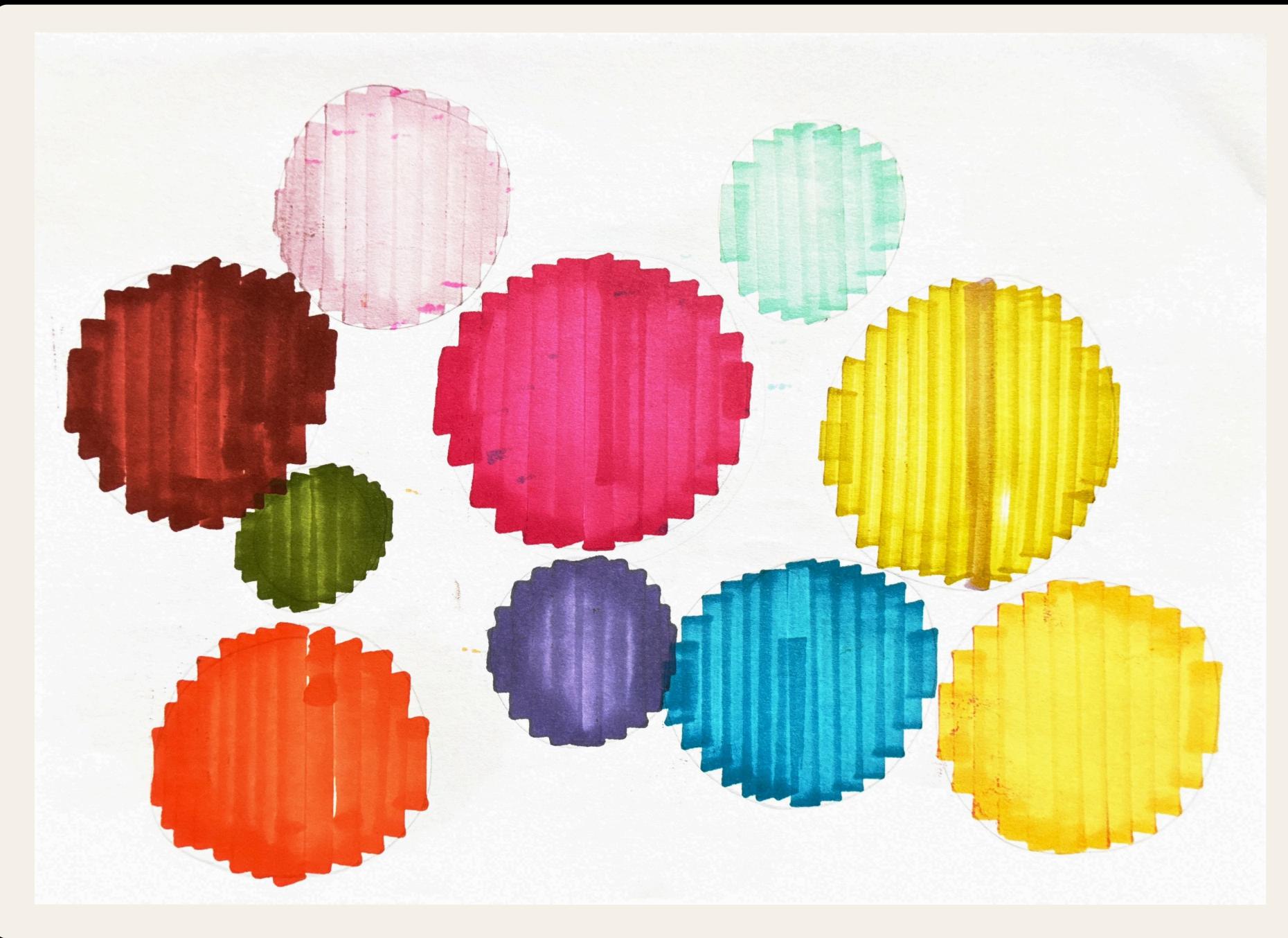
