

# shape your logo.

Intro to Creative Computing  
Project #6: Logo Designer  
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## # Target Users

Designers who want to design a logo with various shapes for their branding.

## # Features

The app will show you interface.

You can draw various kinds of shapes on the right side. Also, you can enter a logo name.

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# # Visual Concept

The app generates a window with adjusting function and drawing part.

Users can easily recognize the adjusting part and drawing part because of the contrast.

For users' convenience, the functions are well organized in line. It is separated into 'text' and 'shape' part.

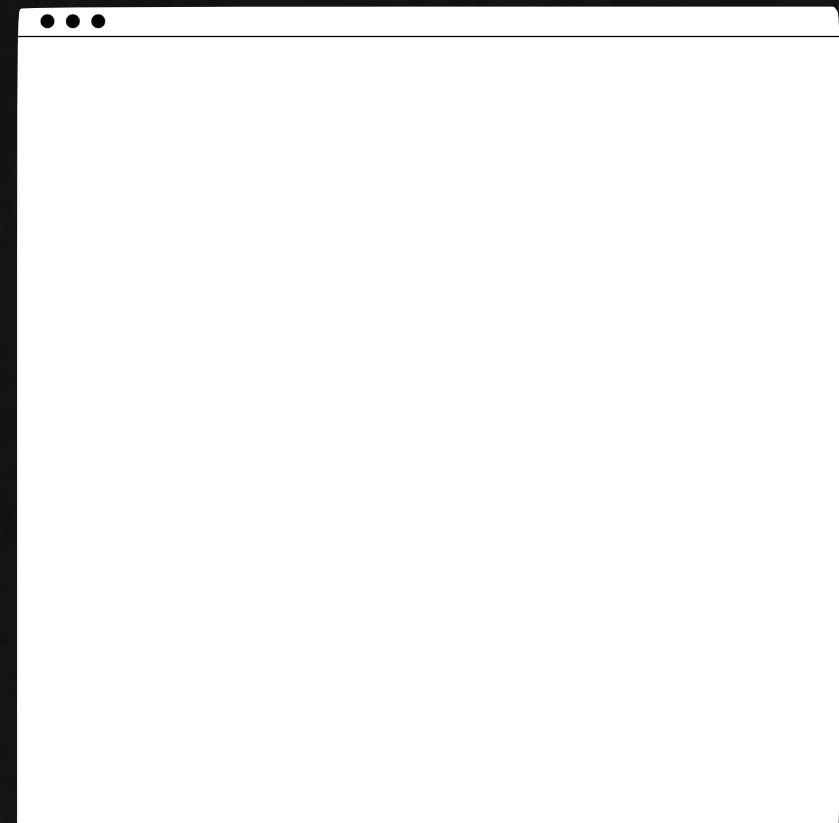
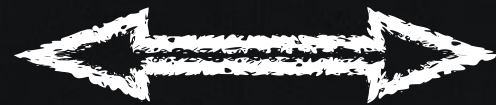
**shape  
*your*  
logo.**

text

shape

▼

size:



