P5 Assign 1
Draw a Scene

Create and save a new P5.js file as As1_scene.js

Add the mousePressed function below:

```
function mousePressed() {
    print("MouseX: " + mouseX +"     MouseY: " + mouseY  );
}
```

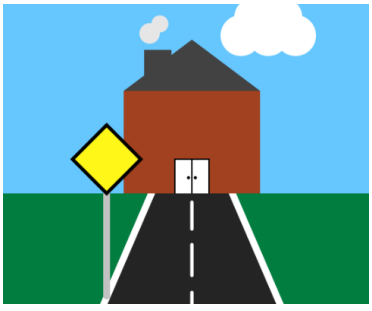
Main Task - worth 90%

Create a window that is approximately 700 x 700 with a background of your choice. You might want to use color.adobe.com to guide your color choices throughout the project.



Your goal is to draw one of the following things/scenes.

- a house on a street
- A landscape scene such as mountain, forest etc.
- Indigenous Dot Art Scene or symbol
- an old school ipod
- a car or truck or submarine
- a snowman
- a MineCraft Creeper
- Stanley Cup or other trophy
- For a tougher challenge, try a colourful Canadian Flag
- any other scene that you can think of



Your drawing must include:

- A background colour
- At least 10 shapes, including at least 2 of each of the following:
    - Lines
    - Rectangles or squares
    - Ellipses or circles
    - Triangles or quad
- At least 3 different uses of each of:
    - fill()
    - stroke()
    - strokeWeight()

(not a P5 example)

Final 10%

Draw the following 3 lines of text near the top of the drawing canvas (or somewhere else on the screen if it fits better). Fonts are optional:

Assignment name or title or some other text
Credit Name: Structured Programming 1
Artist Name: Your name

Other Useful Code

- Don't forget about the P5 Reference page for help: https://p5js.org/reference/
- It is sometimes easier to draw with: **rectMode(CENTER);**
- Then if you want to go back to normal rectangle mode: **rectMode(CORNER);**
- Consider using **noFill()** & **noStroke()**

Done early?

Practice adding a Font and give your artwork a title.

Use the P5 Reference to figure out the ARC shape. (Big help: put the line ***angleMode(DEGREES);*** into your Setup function. This will help a lot!)

Try animating your picture. Can you make your snowman wave by moving your mouse? Or add a bird that flies across your screen.

If you already know how to add images, figure out how to include a picture as a background. For example, you could have a winter scene picture behind your snowman. To do this you do NOT use the *background( )* code, you just put the right sized image at 0,0. Example: *image(snowscenePic, 0, 0, 400, 600)*;