function randomCreature(x,y,r){

var possibleShoesColor=['blue',

'red',

'black',

'purple'];

var possibleSkirtColor=['blue',

'red',

'black',

'purple'];

var possibleTopColor=['blue',

'red',

'black',

'purple'];

var ShoesColor=possibleShoesColor.random();

var SkirtColor=possibleSkirtColor.random();

var TopColor=possibleTopColor.random();

save();

translate(x,y);

scale(r/100);

//body//

save();

rotate(155);

linewidth(9);

color(255,184,153);

arc(-80,-57,93,7,60);

restore();

//legs//

linewidth(11);

color(255,184,153);

line(6,130,6,50);

linewidth(11);

color(255,184,153);

line(6,50,100,15)

//back arm//

linewidth(9);

color(255,184,153);

line(0,-9,-60,-50);

//Top//

save();

rotate(155);

linewidth(16);

color(TopColor);

arc(-80,-57,93,7,45);

restore();

//front arm//

linewidth(9);

color(255,184,153);

line(9,-9,-70,-20);

//skirt//

linewidth(0.01);

triangle(-5,90,65,20,-5,29);

fillcolor(SkirtColor);

fill()

//shoes//

linewidth(11);

color(ShoesColor);

line(6,135,6,120);

linewidth(11);

color(ShoesColor);

line(85,20,100,15)

//back hair//

linewidth(0.01);

quad(29,-80,58,-80,90,0,20,0);

fillcolor('brown');

fill()

//head//

save();

rotate(25);

linewidth(0.01);

ellipse(10,-70,22,30);

fillcolor(225,184,153);

fill();

restore();

//front hair//

save();

rotate(30)

linewidth(0.01);

quad(7,-100,-2,-100,-17,-90,23,-90);

fillcolor('brown');

fill()

restore();

//eyes//

save();

rotate(25);

linewidth(0.01);

ellipse(-3,-75,5,6);

fillcolor('white');

fill();

linewidth(0.01);

ellipse(17,-74,5,6);

fillcolor('white');

fill();

linewidth(0.01);

ellipse(-4,-76,3,4);

fillcolor('black');

fill();

linewidth(0.01);

ellipse(16,-75,3,4);

fillcolor('black');

fill();

restore();

//nose//

save();

rotate(180);

linewidth(2);

color(220,140,100);

arc(-35,55,5,-35,50);

restore();

//mouth//

save();

rotate(120);

linewidth(3);

color('red');

arc(-55,-3,5,-75,75);

restore();

//eyebrows//

save();

rotate(-70);

linewidth(2);

color('black');

arc(80,4,5,-35,50);

linewidth(2);

color('black');

arc(77,25,5,-35,50);

restore();

restore();

}

function setup(){

}

function draw(){

var x;

for(x=30; x<width;x=x+80)

for (y=30;y<height;y=y+80){

randomCreature(x,y,35);

}

}

function draw(){

var x,y,r; //variable for x coord//

for(x=40; x<width;x=x+40)

for (y=20;y<height;y=y+50){

r=random()\*25;

circle(x,y,r)

}

}

function creature(x,y,r){

save();

translate(x,y);

scale(r/100);

//body//

save();

rotate(155);

linewidth(9);

color(255,184,153);

arc(-80,-57,93,7,60);

restore();

//legs//

linewidth(11);

color(255,184,153);

line(6,130,6,50);

linewidth(11);

color(255,184,153);

line(6,50,100,15)

//back arm//

linewidth(9);

color(255,184,153);

line(0,-9,-60,-50);

//Top//

save();

rotate(155);

linewidth(16);

color("red");

arc(-80,-57,93,7,45);

restore();

//front arm//

linewidth(9);

color(255,184,153);

line(9,-9,-70,-20);

//skirt//

linewidth(0.01);

triangle(-5,90,65,20,-5,29);

fillcolor('black');

fill()

//shoes//

linewidth(11);

color('red');

line(6,135,6,120);

linewidth(11);

color('red');

line(85,20,100,15)

//back hair//

linewidth(0.01);

quad(29,-80,58,-80,90,0,20,0);

fillcolor('brown');

fill()

//head//

save();

rotate(25);

linewidth(0.01);

ellipse(10,-70,22,30);

fillcolor(225,184,153);

fill();

restore();

//front hair//

save();

rotate(30)

linewidth(0.01);

quad(7,-100,-2,-100,-17,-90,23,-90);

fillcolor('brown');

fill()

restore();

