# U3174949 – Project 1 (Programming for Design)

Pseudocode for Project1.js (self-portriate)

//create variables for colours (set them so they are able to be called during coding)

let “skinlight” = color (255, 213, 188)

let “skinMed” = color (249, 199, 169)

let “skinDark” = color (200, 200, 169)

let “hair” = color (100, 50, 30)

let “shirt” = color (50, 50, 60)

let “noseRing” = color (244, 189, 100)

let “black” = color (0, 0, 0)

SET background to (220)

CALL fill(skinMed)

CALL rectangle (165, 200, 70, 100)

//drawing shirt

CALL fill(shirt)

CALL rectangle (115, 275, 170, 130)

CALL fill(shirt);

CALL ellipse(120, 395, 120, 240)

CALL fill(shirt);

CALL ellipse(280, 395, 120, 240)

//

CALL fill(skinMed)

CALL ellipse (199, 275, 70, 60)

CALL fill (SkinDark)

CALL ellipse (199, 210, 80, 100)

CALL fill (skinMed)

CALL ellipse(199, 170, 120, 160);

CALL ellipse(138, 173, 20, 40);

CALL ellipse(260, 173, 20, 40);

noFill();

stroke(noseRing);

strokeWeight(3);

CALL ellipse(199, 202, 12, 12);

noStroke();

CALL fill(skinlight);

CALL ellipse(199, 195, 20, 15);

// Hair

CALL fill(hair);

stroke(20);

strokeWeight(1);

// using lines...

// top position (hair)

CALL line(170,100, 190, 90);

CALL line(180,100, 190, 90);

CALL line(185,100, 190, 90);

CALL line(200,100, 200, 90);

CALL line(210,100, 200, 90);

CALL line(220,100, 200, 90);

CALL line(230,100, 200, 90);

// right side (hair)

CALL line(140, 140, 150, 150);

CALL line(140, 130, 150, 140);

CALL line(150, 120, 160, 130);

CALL line(150, 110, 160, 120);

CALL line(160, 110, 170, 120);

CALL line(170, 110, 180, 120);

// left side (hair)

CALL line(240, 110, 230, 120);

CALL line(240, 120, 230, 130);

CALL line(250,130, 240, 140);

CALL line(260, 140, 250, 150);

// eyes

CALL fill(black);

CALL ellipse(175, 173, 10, 12);

CALL ellipse(225, 173, 10, 12);

// eyebrows and mouth

stroke(black);

strokeWeight(3);

// right eyebrow

CALL line(182, 159, 160, 160);

// left eyebrow

CALL line(213, 159, 233, 160);

// mouth

CALL line(185, 222, 215, 222);

// Glasses

//Rims

strokeWeight(4);

//reflection for glasses

CALL fill(255, 100);

stroke(0);

CALL ellipse(width / 1.79, 175, 30);

CALL ellipse(width / 2.3, 175, 30);

//Bridge

stroke(0);

CALL curve(170, 190, 210, 172, 190, 172, 210, 200);

//Handles

//Left

stroke(0);

CALL curve(160, 157, 157, 175, 137, 155, 100, 140);

//Right

stroke(0);

CALL curve(310, 120, 240, 175, 255, 150, 230,140);

}

END