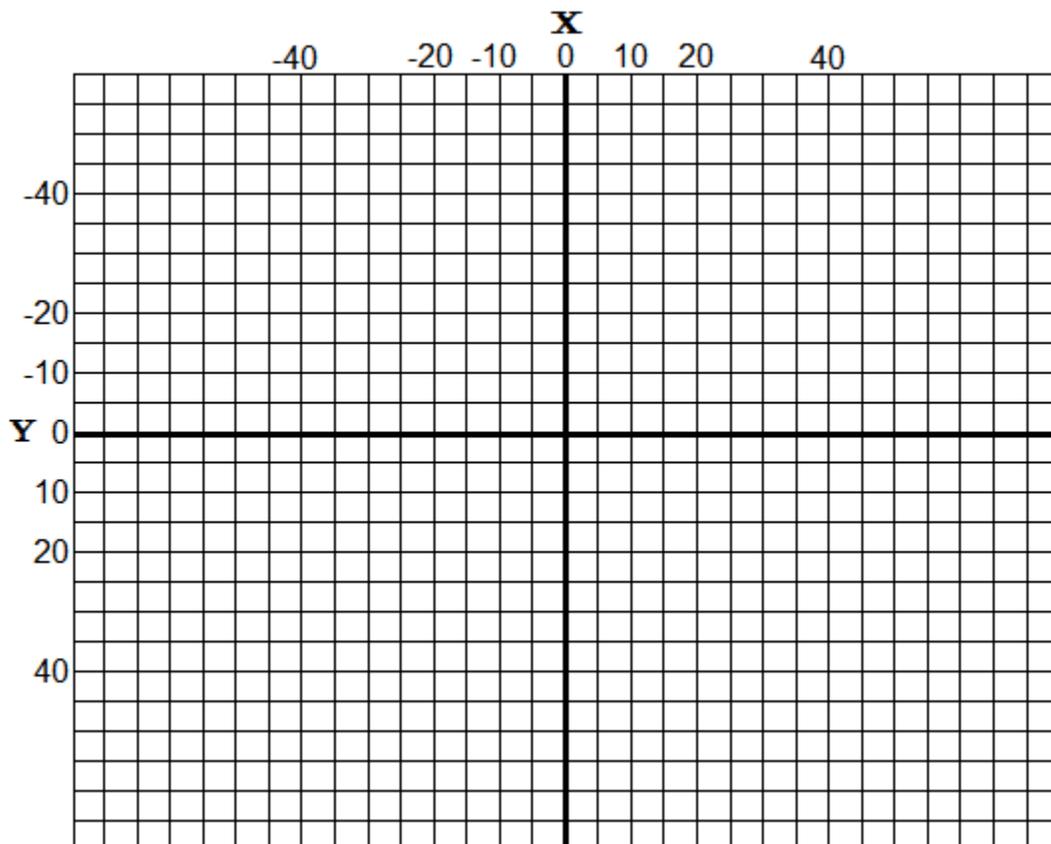


GRAPHICS PROGRAMMING

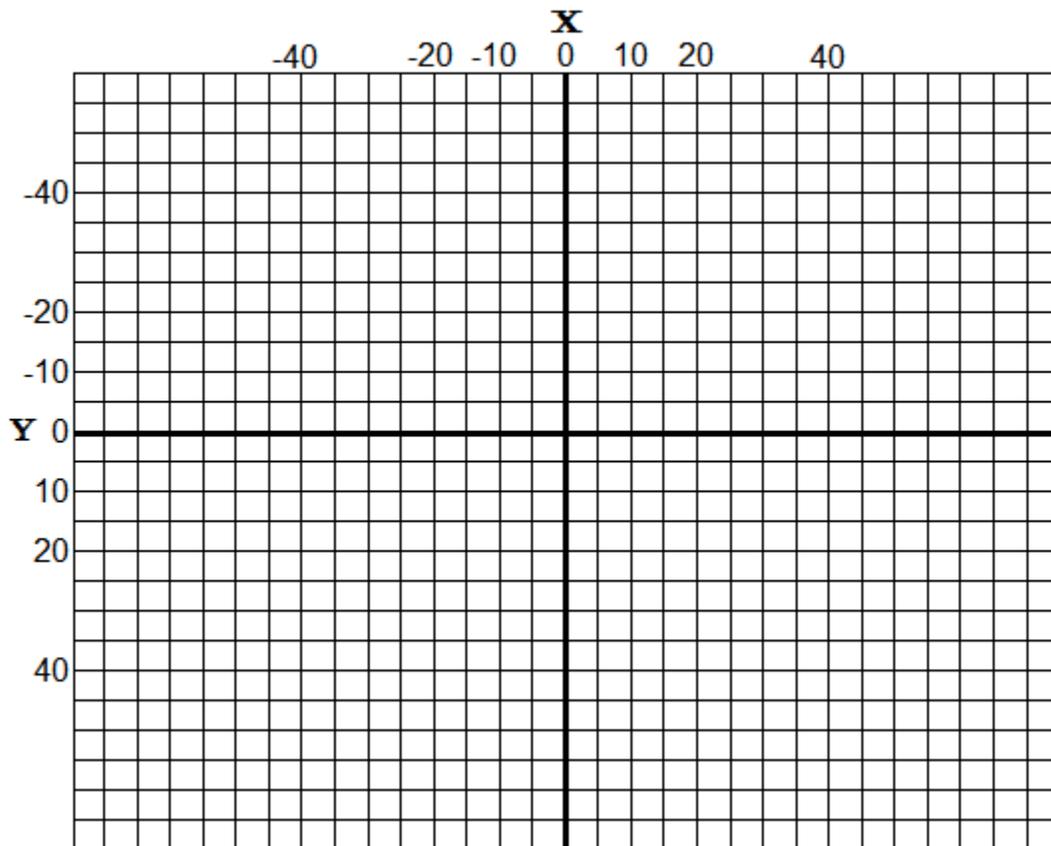
HOMEWORK #1 (USED IN LAB #3)

1. You are going to create two simple vector images that will be used to create a simple vector animation. The two images should be only slightly different, such that, when the images are drawn sequentially (one after the other) they create the illusion of movement. Using the grid below, create the first simple image using very basic shapes (example a line, a triangle and a quadrangle (four sides)).
 - **Make sure that the center of your image is at position (0, 0).**
 - Color your image; remember that the line color and the fill color of your image can be different.
 - Things you could create: a helicopter, a kite, a boat, a tank, a lamp, a fish



2. Now write down the Processing commands you will need to create your 1st image. Make sure you include the x and y locations for the points of your commands (for the line, triangle, and quadrangle). If you are going to use different colors for the lines or the fill use the stroke() and fill() commands.

3. Your second image should be very similar to the first, but different in a few clearly identifiable ways. Your two images should be different enough that when the images are drawn sequentially (one after the other) it will create the illusion of movement. Using the grid below, create your second simple image using very basic shapes (example a line, a triangle and a quadrangle (four sides)).
- **Make sure that the center of your image is at position (0, 0).**
 - Color your image; remember that the line color and the fill color of your image can be different.
 - Remember that your image should be mostly the same, with a few small differences.



4. Now write down the Processing commands you will need to create your 2nd image. Make sure you include the x and y locations for the points of your commands (for the line, triangle, and quadrangle). If you are going to use different colors for the lines or the fill use the stroke() and fill() commands.