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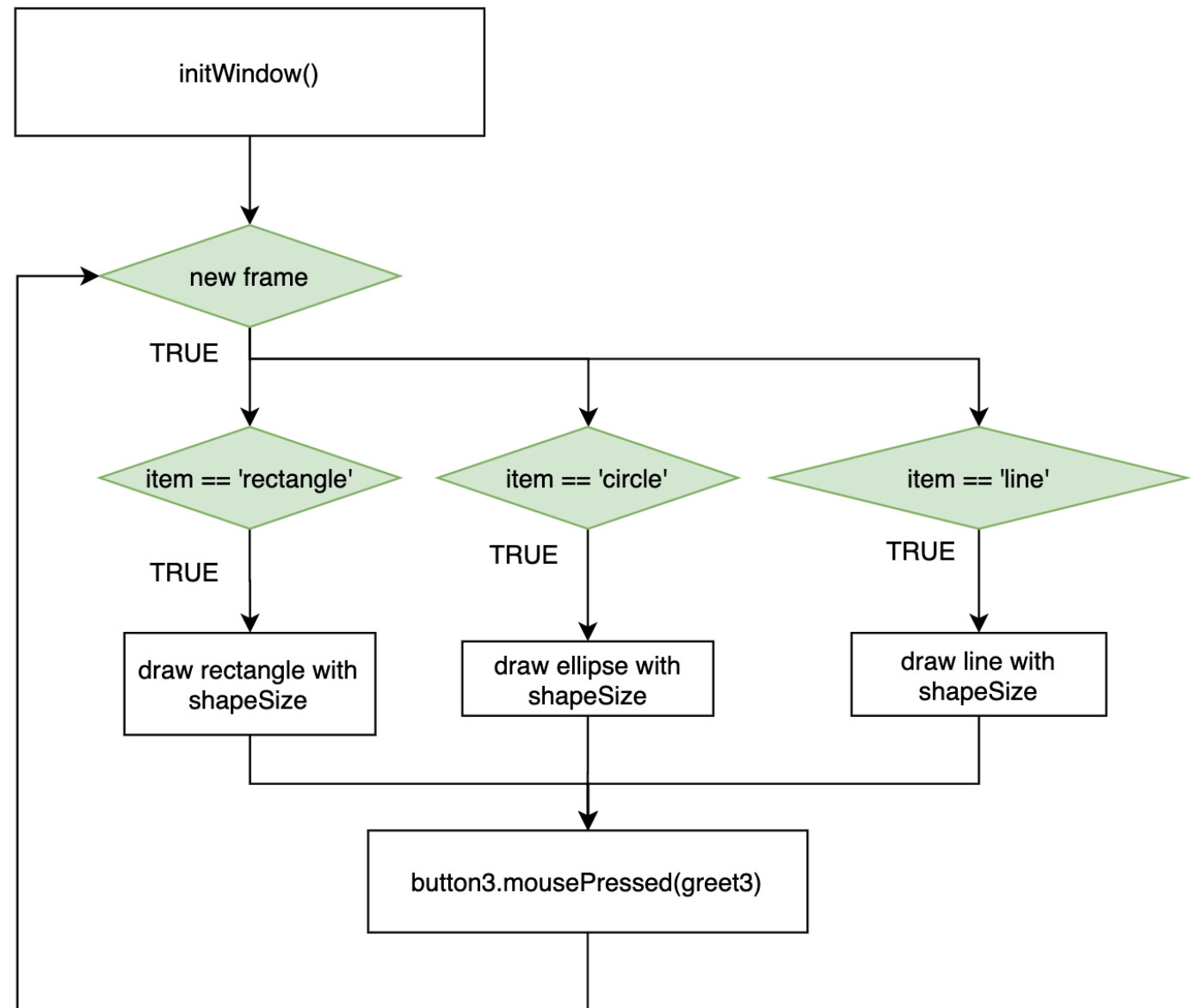
# # Algorithms

```
initWindow()

if (new frame)
  Set item = sel.value()
  if(item == 'rectangle' )
    draw rectangle with shapeSize
  if(item == 'circle' )
    draw ellipse with shapeSize
  if(item == 'line' )
    Draw line with shapeSize

  button3.mousePressed(greet3)
  // erase all the window
```

