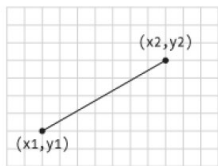MTEC 1101: Emerging Media Foundation
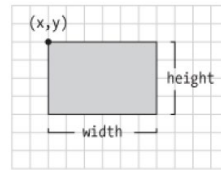Sean M. Landers

Activity #6

Complete Short Study #1: Algorithmic Drawing

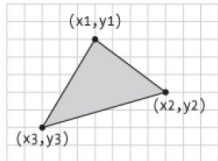Building on what we did in class, create **your own unique drawing** using **2D primitive shapes**.

> ∗ Reference **Chapter 3: Draw (pages 17-40)** in the *Getting Started with p5.js* book.
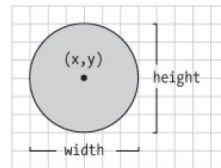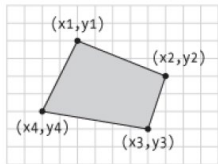> ∗ Reference my variation examples in Section 01 within the OpenProcessing class.
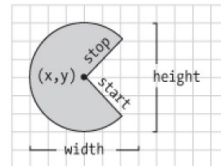
Draft and test your code in the OpenProcessing sketch editor within your account (remember how to see the split-screen layout via the Editor tab, and to play/refresh and save frequently).

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 **Activity 06 (Section 02)** collection in our OpenProcessing class.

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

This an individual assignment, with peer support.