Using Processing's 2D drawing functions, create a self-portrait. Structure your code so that changing a size or position variable updates the entire portrait. Please be prepared to discuss how the algorithmic/coding process impacted the finished piece as compared to drawing, painting, or photographing a self-portrait.

In regards to changing a size or position, the frame width and height changes with the original picture size

void settings() {

img = loadImage("1.jpg");

int iWidth = img.width\*2;

int iHeight = img.height;

size(iWidth, iHeight);

}

The background boxes formed also changed in regards to the original height and width of the picture and adapts to the original dimensions.

void mousePressed() {

if (mouseButton == LEFT) {

int x = img.width/15;

int y = img.height/30;

stroke(1);

for(int i = 0; i < img.width; i += x){

for(int j = 0; j < img.height; j += y){

fill(int(random(255)),int(random(255)),int(random(255)));

rect(i,j,x,y);

}

}

} else if(mouseButton == RIGHT) {

save("final.jpg");

}

}

Otherwise, the shapes and lines used are pretty static