MTEC 1101: Emerging Media Foundation
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Activity #7

Complete Short Study #1: Algorithmic Drawing

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

- Use the MDN Web Docs Canvas API Reference as a reference to help you understand how <canvas> works.
- Consult MDN Web Docs Canvas Tutorial on the basics of how to draw 2D graphics with <canvas>.
- Reference the code I've provided with you; use it as a framework and a template.

You can draw a character, an object, create an illusion, etc., but **your drawing and code must be original**. Strongly consider building a composition based on the in-class exercise!

Draft your code with a code editor. Test your code by loading the index.html file in any modern web browser.

(As you write, consider putting the code editor on one half of the screen, and the browser on the other half of the screen, so you can more easily reload the page each time you make a change, and more readily see the results of the changes you make.)

Your <canvas> composition must include:
A canvas size of at least 400 x 400
At least 3 different types of **2D primitive shapes** (rectangle, circle, line, triangle, etc.)
At least 3 types of variation (e.g. stroke vs fill, scale, outline, color, transparency, corner treatment, etc.)

Include a ***comment*** at the top of your *script.js*, that includes:
Who you are
Describe what you've done – is it a drawing, is it abstract, is it a formal experiment?
Name the 3 types of variation you employed
Talk a little bit about why you made the decisions you made
Who has permission to use your code, when, and for what reasons
How to contact you with any questions they may have about your code
The date

Submit your final code to #activity07; just upload your script.js file (or cut and paste the text of your script.js file).

This an individual assignment, with peer support.