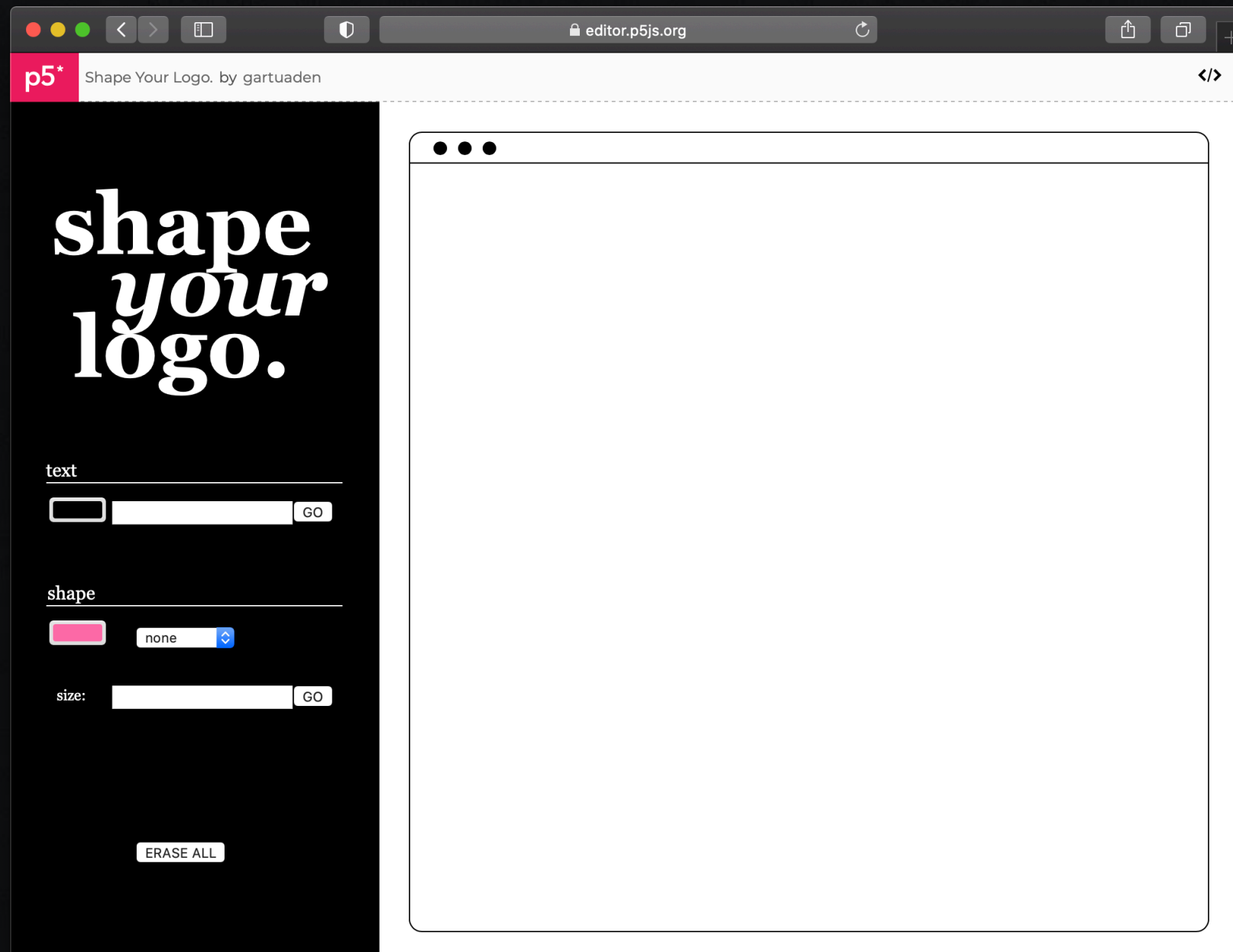
```
function initWindow(){
  createCanvas(1000, 700)
  Draw all the window parts
  Show texts for users
  Create Buttons
  Create ColorPickers
  Create Select
}
```



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# # Screenshots



First, the window will show the default page.