//eyes//

save();

rotate(25);

linewidth(0.01);

ellipse(-3,-75,5,6);

fillcolor('white');

fill();

linewidth(0.01);

ellipse(17,-74,5,6);

fillcolor('white');

fill();

linewidth(0.01);

ellipse(-4,-76,3,4);

fillcolor('black');

fill();

linewidth(0.01);

ellipse(16,-75,3,4);

fillcolor('black');

fill();

restore();

//nose//

save();

rotate(180);

linewidth(2);

color(220,140,100);

arc(-35,55,5,-35,50);

restore();

//mouth//

save();

rotate(120);

linewidth(3);

color('red');

arc(-55,-3,5,-75,75);

restore();

//eyebrows//

save();

rotate(-70);

linewidth(2);

color('black');

arc(80,4,5,-35,50);

linewidth(2);

color('black');

arc(77,25,5,-35,50);

restore();

restore();

}

function draw(){

var x,y,r; //variable for x coord//

for(x=40; x<width;x=x+40)

for (y=20;y<height;y=y+50){

r=random()\*25;

creature(x,y,r)

}

}

function creature(x,y,r){

save();

translate(x,y);

scale(r/100);

//body//

save();

rotate(155);

linewidth(9);

color(255,184,153);

arc(-80,-57,93,7,60);

restore();

//legs//

linewidth(11);

color(255,184,153);

line(6,130,6,50);

linewidth(11);

color(255,184,153);

line(6,50,100,15)

//back arm//

linewidth(9);

color(255,184,153);

line(0,-9,-60,-50);

//Top//

save();

rotate(155);

linewidth(16);

color("red");

arc(-80,-57,93,7,45);

restore();

//front arm//

linewidth(9);

color(255,184,153);

line(9,-9,-70,-20);

//skirt//

linewidth(0.01);

triangle(-5,90,65,20,-5,29);

fillcolor('black');

fill()

//shoes//

linewidth(11);

color('red');

line(6,135,6,120);

linewidth(11);

color('red');

line(85,20,100,15)

//back hair//

linewidth(0.01);

quad(29,-80,58,-80,90,0,20,0);

fillcolor('brown');

fill()

//head//

save();

rotate(25);

linewidth(0.01);

ellipse(10,-70,22,30);

fillcolor(225,184,153);

fill();

restore();

//front hair//

save();

rotate(30)

linewidth(0.01);

quad(7,-100,-2,-100,-17,-90,23,-90);

fillcolor('brown');

fill()

restore();

//eyes//

save();

rotate(25);

linewidth(0.01);

ellipse(-3,-75,5,6);

fillcolor('white');

fill();

linewidth(0.01);

ellipse(17,-74,5,6);

fillcolor('white');

fill();

linewidth(0.01);

ellipse(-4,-76,3,4);

fillcolor('black');

fill();

linewidth(0.01);

ellipse(16,-75,3,4);

fillcolor('black');

fill();

restore();

//nose//

save();

rotate(180);

linewidth(2);

color(220,140,100);

arc(-35,55,5,-35,50);

restore();

//mouth//

save();

rotate(120);

linewidth(3);

color('red');

arc(-55,-3,5,-75,75);

restore();

//eyebrows//

save();

rotate(-70);

linewidth(2);

color('black');

arc(80,4,5,-35,50);

linewidth(2);

color('black');

arc(77,25,5,-35,50);

restore();

restore();

}

function draw(){

var x,y,r;

var i;

for(i=20; i<80; i=i+1){

x=random()\*width;

y=random()\*height;

r=random()\*30;

creature(x,y,r);

}

}

function megan(X,Y,R){

save();

translate(X,Y);

scale(R/200);

color('white');

fillcolor('white');

circle(0,0,180);

fill();

//OneRed

var a

for(d=180;d>0;d=d-10){

for(a=360;a>0;a=a-10){

save();

rotate(a);

color("red");

circle(170,0,10);

fillcolor("red");

fill();

restore();

}

}

//OneBlack

var a

for(d=180;d>0;d=d-10){

for(a=360;a>0;a=a-20){

save();

rotate(a);

color("black");

circle(170,0,20);

fillcolor("black");

fill();

restore();

}

}

//lines

var a

for(d=180;d>0;d=d-10){

for(a=360;a>0;a=a-10){

save();

rotate(a);

color("black");

line(0,0,0,158);

restore();

}

}

//TwoRed

var a

for(d=180;d>0;d=d-10){

for(a=360;a>0;a=a-10){

save();

rotate(a);

color("red");

circle(135,0,10);

fillcolor("red");

fill();

restore();

