**Programming Assessment 2 Portrait Pseudo Code**

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Each Small paragraph represents a set action with its included settings in order from start to finish. Each paragraph space indicates the end and start of a new action/code.

**Portrait\_Code\_u3197494.html**

State file type (html). Create a heading and script.  
Script search for pre-programmed code from <https://cdnjs.cloudflare.com/ajax/libs/p5.js/0.9.0/p5.js>   
Send files/code from link to file Portrait\_Code\_u3197494.js  
End script, end heading, end html.

**Portrait\_Code\_u3197494.js Pseudo Code**

Create canvas with a size of 1000 bits by 1000 bits.

Create a background colour the size of canvas with the RGB code 30,144,255 for light blue.

Create a rectangular square at the coordinates x 400, y 700, x 200, y 200 with the RGB skin tone colour 255, 224, 189 to create the neck of the self-portrait.

Create a rectangular square at the coordinates x 400, y 780, x 200, y 400 with an RGB light gray colour of 230 to create an undershirt.

Create a rectangular square at the coordinates x 225, y 780, x 250, y 400 with an RGB light military green colour of 75, 83, 32 to create the left side of a jacket.

Create a rectangular square at the coordinates x 535, y 780, x 250, y 400 with an RGB light military green colour of 75, 83, 32 to create the right side of a jacket.

Create a circular ellipse at the coordinates x 325, y 460 with the height and width positions at x 80, y 130 with the RGB skin colour of 255,224,189 to create the left ear.

Create a circular ellipse at the coordinates x 325, y 460 with the height and width positions at x 61.5, y 100 with the RGB skin colour of 245,219,172 to create the left inner ear.

Create a circular ellipse at the coordinates x 675, y 460 with the height and width positions at x 80, y 130 with the RGB skin colour of 255,224,189 to create the right ear.

Create a circular ellipse at the coordinates x 675, y 460 with the height and width positions at x 61.5, y 100 with the RGB skin colour of 245,219,172 to create the right inner ear.

Create a circular ellipse at the coordinates x 500, y 500 with the height and width positions at x 375, y 500 with the RGB skin colour of 245,219,172 to create the head

Create a circular ellipse at the coordinates x 500, y 300 with the height and width positions at x 355, y 130 and a rectangular square at the positons of x 325, y 315, x 360, y 50 with the RGB colour set 70 at a dark grey. To create the top of the hat (ellipse) and the rim of the hat (rectangle).

Eye shadow coordinates created with ellipse 570,420, 75, 50 right eye, 430,420,75,50 left eye. RGB colour set to black 40.

Whites of eyes coordinates created with ellipse 570,420, 75, 50 right eye, 430,420, 75, 50 left eye. RGB colour set to white 255.

Eye colour coordinates create with ellipse 430,420,35,35 left eye, 570,420,35,35 right eye. RGB colour set to green 0, 100, 0

Blacks of eye coordinates created with ellipse 430, 420,25,25 left eye, 570,420,25,25. RGB colour set to black 20

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 521, y 455, curve point located at x 510, y 480, end point located at x 510, y 480. No fill. Right side nose length curve.

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 525, y 510, curve point located at x 525, y 520, end point located at x 535, y 530. No fill. Start of right side of Nose of nostril curve P1.

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 535, y 530, curve point located at x 540, y 545, end point located at x 525, y 550. No fill. Start of right side of Nose of nostril curve P2.

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 525, y 550, curve point located at x 519, y 552, end point located at x 515, y 560. No fill. Start of right side of Nose of nostril curve P3.

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 525, y 550, curve point located at x 519, y 552, end point located at x 515, y 560. No fill. Tip of nose overhang.

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 492, y 560, curve point located at x 493, y 556, end point located at x 479, y 550. No fill. Bottom point of left nostril P1.   
Starting point of nostril hole P2 x 479, y 550. Location of curve point x 469, y 552 and the end point is located at x 492, y 560. No fill. Both sets of points create left nostril hole.

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 479, y 455, curve point located at x 490, y 480, end point located at x 482, 525. No fill. To create the left nose curve length.

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 475, y 510, curve point located at x 477, y 526, end point located at x 467, y 530. No fill. Left side of nose start of nostril curve P1.

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 465, y 530, curve point located at x 452, y 545, end point located at x 465, y 550. No fill. Left side of nose P2 curve.

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 465, y 550, curve point located at x 471, y 552, end point located at x 475, y 560. No fill. Left side of Nose P3 Curve.

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 511, y 540, curve point located at x 500, y 537, end point located at x 488, y 540. No fill. Nose Curve above nostril holes.

Create a curved stroke with no fill colour and with a weight of 1. Starting at point x 580, y 625, curve point located at x 500, y 537, end point located at x 420, y 625. Mouth.