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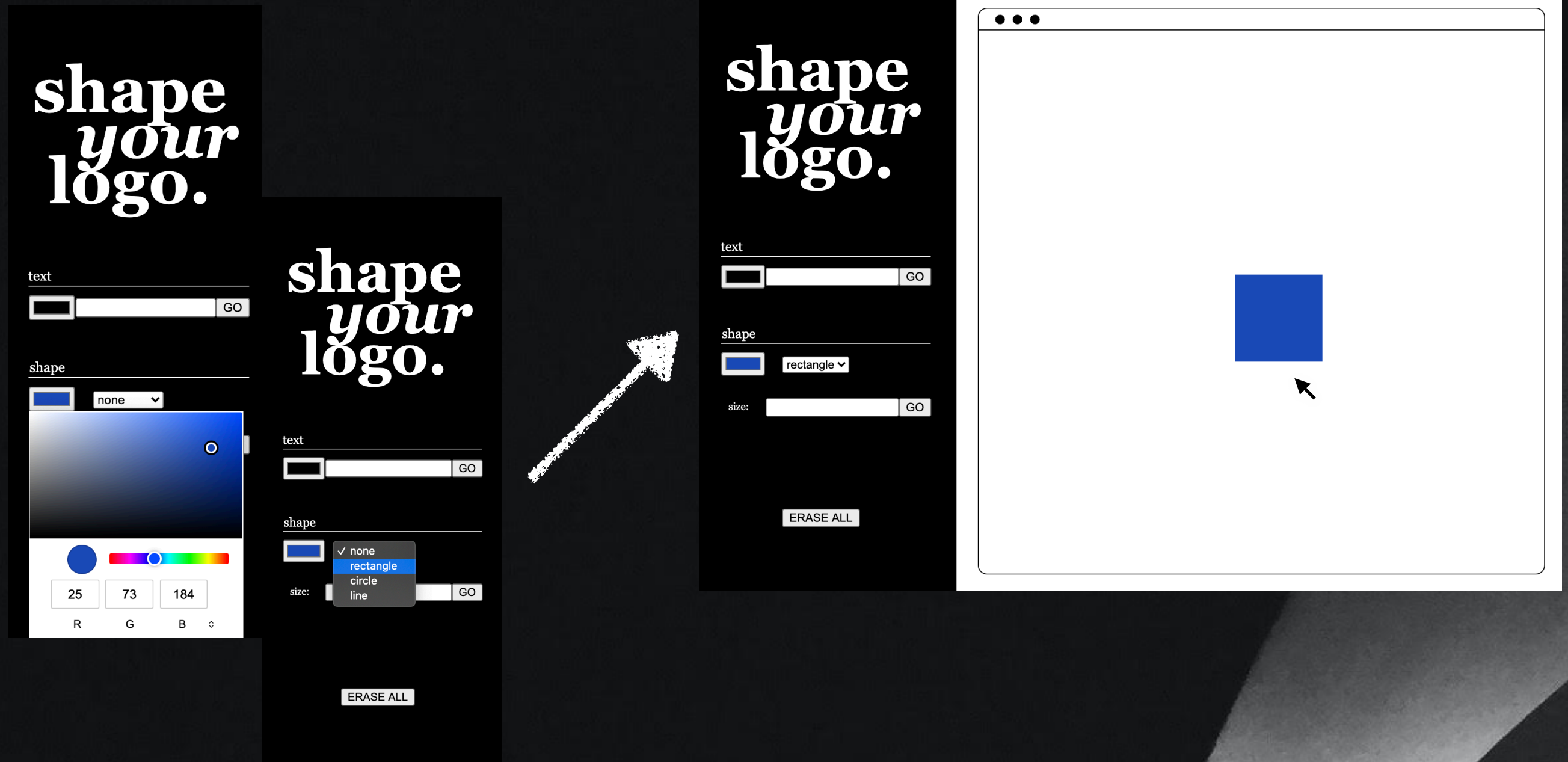
# # Screenshots



You can select the color of the text.  
If you write the text, you can press go and the text will show on the window.

