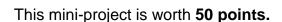
MINI-PROJECT: MAKING FACES WITH CODE

Before we make interactive artwork using Processing, we're going to get used to creating imagery with code, by drawing a weird character with Processing.





20 points – uses at least 10 shapes
(at least one rect and one ellipse)
20 points – uses a complementary color scheme
(can use multiple shades & tints of both colors, and an accent color)
10 points – uses strokeWeight() to change thickness of lines

Finished .pde files should be named **sketch_lastname_firstname_block_face.pde** for example, my brother's would be: **sketch_meeken_thomas_A1_face.pde**

