List of assignments

Assignment 1 — annotate code

Assignment 2 — reverse pacman

Assignment 3 — Finish the grid of circles sketch, including the interactions with the distance. Draw the circles with a fixed distance that increases as it gets closer to the center.

Assignment 4 — Modify the vectors.js file as to use the vector.rotate() function
instead of vector.set(). Replicate the effects on vectors.js for any number n of particles at the same time by using arrays.

Assignment 5 — By using translations and rotations, as well as the push() and pop()
functions, replicate the effect seen in a2.mp4.

Assignment 6 — (was assignment 5) Explore a particle system similar to the one implemented in class 7.

Assignment 7 — Reverse array

Assignment 8 — Interaction with packed circles/bubbles

30% total
3.75% each