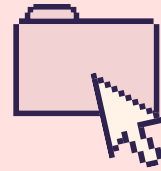
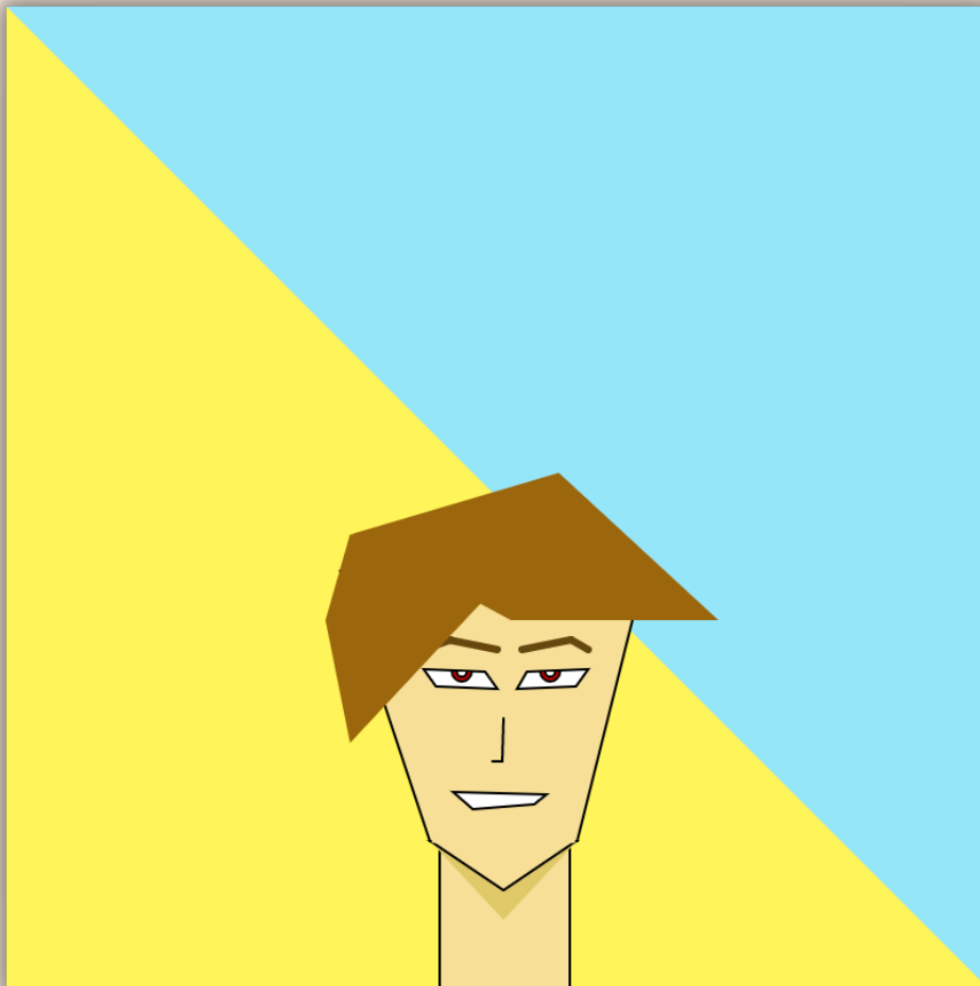