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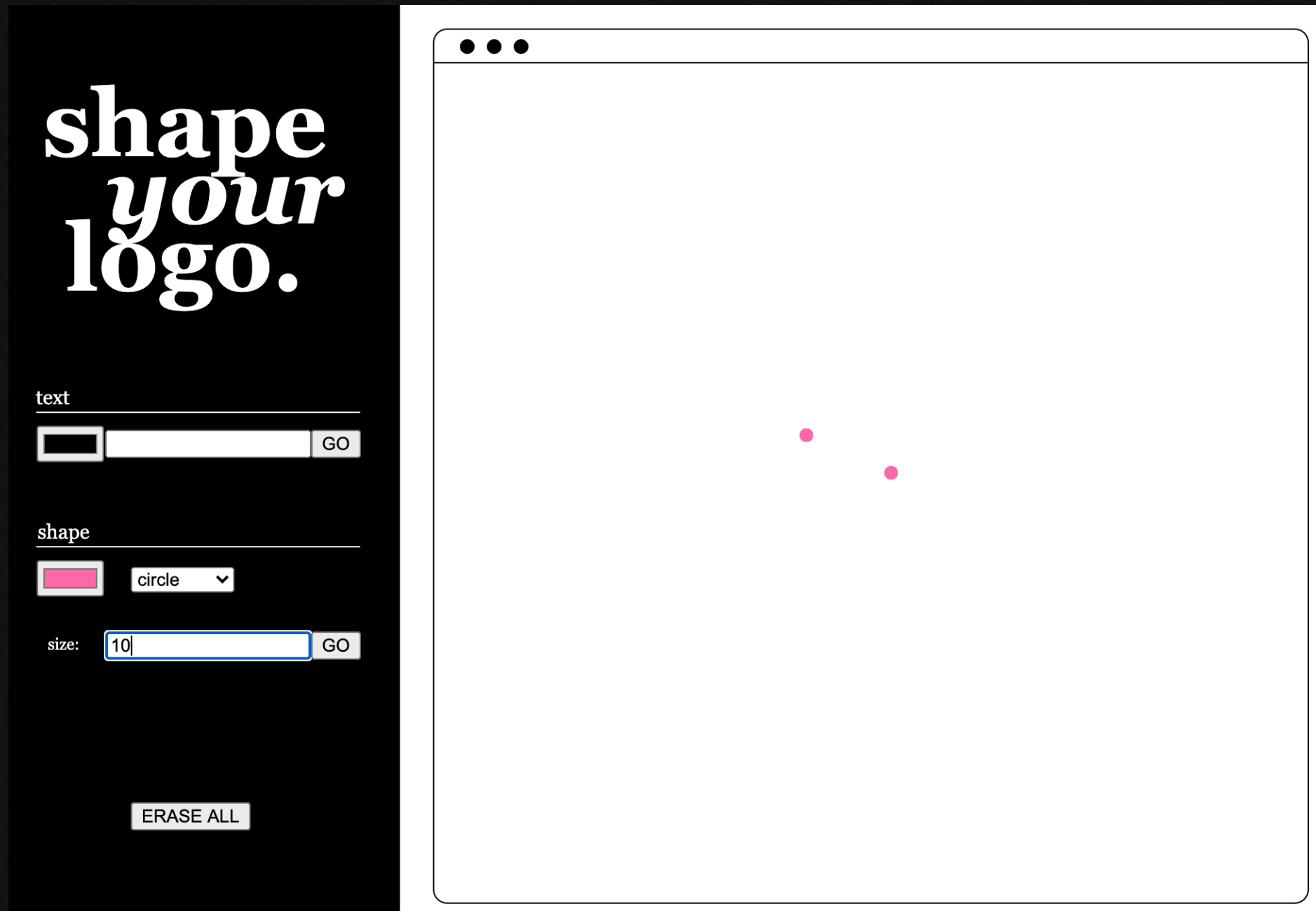
# # Screenshots



You can select the color and shape.  
If you click the window, that shape will show on the window.

