

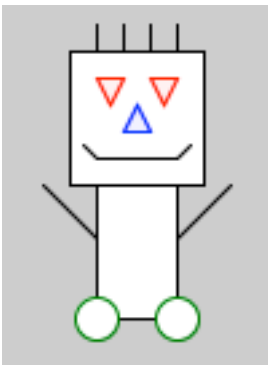
**Lab Goal :** To write your first sketch in Processing!

**Lab Description :** Design a creature using simple shapes and colors. Draw the creature by hand using only points, lines, rectangles, ellipses, and triangles. (Exercise 1-7, page 15).

Then, using what you designed, implement your own screen design using only 2D primitive shapes—`arc()`, `curve()`, `ellipse()`, `line()`, `point()`, `quad()`, `rect()`, `triangle()`—and basic color functions—`background()`, `fill()`, `noFill()`, `noStroke()`, and `stroke()`. Remember to use `size()` to specify the dimensions of your window.

Suggestion: Play the sketch after typing each new line of code. Correct any errors or typos along the way. (Exercise 2-9, page 28) Name your sketch creature.

**Sample Output :**



### Additional Requirements

Your sketch *must* have at least one rectangle, one triangle, one ellipse, and one line.

You *must* use at least one color other than white, black, or a shade of gray. At the right is a sample creature, which is meant to be some sort of robot on wheels. As you can see, artistic excellence is *not* a requirement for this assignment. Your sketch must *not* be a duplicate of the example sketch or merely a simple modification of the sketch. Be creative!

The one place where I don't want you to be creative is in the name of the sketch. The name of your sketch *must* be creature; if you name it anything else, I will take off points.

### When You Finish

Zip the folder containing your sketch into a zip file named creature.zip and upload it to Moodle.