CMSC 119: (De-)Coding the Drone
Assignment 1: Avatar
Due by Class (10:10am) September 12, 2013

The first assignment asks you to create an avatar, i.e., a digital self-portrait. 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 three colors or shades of gray;

- use iteration (e.g. the `for` construct).

When you are finished, reflect in a comment at the top of your sketch about how this self-portrait is different from a self-portrait in some other medium; comparing the dynamic program, the static program, and the process of creating the avatar.

Learning Objectives

- Understand the processing coordinate system.

- Use processing shapes.

- Experiment with iteration using loops.

Deliverable

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

avatar_LASTNAME_FIRSTNAME.py.