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# # Screenshots

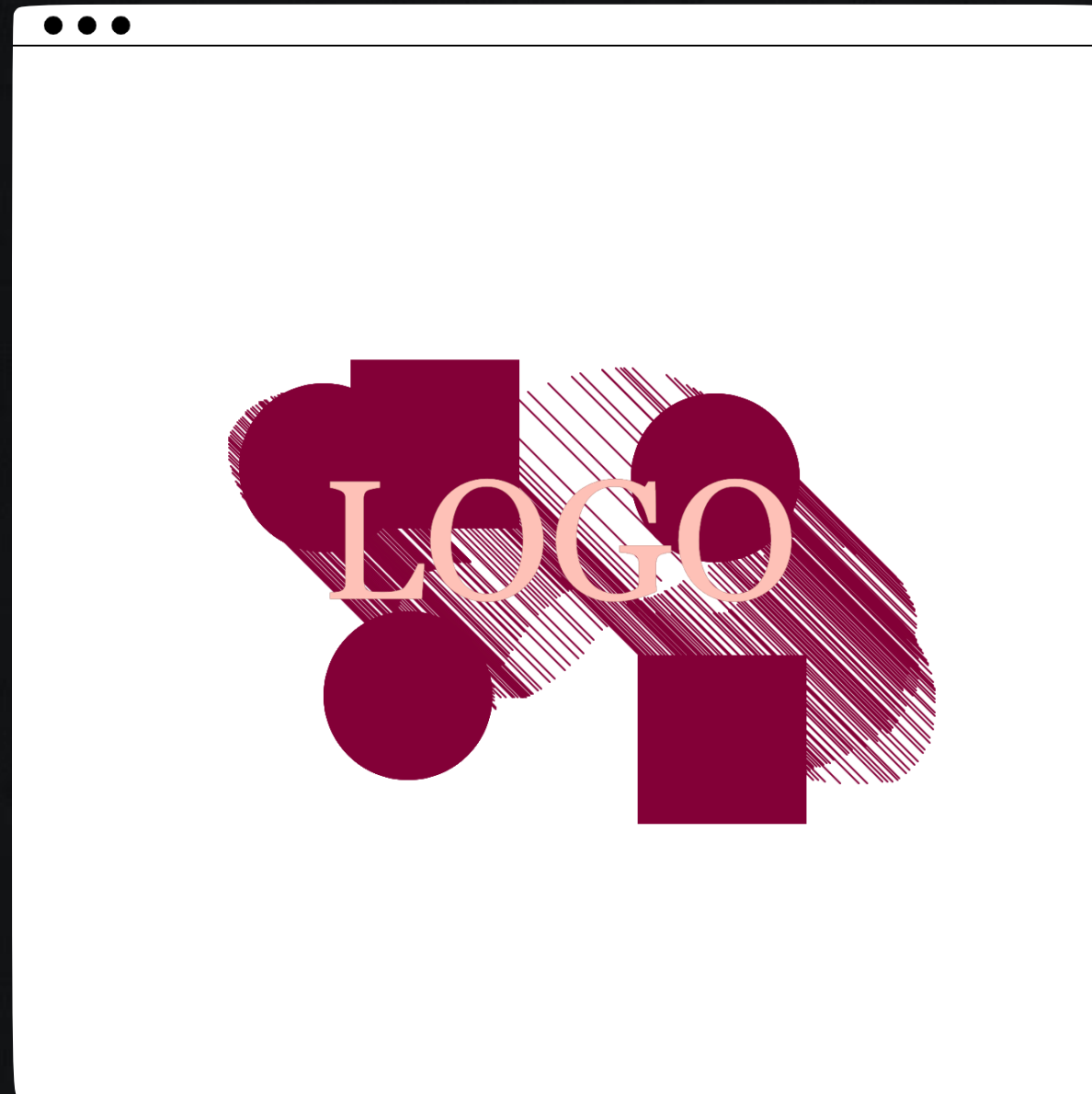


Also, you can assign the size of the shape.

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# # Screenshots



Now, enjoy shaping your logo!

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# Web Link

<https://editor.p5js.org/gartuaden/full/3E9LrCvgF>

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Thank You!

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