

CMSC 119: (De-)Coding the Drone
Assignment 2: Avatar II
Due by Class (10:10am) September 19, 2013

The second assignment asks you to improve your avatar. You should:

- begin with a comment including your name, date, email, and project description;
- use at least two different shape primitives (e.g. point, line, rect, quad, ellipse);
- use at least three colors or shades of gray;
- be dynamic in some way (e.g. change your expression as time passes, react to the mouse or keyboard).

When you are finished, reflect in a comment at the top of your sketch about how this self-portrait is different from your previous project. Both in terms of the dynamic program, the static program, and the process.

Learning Objectives

- Create a dynamic sketch.
- Use the calico event handlers.

Deliverable

Submit an electronic copy of your sketch via moodle; the python file should be named

avatar2_LASTNAME_FIRSTNAME.py.