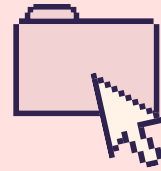
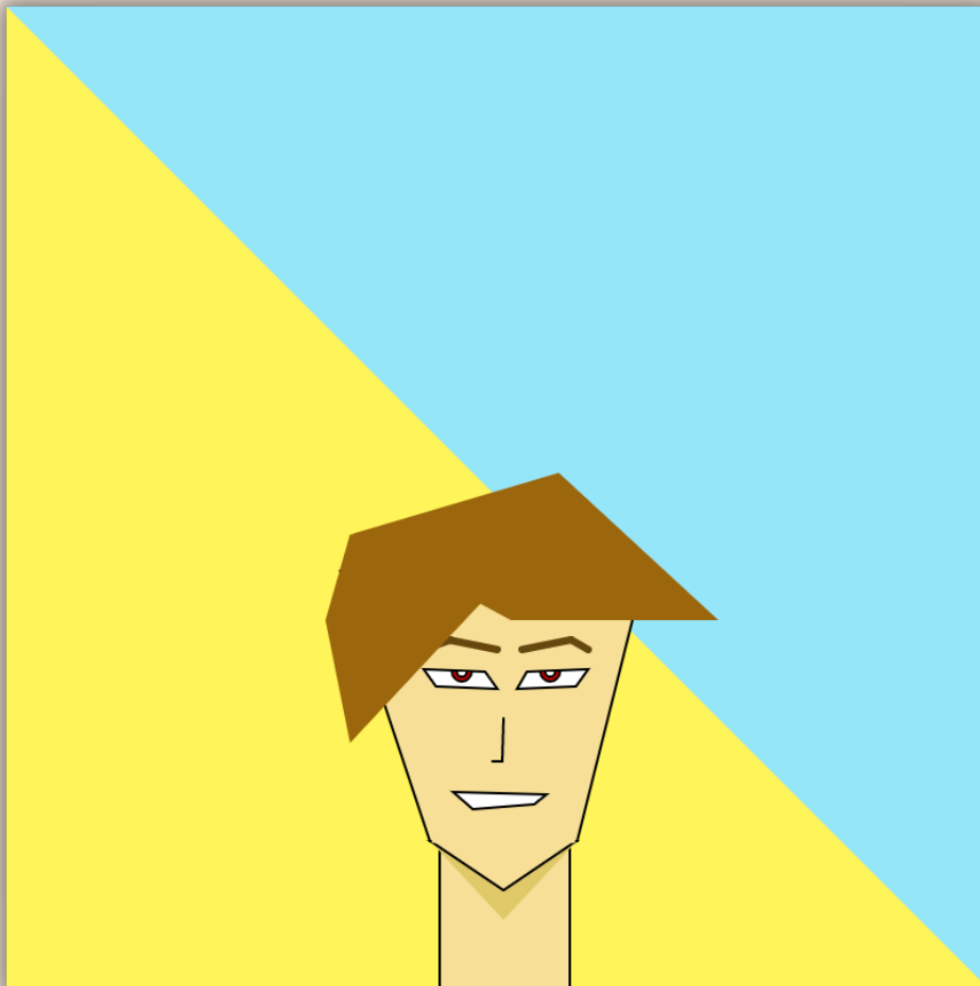


