**Lab 04 Proposal + Report (algorithmic painting)**

**Last name:**

**Fist name:**

**ID:**

1. Find a reference image (from movie. video game, famous painting, animation, drama, or your own photo etc.). Attach a reference image with web link (APA style: [link 1](https://www.ufv.ca/academic-success-centre/writing-study-resources/citation-style-guides/), [link 2](https://owl.purdue.edu/owl/research_and_citation/apa_style/apa_formatting_and_style_guide/in_text_citations_the_basics.html)). Explain the reason why you chose this image. Identify coordinates of important shapes/area. Feel free to use any imaging application (e.g., GIMP, Photoshop, Paint) showing pixel grid.
2. On top of the scene you choose, roughly add primitive shapes (or outlines) to mimic the scene you choose. Review ordering of shapes (one shape on top of another one through program call sequence). No need to cover every single detail shown from the reference image. No need for 3D shape. Identify coordinates of important body parts. Feel free to use any imaging program (e.g., [GIMP](https://www.gimp.org/), Photoshop) showing pixel grid.

A person sitting on a bench with a suitcase

Description automatically generated with medium confidenceA picture containing white, furniture, stone

Description automatically generated

A person sitting on a bench

Description automatically generated with low confidence

No need to create 3D version. **Use 2D shapes from Lab07**

0 50 100 150 200 250 300

0

50

100

150

200

250

300

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1. You must (a) use a minimum of five different shapes (point, rectangle, circle, line, and polygon) as well as (b) incorporate following algorithms (***randomization***,***if-else, for, and/or while***). (c) Must attach your Processing output image here and explain your approach (algorithm and shape design).
2. Add a reference link using [APA style](https://libguides.kpu.ca/c.php?g=713337&p=5086514).

Student sample shown below

A picture containing text, queen

Description automatically generated