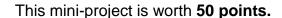
MINI-PROJECT: MAKING FACES WITH CODE

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

