

Taylor

ART385

Code Self Portrait

February 4th, 2020

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The Assignment:

For this assignment, my peers and I were meant to hand-draw a self-portrait of ourselves and then after that was completed, the task was to code it using the Processing software.

Hand-drawn Sketches:



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Reflections:

At the start of the drawing process, I found this task to be difficult as drawing has never been a strong suit for me. I had initially drawn four different sketches until I was comfortable with the sketch that I drew, and the last sketch was by far the best (shown above). Moreover, I found it challenging when I had to reinterpret my own hand drawn sketch and make it on Processing. I used a variety of shapes in order for it to have similarities and features of a person, but it was troublesome to make it look exactly like my hand-drawn sketch. This is because, I had to make sure that each of the shapes were in proportion and in the right place as I kept on having to change the 'x' or 'y' coordinates. For example, one of the most challenging aspects of this task, was creating the eyebrows. I had to combine a rectangle and triangle together to get the pointiness of the eyebrow. However, I found this very time-consuming to get the 'x' coordinate of the triangle to be at the same place as the 'x' coordinate of the rectangle; if one coordinate from the triangle was off, the triangle would become too big or too small. I also had to make sure that the eyebrows were above my eyes and the size was relative to the rest of my face. Lastly, even though I found this task challenging due to sketching and coding our portraits, I also found it to be very rewarding as I got a lot of hands on experience working with this software and it enabled me to familiarize myself and learn different techniques such as animating the background, and working with the "mouse" features.