Josephine Julian u3187474 Pseudo code- programming for Designers

This code will create a self-portrait of myself using html, javascript and the pj library.

Start of the program:

Set up the canvas of (500, 650);

Create the setup function

Start draw function loop

Create the background and define the colour: (242, 242, 242);

Define the colours:

hair = color(228, 181, 125);

skin = color(249, 203, 187);

eyes = color(0, 68, 107);

white = color(255, 255, 255);

shadows = color(154, 120, 111);

pink = color(230, 149, 145);

black = color(0, 0, 0);

Create body and fill with black, have no stroke

Draw quad(335, 416, 419, 456, 449, 550, 337, 551);

Draw rectangle (112, 419, 229, 132);

Draw quad(112, 419, 56, 456, 16, 552, 112, 551);

Create the neck and fill with skin colour with no stroke

Draw quad(155, 366, 194, 453, 238, 470, 280, 444);

fill with skin colour

fill(skin);

Draw quad(203, 396, 280, 446, 289, 377, 276, 367);

Create the hair and fill with hair colour with no stroke

Begin drawing shape

vertex(279, 373);

vertex(267, 413);

vertex(284, 395);

vertex(269, 452);

vertex(337, 433);

vertex(356, 406);

vertex(354, 246);

vertex(338, 165);

vertex(293, 114);

vertex(231, 92);

vertex(184, 106);

vertex(155, 113);

vertex(118, 170);

vertex(105, 238);

vertex(101, 418);

vertex(110, 411);

vertex(115, 448);

vertex(140, 477);

vertex(129, 440);

vertex(167, 468);

vertex(206, 472);

vertex(178, 417);

vertex(205, 432);

vertex(175, 380);

vertex(152, 367);

vertex(142, 348);

vertex(130, 264);

vertex(134, 222);

vertex(149, 192);

vertex(191, 158);

vertex(231, 210);

vertex(331, 287);

vertex(322, 250);

vertex(314, 300);

vertex(250, 250);

vertex(250, 250);

end shape

Create the face and fill with skin colour and no stroke

Begin drawing shape

vertex(129, 270);

vertex(140, 360);

vertex(152, 370);

vertex(192, 399);

vertex(219, 399);

vertex(247, 399);

vertex(275, 385);

vertex(307, 340);

vertex(326, 300);

vertex(315, 200);

vertex(272, 240);

vertex(189, 157);

vertex(148, 191);

vertex(133, 223);

end shape

Create the right eye and fill with white

Begin drawing shape

vertex(249, 262);

vertex(259, 251);

vertex(267, 248);

vertex(280, 248);

vertex(292, 252);

vertex(302, 261);

vertex(292, 261);

vertex(280, 267);

vertex(266, 269);

vertex(255, 263);

end shape:

fill shape with white

Create ellipse of (272, 259, 20, 20); and fill with eye colour

Create ellipse of (275, 259, 5, 7); and fill with white

Create the left eye and fill with white

Begin Drawing shape

vertex(210, 265);

vertex(202, 257);

vertex(191, 252);

vertex(174, 254);

vertex(162, 261);

vertex(153, 271);

vertex(165, 270);

vertex(174, 273);

vertex(186, 273);

vertex(199, 268);

end shape

create pupils

draw ellipse of (185, 263, 20, 20); and fill with the eye colour

draw ellipse of (190, 263, 5, 7); and fill with white

Create the left eyebrow and fill with the shadow colour

Begin drawing shape

vertex(210, 246);

vertex(193, 240);

vertex(173, 241);

vertex(154, 250);

vertex(164, 239);

vertex(179, 234);

vertex(197, 234);

vertex(207, 237);

end shape and fill with shadows colour

Create the right eyebrow and fill with the shadow colour

Begin drawing shape

vertex(243, 243);

vertex(249, 232);

vertex(271, 229);

vertex(288, 230);

vertex(299, 238);

vertex(279, 234);

vertex(256, 236);

end shape and fill with shadow colour

Create the nose and fill with pink

Begin drawing shape

vertex(216, 304);

vertex(212, 313);

vertex(220, 315);

vertex(233, 316);

vertex(253, 306);

vertex(248, 300);

end shape and fill with pink

fill(pink);

beginShape();

vertex(212, 313);

vertex(220, 292);

vertex(221, 293);

vertex(215, 312);

endShape();

Create the upper lip and fill with pink

Begin drawing shape

vertex(190, 343);

vertex(208, 345);

vertex(247, 340);

vertex(267, 333);

vertex(239, 330);

vertex(233, 335);

vertex(225, 331);

end shape and fill with pink

//Create the lower lip and fill with pink

fill(pink);

beginShape();

vertex(190, 343);

vertex(213, 352);

vertex(247, 347);

vertex(267, 333);

vertex(246, 338);

vertex(208, 344);

endShape();

Create the ears and fill with the skin colour

Create shape

Draw ellipse at 128, 275, 25, 80 and fill with the skin colour

Draw ellipse at 320, 275, 25, 80 and fill with the skin colour