Nitit Ngamphotchanamongkol **6388093**
Siranut Akarawuthi **6388117**

Brief Report

My group decided to draw DORAEMON because we think it is kind of cute. We are designed to change Doraemon's eye every 100 frames count which means 100 sec. And Doraemon needs a bamboo copter as well, so we add a copter and its eye to show in every 210 frames count. We are also designed to change color between Doraemon color and Dorami color.

```
23
24  // Color
25  let from = color(255,150,0);
26  let to = color(0,150,255);
27  let pct = map(x,radius, width-radius,0,1);
28  c =  lerpColor(from,to,pct);
29  x+=speed;
30  if(x<radius || x>width-radius){
31    speed *=-1;
32  }
33
```

Color changing

In this part, we are designing code to have 3 main variables to receive RGB code. First is line 25 name 'from' to collect specific color of blue. The second one is in line 26 named 'to' to collect specific color of yellow. the last one is in line 27 named 'pct' to calculate the percent between 0 and 1 by using the map function. And then using the lerp Color function to transition color smoothly.

```
46
47  function eye (){
48    console.log(frameCount)
49    if(frameCount%400 <= 100){
50      normaleye();
51    }else if(frameCount%400 <= 200){
52      insaneeye()
53    }else if(frameCount%400 <= 300){
54      shyeye();
55    }else{
56      erroreye();
57    }
58  }
59
```

Eye changing

We are designed to change the eye every 100 sec by assuming 1 frame is 1 sec. We have 4 eye styles, so we mod it by 400 and let it use function if between 100, 200, and 300. In functions like a normal eye, insanely, shyly, and erroreye, we need to create a white eye first then create the detail.