

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.

This mini-project is worth **50 points**.

Scoring:

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**

