

## CMSC 117: Introduction to Computing: Interactive Systems

# Self-Portrait II: Dynamic Pictures

Due by Class (1:30pm) February 23, 2016

The next assignment asks you to create an interactive self-portrait. Your sketch should:

- begin with a comment including your name, date, email, and project description;
- using different shape primitives (e.g. point, line, rect, quad, ellipse) and colors or shades of gray, create a static image;
- incorporate some static animation component;
- using `random()` create dynamic aspects;
- make the sketch interactive using the mouse or keyboard and conditionals.

When you are finished, reflect in a comment at the top of your sketch about how this self-portrait is different from your previous self portrait. Explain how your project explores Victor's four different types of dynamic pictures. Also reflect on drawing with code, in terms of the dynamic program, the static program (i.e., source code), and the process.

### Learning Objectives

- More practice understanding the processing coordinate system.
- Create a dynamic sketch.
- Use event handlers.
- Use conditional statements.

### Deliverable

Submitting your assignment:

1. Put a comment at the top of your program with your name, email, date, reflection and collaboration statement.
2. Bring a hardcopy of your program (i.e., the source code) to class.
3. Submit a link to your sketch on the moodle forum.
4. Be prepared to demo your program at the beginning of class.