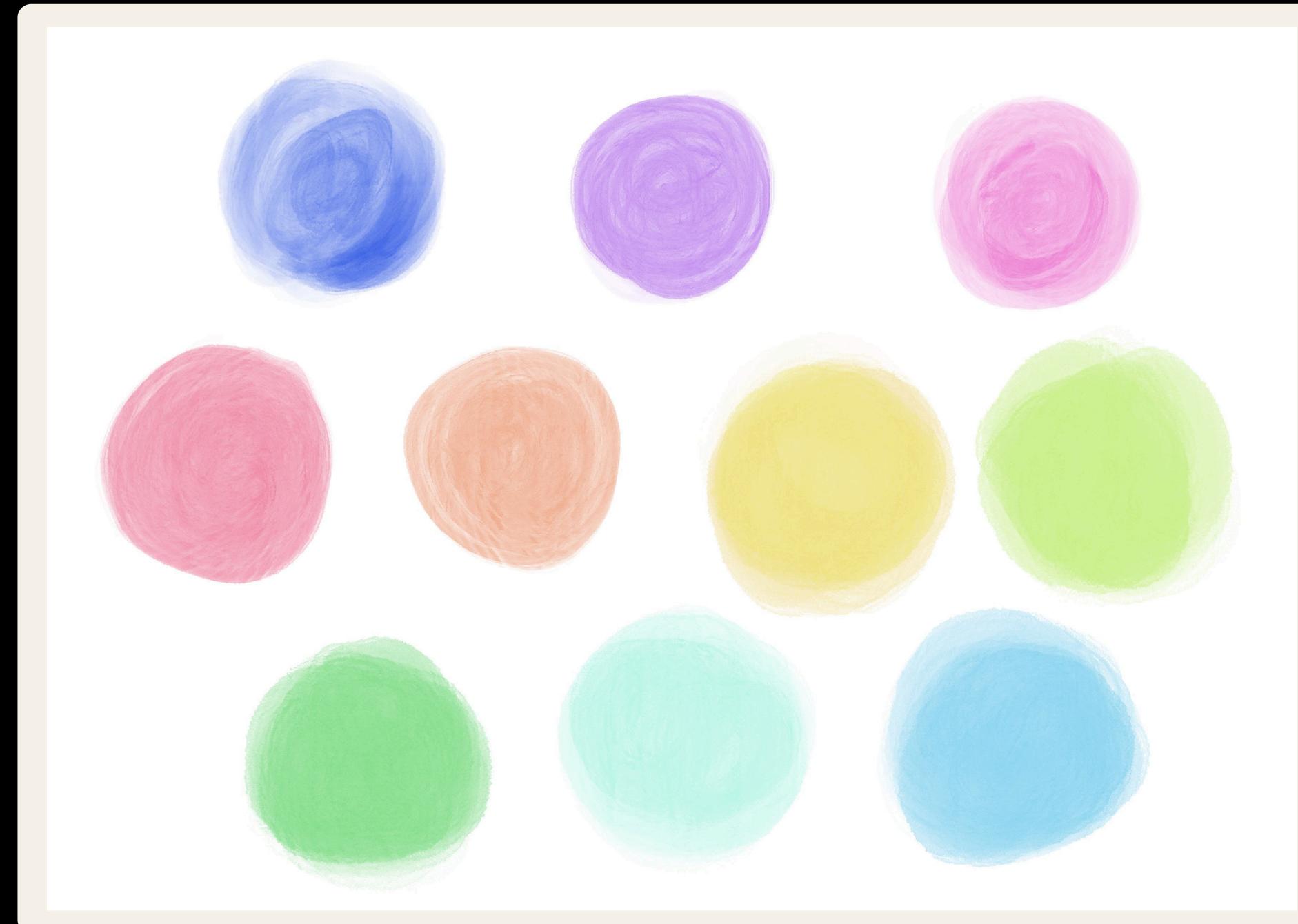