p5*.js



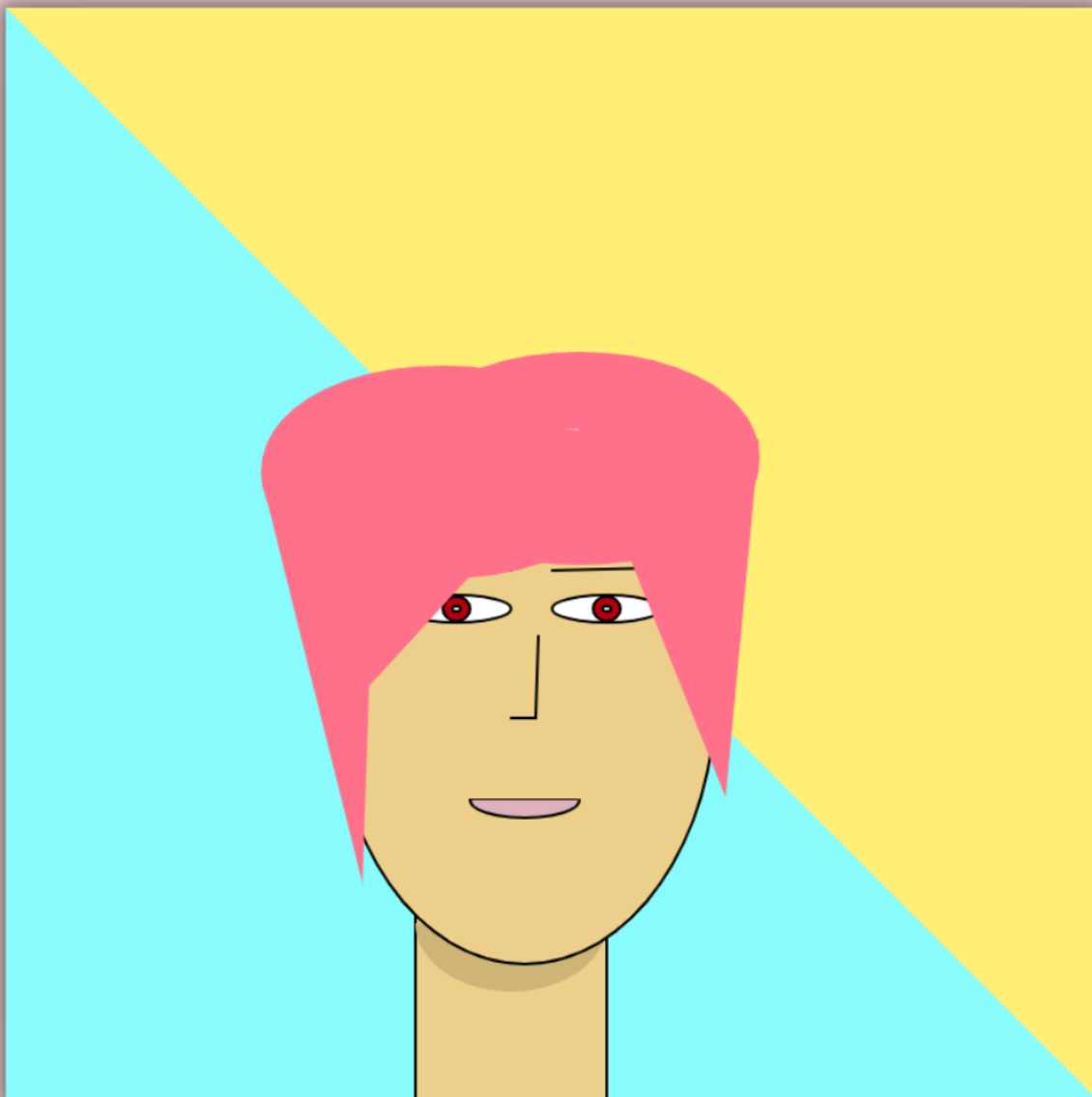
SELF PORTRAIT DOCUMENTATION



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

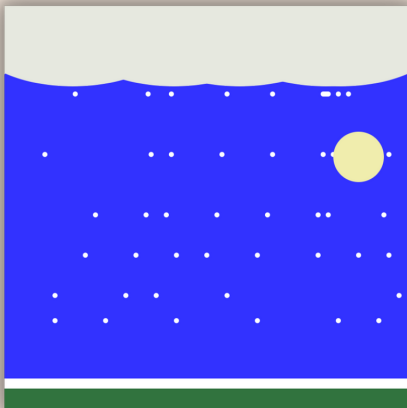


CLASS NOTES



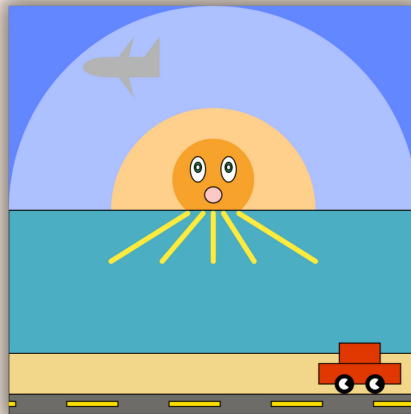
PRACTICE

Snowfall



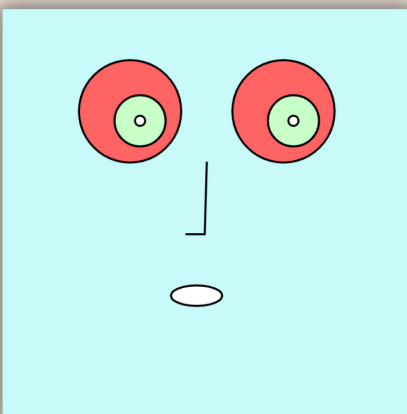
[Animation Link](#)

Sunset Drive



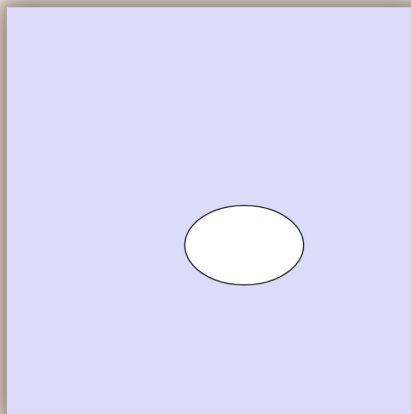
[Animation Link](#)

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 part. Therefore, I found **commenting and dividing** the code into digestible bits. It was a bit hard to visualize it 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 →