

2D ANIMATION & INTERACTION COURSE

WEEK 4 HOMEWORK

ASSIGNMENT

Create a painting program.

NOTES

1. You can interpret “painting” very broadly. Be creative!
2. Use the mouse and keyboard.
3. Use at least one *while* loop.
4. Use at least one *for* loop
5. Use each of `map()`, `lerp()`, and `dist()` at least once.
6. You can use the keyboard as a big collection of on/off buttons. Pressing a key can change a boolean variable (usually a global) from true to false, and vice-versa:

```
if (key == 's') Smode = !Smode;
```
7. Remember that you can change all kinds of aspects of your shapes, not just their location and size, but also their fill color, stroke color, and stroke weight.
8. Don't forget about transparency!
9. Don't use language elements we haven't covered yet.

Naming Your Work

Name your program this way (replacing *YourName* with your user name):

```
YourName_Week4_Painter.pde
```

What to send me

1. The folder containing your sketch (not just the .pde file itself!).
2. A *plain text file* (with the extension .txt) telling me how to paint with your program.
3. A few pictures that you've painted and like (save them in .jpg, .tif, or other common image format).

Zip together these all together into a single zip file, and send that to me.