}

}

//ThreeBlack

var a

for(d=180;d>0;d=d-10){

for(a=360;a>0;a=a-10){

save();

rotate(a);

color("black");

triangle(0,120,10,90,-10,90);

fillcolor("black");

fill();

restore();

}

}

var angle;

for (angle=0;angle<360;angle=angle+20){

save();

rotate(angle);

line(0,0,0,180);

triangle(0,166,20,185,-20,185);

fillcolor("black");

fill();

restore();

}

//FourRed

var a

for(d=180;d>0;d=d-10){

for(a=360;a>0;a=a-10){

save();

rotate(a);

color("red");

circle(70,0,5);

fillcolor("red");

fill();

restore();

}

}

//FiveBlack

var a

for(d=180;d>0;d=d-10){

for(a=360;a>0;a=a-10){

save();

rotate(a);

color("black");

triangle(0,40,5,50,-5,50);

fillcolor("black");

fill();

restore();

}

}

circle(0,0,20);

color("red");

fillcolor("red");

fill();

restore();

}

function cassie(X,Y,R){

save();

translate(X,Y);

scale(R/180);

var a;//variables for the angle to which we will rotate

color('white');

circle(0,0,180);

fillcolor('white');

fill();

for (a=0;a<360;a=a+5){

save();

rotate(a);

color('red');

line(150,0,180,0);

restore();

}

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('blue');

circle(135,0,10,0);

restore();

}

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('green');

circle(135,0,5,0);

restore();

}

for (a=0;a<360;a=a+5){

save();

rotate(a);

color('red');

line(110,0,120,20);

restore();

}

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('purple');

triangle(90,40,50,95,5,80);

restore();

}

for (a=0;a<360;a=a+5){

save();

rotate(a);

color('green');

circle(60,0,10,0);

restore();

}

for (a=0;a<360;a=a+5){

save();

rotate(a);

color('red');

line(150,0,180,0);

restore();

}

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('blue');

circle(135,0,10,0);

restore();

}

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('green');

circle(135,0,5,0);

restore();

}

for (a=0;a<360;a=a+5){

save();

rotate(a);

color('green');

line(110,0,120,20);

restore();

}

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('purple');

triangle(90,40,50,95,5,80);

restore();

}

for (a=0;a<360;a=a+5){

save();

rotate(a);

color('red');

circle(60,0,10,0);

restore();

}

//

for (a=0;a<360;a=a+5){

save();

rotate(a);

color('purple');

line(35,0,45,0);

restore();

}

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('blue');

circle(30,0,2,0);

restore();

}

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('green');

line(15,0,18,-20);

restore();

}

for (a=0;a<360;a=a+5){

save();

rotate(a);

color('purple');

circle(5,0,5,0);

restore();

}

restore();

}

function marissa(x,y,r){

save();

translate(x,y);

scale(r/200);

circle(0,0,180);

fillcolor('black');

fill();

var a;

//Orange triangles

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('yellow');

fillcolor('yellow');

triangle(180,0,165,10,175,-10);

fill();

restore();

}

//Orange circle

save();

color('orange');

linewidth(5);

circle(0,0,160);

restore();

//< shapes

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('red');

line(150,5,155,0,150,-5);

restore();

}

//Blue circle

save();

color(0,0,210);

linewidth(3);

circle(0,0,150);

restore();

//White lines

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('white');

rect(-100,-100,200,200);

restore();

}

//Red rectangle

for (a=0;a<360;a=a+22.5){

save();

rotate(a);

color(0,0,100);

rect(-70,-70,140,140);

fillcolor(0,0,100);

fill();

restore();

}

//Circle

save();

color('orange');

linewidth(1);

circle(0,0,40);

restore();

//Circle

save();

color('orange');

linewidth(2);

circle(0,0,45);

restore();

//Circle

save();

color('orange');

linewidth(3);

circle(0,0,50);

restore();

//Circle

save();

color('orange');

linewidth(4);

circle(0,0,55);

restore();

//Circle

save();

color('orange');

linewidth(5);

circle(0,0,60);

restore();

//Red Lines

for (a=0;a<360;a=a+10){

save();

rotate(a);

color('red');

rect(70,2,10,4);

fillcolor('red');

fill();

restore();

}

restore();

}

function setup(){

size(600,400);

timestep(1000);

loop();

}

function draw(){

var possibleTheColors=[marissa, megan, cassie];

var TheColors=possibleTheColors.random();

var x,y,r;

x=random()\*width;

y=random()\*height;

r=random()\*50;

TheColors(x,y,r);

}