01/02/2022

Sunny Sun

Portrait Documentation

For my portrait, I implemented different shapes that we learned in class. I wanted to practice coding a circle, triangle, and rectangle. I also wanted to practice coding for different colors and line thickness. I used ovals and circles for the face and eyes, a triangle for the nose, and layered squares for the hair. I set the line thickness to three to give the portrait more definition, and used the RGB color picker for my skin tone, eyes, mouth, and hair. What worked with my portrait was using all the shapes effectively and placing them in the right places. I was able to figure out how to code each shape to the size and place I wanted it. I enjoyed the creativity aspect of figuring out how to turn simple shapes into something with detail and dimension, like my hair. Adding color to my image also worked well. What didn't work when it came to coding my portrait was when I attempted to use elements such as a line and arc. I struggled with flipping and moving the elements and I did not end up incorporating them into my portrait. Things I learned from coding this portrait were what each number in the code for certain shapes meant, as well as how to manipulate and layer the shapes to form a new type of image. I also better understand the order that a code has to be in, and how to fill colors for specific shapes.