

CMSC 117: Introduction to Computing: Interactive Systems

Assignment 1: Self-Portrait I

Due by Class (1:30pm) February 9, 2016

The first assignment asks you to create a self-portrait with code. Your sketch 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 two shades of gray.
- use at least two colors;
- Only use a `setup()` function, no `draw()` for this assignment.

When you are finished, reflect in a comment at the top of your sketch about what you were trying to accomplish. How does the graphical form of running the program compare with the textual nature of the code.

Learning Objectives

- Understand the processing coordinate system.
- Use processing shapes.
- Create a static sketch from code.

Deliverable

Submitting your assignment:

1. Clone and modify Self Portrait on our sketchpad gallery or <http://jsbin.com/solasu>
2. Put a comment at the top of your program with your name, email, date and collaboration statement.
3. Replace the original sketch's code with your own.
4. Submit a link to your sketch on the moodle forum.
5. Bring a hardcopy of your program (the source code note the graphics) to class.