pencil & compass



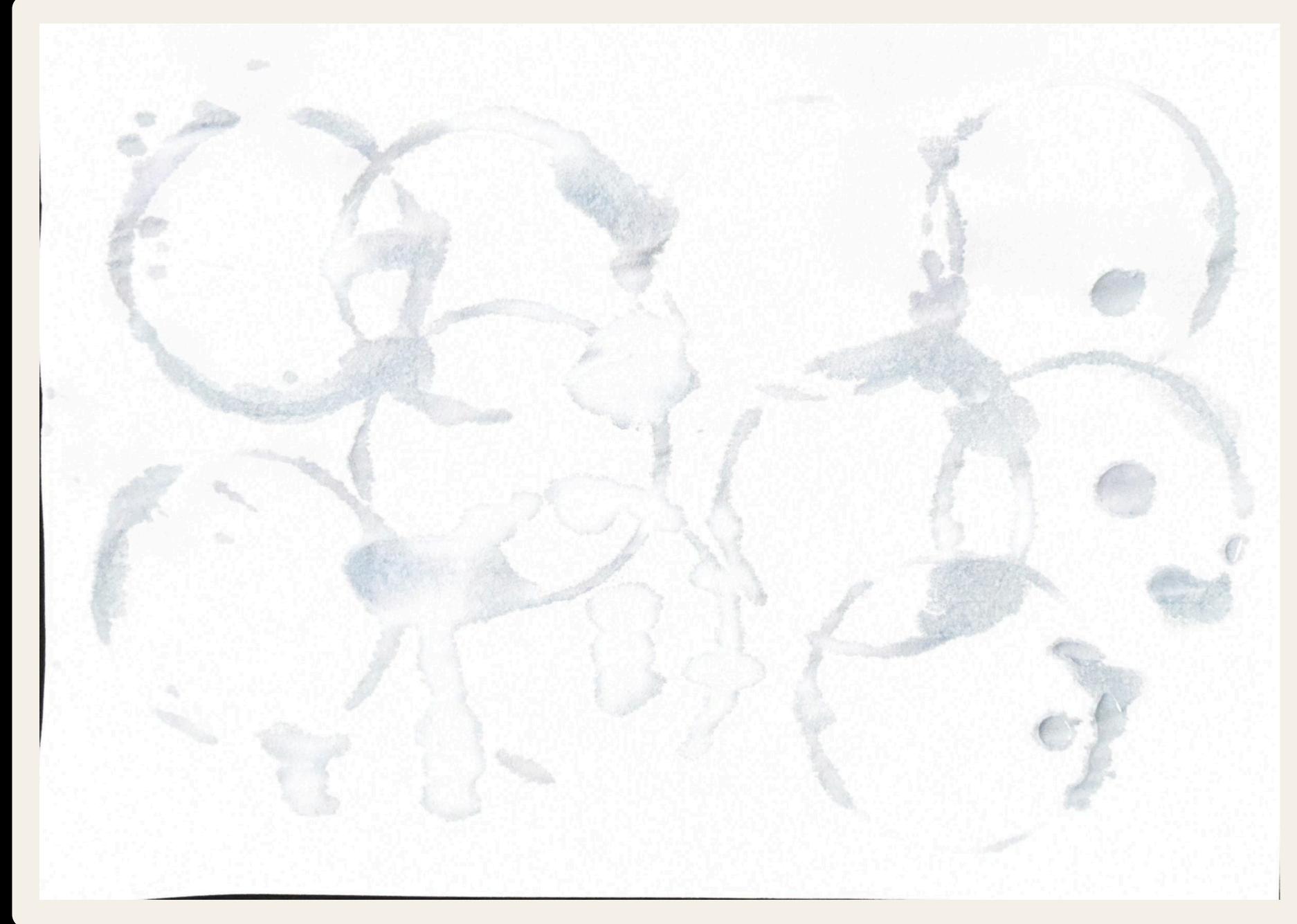
markers & lines



watercolors(freehand)



