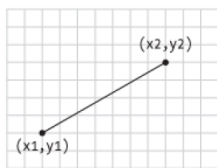


Assignment #6

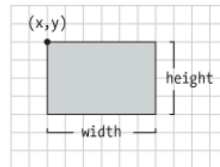
Complete Short Study #1: Algorithmic Drawing

Building on what we did in class, create **your own unique drawing** using **2D primitive shapes**.

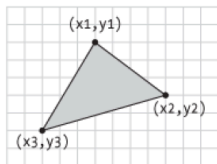
- * Reference **Chapter 3: Draw (pages 17-40)** in the *Getting Started with p5.js* book.
- * Reference my variation examples in Section 01 within the [OpenProcessing](#) class.



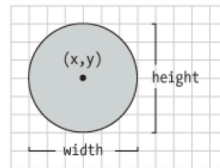
line(x1, y1, x2, y2)



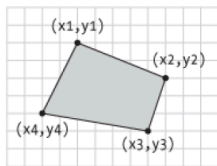
rect(x, y, width, height)



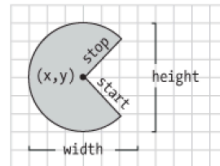
triangle(x1, y1, x2, y2, x3, y3)



ellipse(x, y, width, height)



quad(x1, y1, x2, y2, x3, y3, x4, y4)



arc(x, y, width, height, start, stop)

Draft and test your code in the OpenProcessing sketch editor within your account (remember how to see the split-screen layout via the Editor tab, and to play/refresh and save frequently).
You can draw a character, an object, create an illusion, etc., but **your drawing and code must be original**.

Your sketch must include:

- A canvas size of at least 400 x 400
- **At least 3** different types of **2D primitive shapes**
- **At least 3 types of variation** (e.g. scale, outline, color, transparency, corner treatment, etc.)

When it's finished, submit it to the **Assignment 6 (Section 02)** collection in our OpenProcessing class.

Fill out these fields: Description; How to interact with it; Who can see your sketch? [choose: "My Class"]; Who can see the code? [choose: "My Professors"]

This an individual assignment, with peer support.