

Sketch 6: Interactive Avatar

Due: Monday, February 20, 2017, 1:30 PM

Create an interactive version of your p5.js game avatar.

Rules

1. Fork the sketch on github.
2. Write a comment that includes your name, email, date, collaboration statement, and reflection.
3. Create a static image using color and shape primitives (e.g. point, line, rect, quad, triangle).
4. Incorporate some static animation component.
5. Add a dynamic aspect (e.g. using random).
6. Make the sketch interactive using the mouse, keyboard, conditionals, and event handlers.

Learning Objectives

1. More practice with coordinates, colors, shapes.
2. Use event handlers.
3. Use conditional statements.
4. Create a dynamic picture with code.
5. Simulate yourself.

When you are finished, reflect in a comment at the top of your sketch about how this avatar is different from your previous sketch. 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.