# Objective

To sequence basic Processing commands as well as sequenced commands so that more complex designs can be created.

## Topics: method calling, coordinate system, sequential methods in processing

# Instructions

Processing has several methods which can be called in a specific order to produce shapes that would be difficult to produce in a single method. Irregular polygons, for example, would take several different method calls and some creative geometry to produce the shape we need. Another way to draw these shapes using a series of commands: **beginShape()**, **vertex()** and **endShape()**. We will use these commands as well as our basic shape commands to draw a skyline. Your skyline could be realistic skyline like the city of Dallas or a more abstract skyline if you choose. Remember **beginShape()** signals Processing to start playing connect the dots. The **vertex()** method tells Processing which points to connect, and **endShape()** causes Processing to stop adding points and connect them. Your code should contain at least one sequence of **beginShape()**, **vertex()**, and **endShape()**.

# Examples



# Hints

Sometimes it is easier to use a sheet of grid paper to map out individual points first then use Processing to code in the shapes. The variable CLOSE (all caps) will connect your last vertex to the first.  
Challenge

#1 - Try using your geometry skills to create a 3D looking skyline

#2 – Add different layers to your skyline by changing colors of the different layers. For example the front row of buildings would be black, but the ones on the next row would be a lighter color (grey) because they would be harder to see.