## photoshop (variation of hue & saturations)

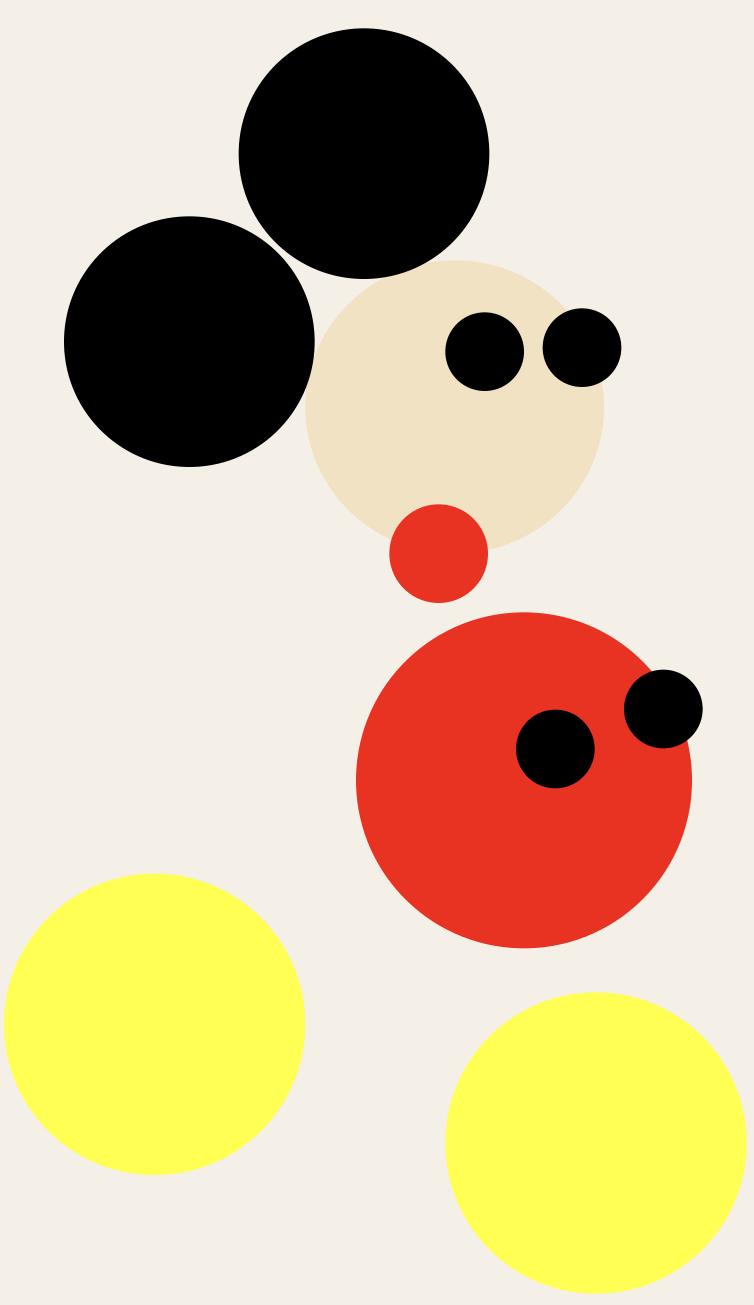


cup & water stamped a wet circle using the rim of a cup

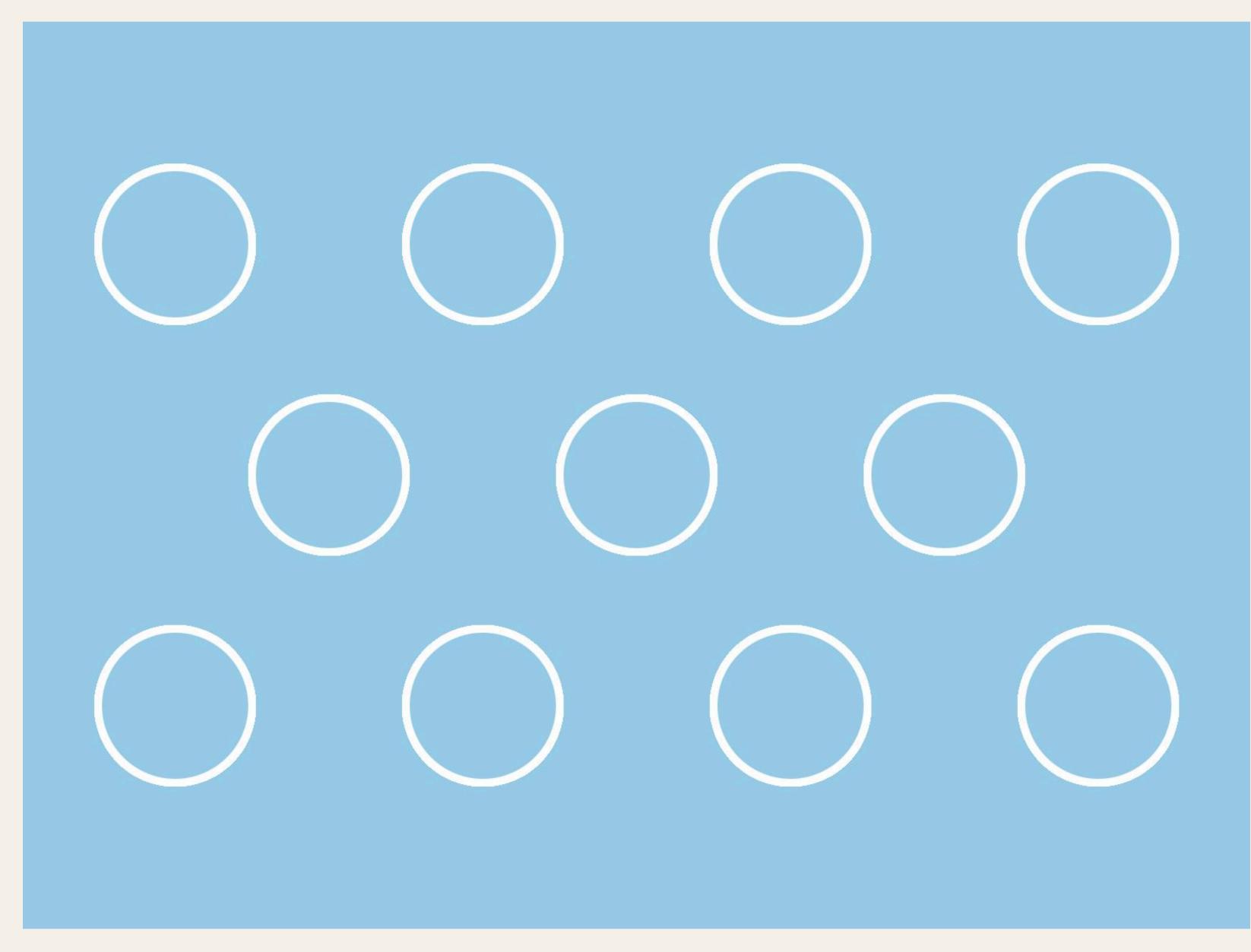


doughnuts



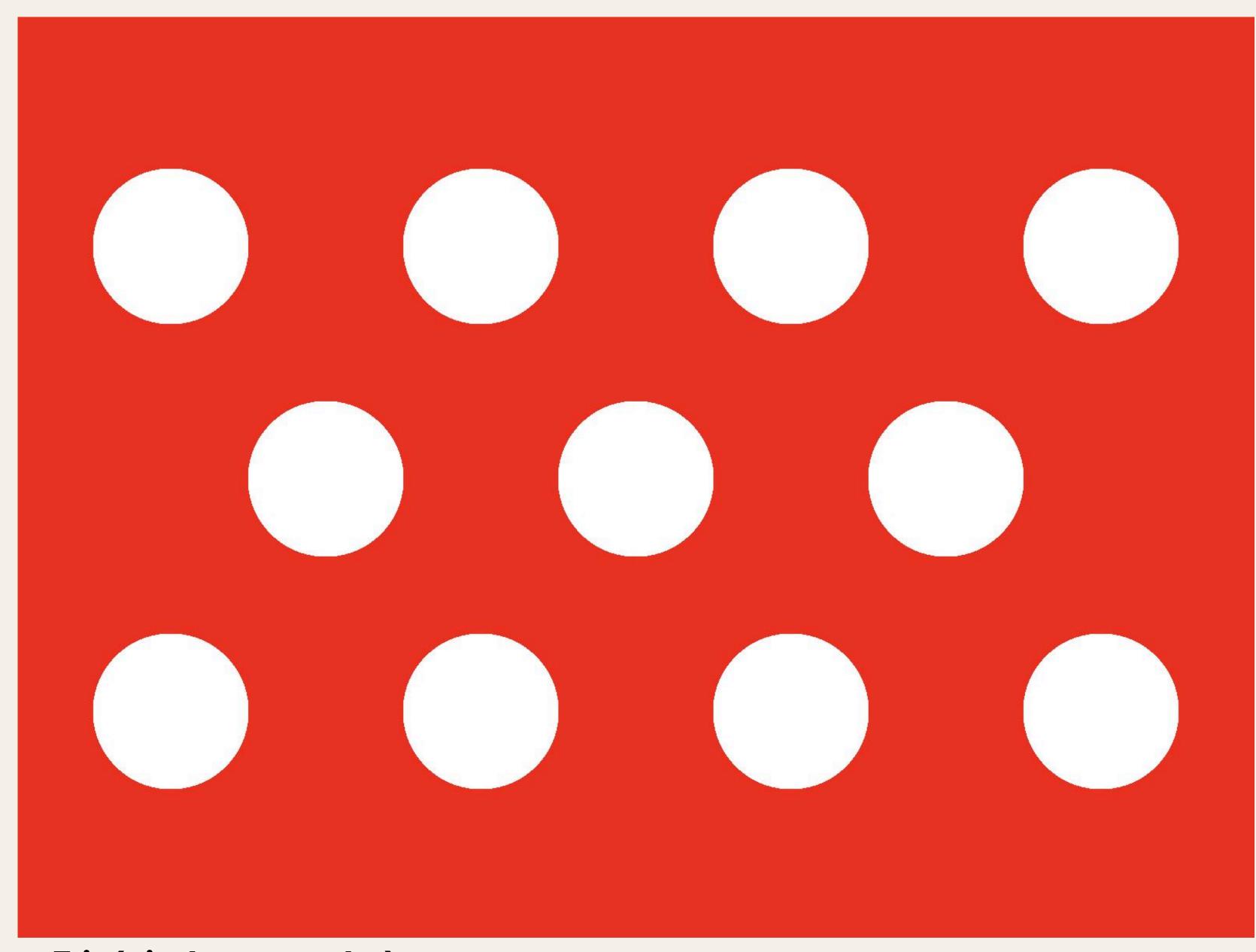


figma



```
Js sketch.js X
               > index.html
JS sketch.js > 分 setup
       function setup() {
         createCanvas(600, 800);
         background('skyblue');
       function draw() {
  9
 10
 11
         //white parts
 12
         stroke('white');
 13
         strokeWeight(5);
 14
         fill('skyblue');
         circle(150, 100, 100);
 15
 16
         circle(300, 200, 100);
 17
         circle(450, 100, 100);
 18
         circle(150, 300, 100);
         circle(300, 400, 100);
 19
 20
         circle(450, 300, 100);
         circle(150, 500, 100);
 21
 22
         circle(300, 600, 100);
         circle(450, 500, 100);
 23
         circle(150, 700, 100);
 24
 25
         circle(450, 700, 100)
 26
 27
 28
```

p5.js(circles + stroke)



```
Js sketch.js ×
                index.html
JS sketch.js > ♥ draw
  1 \sim function setup() {
         createCanvas(600, 800);
        background('red');
  5
  8 ∨ function draw() {
  9
 10
 11
        //white parts
 12
         stroke('white');
 13
         strokeWeight(100);
 14
 15
         point(150, 100);
 16
         point(300, 200);
 17
         point(450, 100);
 18
        point(150, 300);
 19
         point(300, 400);
 20
        point(450, 300);
         point(150, 500);
 21
 22
         point(300, 600);
 23
         point(450, 500);
 24
         point(150, 700);
 25
         point(450, 700)
 26
```

p5.js(circles + stroke)