

Assignment 2 - Paint by Dot

Pointillism is a technique of in which small, distinct dots of color are applied in patterns to form an image. The technique relies on the ability of the eye and mind of the viewer to blend the color spots into a fuller range of tones. Georges Seurat used this technique in famous painting *A Sunday Afternoon on the Island of La Grande Jatte*.



Assignment: Create a program that creates allows the user to make their own pointillism painting similar to the Seurat by using their mouse as a paint brush to paint dots on a white screen (or canvas). The colours should be randomly assigning colour and the window size large enough to allow detail and expression. Print out the location of the mouse (x and y coordinates). Include comments describing what different sections of code do and good coding practices.

Some Extension Ideas: To include different size circles or an eraser. Add creativity to this drawing and go beyond the assignment requirements.

When the project is complete please submit a folder with all of your files. Present your program to your teacher and answer questions about the code and overall program.

Marks will be awarded based on the following:

Project Requirements and Understanding / 30 marks

Planning and Coding / 30 marks

Program Design / 20 marks

Creativity and Extension / 20 marks