p5\*.js



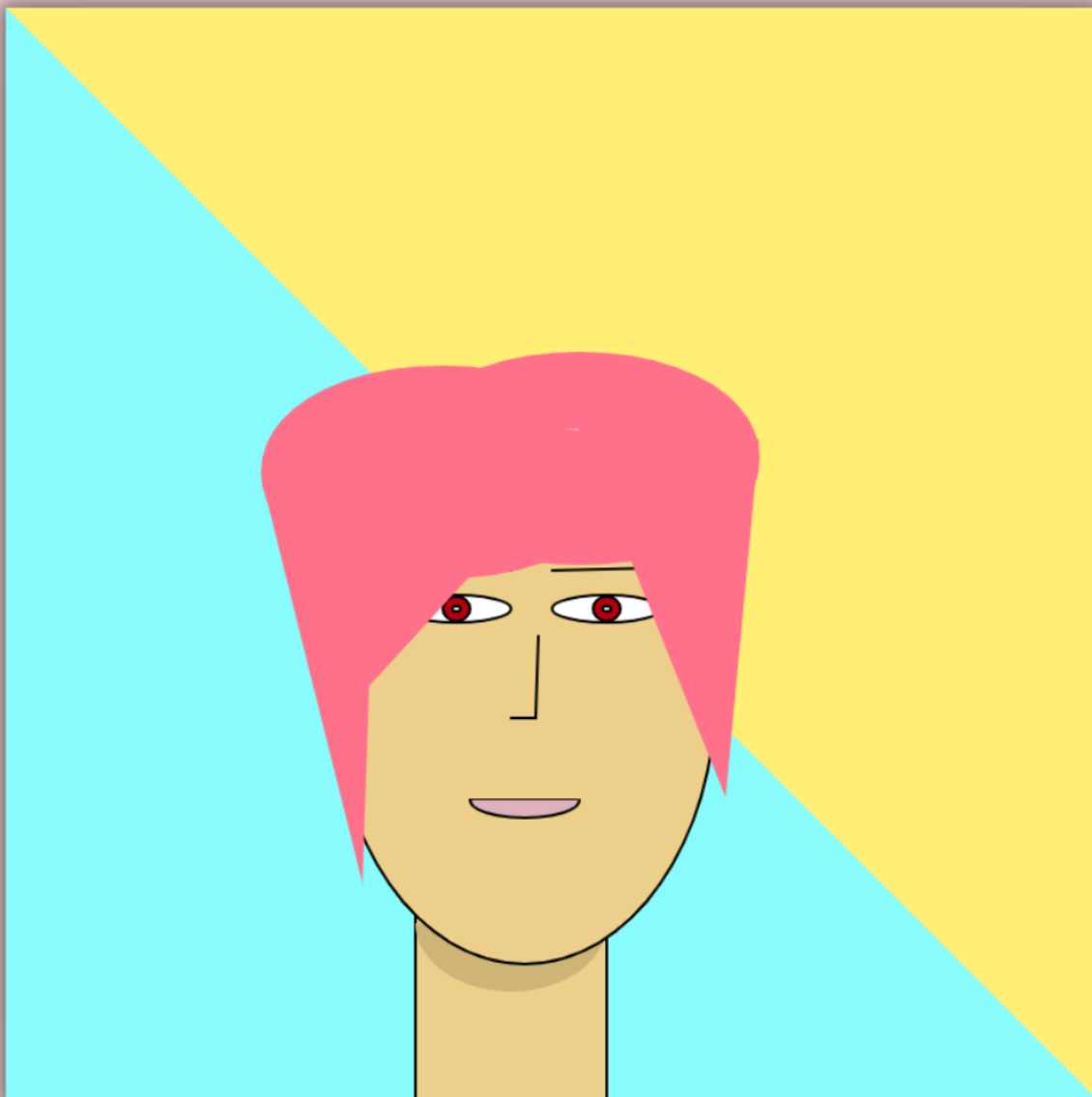
# SELF PORTRAIT DOCUMENTATION



**Coded By Syed Fahad Rizwan**

# INTRODUCTION

As a coding rookie, I jumped directly into coding over the weekend. Surprisingly, by using the shapes unremarkably, without much planning, I mustered up a somewhat pleasant-looking portrait. I experimented by changing dimensions, adding chin shadows, changing hair color, eye color, and hair shape. It was a fun creative exercise.



# WHAT NEXT?

Knowing I wasn't completely satisfied with it, I naively wished to jump to another portrait. But I knew it would take more than optimism, creativity, and fierce ambition.

*I had to master the tools.*

After experimenting with various animations, learning the quad shape, and allowing my creative juices to flow, I felt *much more comfortable*, seeking help from the following sources.



**P5JS READINGS**



**YOUTUBE TUTORIALS**



**GITHUB EXAMPLES**

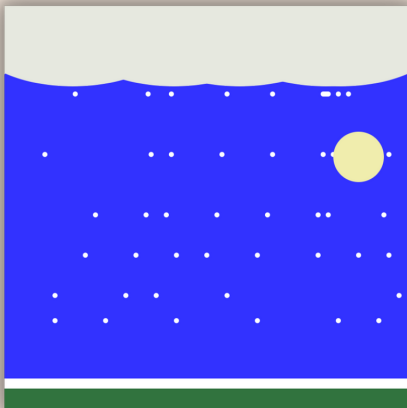


**CLASS NOTES**



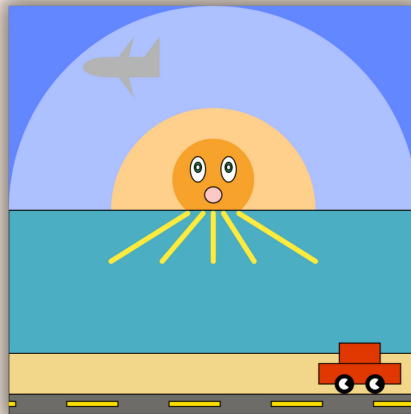
# PRACTICE

## Snowfall



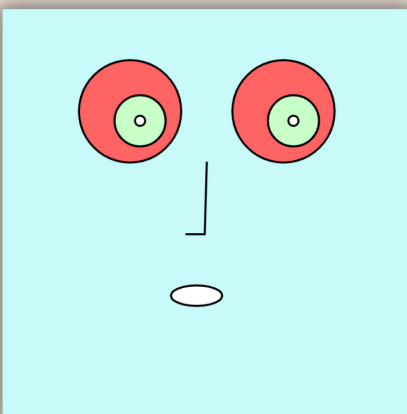
[Animation Link](#)

## Sunset Drive



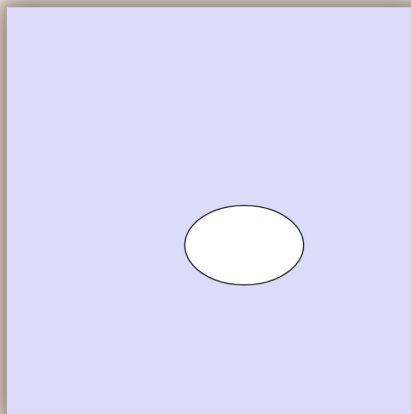
[Animation Link](#)

## Eyeball Move



[Animation Link](#)

## Ellipse Motion



[Animation Link](#)

## CHALLENGES

Organizing the code was a big challenge for me. I began to write, and by line 30, I lost track of which line synchronized with which part. Therefore, I found **commenting and dividing** the code into digestible bits super helpful. It was a bit hard to visualize the coordinates in terms of a graph and find appropriate coordinates, especially for triangles and quads. However, I realized the only way around it is practice and I got comfortable over time.



The End →