



Gambar 1.1 Doraemon

```

/*
*****
***
* Nama File Program : Menampilkan Gambar
* Fungsi Program : Membuat layar untuk menampilkan objek gambar.
* Lokasi : E:\Kuliah\Semester 4\Grafika Komputer
           \GK 200102128\Doraemon\Menggambar_Doraemon
* Tgl. Programming : 14 April 2022
* Tgl. Update : 21 April 2022
* Programmer : Yanuar Eka Putera
*
*****
***
*/

// Menulis Instalasi Program
void setup() {
    size(500,551);
}
// Menyusun Instruksi Program
void draw() {
    //Latar
    background(255);
    fill(#f7ddc2);
    noStroke();
    rect(0, 0, 233, 108);

    fill(#dbf2cb);
    noStroke();
    rect(0, 146, 233, 269.99);

    fill(#f5f7c1);
    noStroke();
    rect(0, 439, 233, 111.99);

    fill(#d8e0fc);
    noStroke();
    rect(261, 0, 239, 238.99);

    fill(#f2d9cb);
    noStroke();
    rect(260.99,261, 239, 290);

    //Kepala
    fill(#63a1c2);
    stroke(0);
    ellipse(250, 180, 348, 326.99);
    fill(#ffffff);
    stroke(0);
    ellipse(250, 195, 319, 271);

```

```
//Mata
fill(#ffffff);
stroke(0);
  ellipse(212, 80, 65, 90);
  ellipse(280, 80, 64, 90);

//Pupil
fill(#0e0e0f);
stroke(0);
  ellipse(225, 80, 23, 28.99);
  ellipse(265, 80, 22, 29);

//Cahaya Mata
fill(#ffffff);
stroke(0);
  ellipse(223, 75, 10, 10);
  ellipse(263, 75, 10, 10);

//Hidung
fill(#c41313);
noStroke();
  ellipse(250, 120, 45, 45);

//Cahaya Hidung
fill(#f2c1c0);
noStroke();
  ellipse(245, 110, 12, 13);

//Garis Mulut
stroke(0);
line(250,140,250,170);

//Pipi
noFill();
stroke(0);
  bezier(130, 170, 100, 150, 120, 130, 140, 120);
  bezier(370, 170, 400, 150, 380, 130, 360, 120);

//Kumis Kiri
line(195,130,120,100);
line(190,140,105,130);
line(190,155,105,160);

//Kumis Kanan
line(300,130,380,100);
line(305,140,395,130);
line(300,155,395,160);
```

```

//Mulut
beginShape();
stroke(0);
fill(#d14949);
  curveVertex(130,170);
  curveVertex(130,170);
  curveVertex(200,290);
  curveVertex(300,290);
  curveVertex(370,170);
  curveVertex(370,170);
endShape();

//Lidah
fill(#ed8f51);
noStroke();
  bezier(170, 250, 180, 230, 320, 230, 330, 250);
  bezier(170, 250, 190, 323, 310, 323, 330, 250);

//berzier(anchor first x1, anchor first y1, control/untuk menyonin first x2, control/untuk
menyonin first y2,
//      control/untuk menyonin second x3, control/untuk menyonin second y3, anchor second
x4, anchor second y4)

//Lengan Kiri
fill(#63a1c2);
stroke(0);
beginShape();
  vertex(160, 340);
  quadraticVertex(130, 290, 50, 270);
  quadraticVertex(40, 360, 160, 370);
endShape();

//Tangan Kiri
stroke(0);
fill(255);
ellipse(70, 300, 70, 70);

//Lengan Kanan
fill(#63a1c2);
stroke(0);
beginShape();
  vertex(340, 340);
  quadraticVertex(370, 290, 450, 270);
  quadraticVertex(460, 360, 340, 370);
endShape();

//Tangan Kanan
stroke(0);
fill(255);
ellipse(430, 300, 70, 70);

```

```

//Kaki Kiri
ellipse(175, 490, 150, 70);

//Kaki Kanan
ellipse(325, 490, 150, 70);

//Badan
beginShape();
stroke(0);
fill(#63a1c2);

//Badan Kiri
vertex(160, 330);
quadraticVertex(120, 350, 140, 470);
vertex(140, 470);
quadraticVertex(200, 490, 240, 470);

//Badan Tengah
vertex(240, 470);
quadraticVertex(240, 445, 250, 445);
vertex(250, 445);
quadraticVertex(250, 445, 260, 470);

//Badan Kanan
vertex(260, 470);
quadraticVertex(250, 445, 260, 470);
quadraticVertex(270, 490, 340, 470);
vertex(340, 470);
quadraticVertex(350, 470, 360, 380);
quadraticVertex(360, 345, 340, 330);
endShape();

//Perut
fill(255);
rect(160, 330, 180, 110, 200);

//Kantong Ajaib
/*
stroke(0);
arc(200, 200, 320, 320, 0, PI, 0);
*/
beginShape();
stroke(0);
fill(255);
curveVertex(190,370);
curveVertex(190,370);
curveVertex(220,420);
curveVertex(280,420);
curveVertex(310,370);
curveVertex(310,370);
endShape();
line(190,370,310,370);

```

```
//Kalung
fill(#d41717);
rect(140, 310, 220, 30, 50);

//Bell
fill(#F0A80D);
stroke(0);
  ellipse(250, 340, 50, 50);
  noFill();
  bezier(225, 340, 220, 330, 270, 330, 275, 340);
  bezier(228, 350, 220, 340, 270, 335, 273, 350);

  noFill();
  line(250,365,250,350);
  fill(#CD853F);
  ellipse(250, 350, 10, 10);
}
// Akhir Program
```