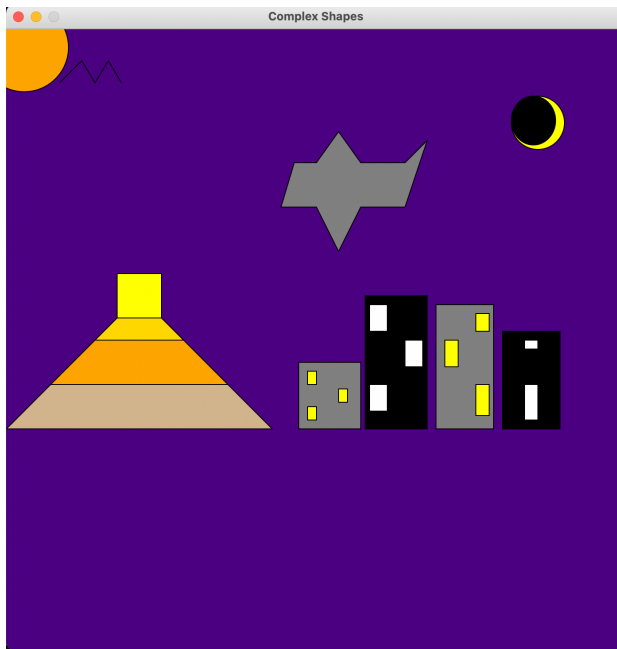
I definitely found it easier to work with rectangles and moving them around without issue. This process has become much faster for me.

Image #4



I was looking for a way to help separate the two sides of this drawing to help draw a further comparison between the two sides. I wanted to get across the evolution of the sun, the birds in the sky, and powerful buildings. Now those buildings are skyscrapers, planes, and most are working until the night.

Image #5



The system argument here changes the background. The concept of using system arguments makes sense to me, however, it is something I want to continue to work on, as I'm not 100% confident with my programming.

Extensions:

- Used Polygons, Lines, and oval shapes in project
- One of the polygon shapes (trapezoid) was used to create the pyramid object

Reflection:

I believe this project made me more aware of how to use lists. I had to stop in the middle of the project to re-organize a bit as I was still building things in the mind set of how we made things with the turtle graphics. After switching my objects to return as a list and using for loops to access them, I could see how this is much more effective. This was also a fun project prompt to investigate social realism art and try and do something similar with code.

Acknowledgements:

Zelle Graphics Documentation