

Code Yourself- Introduction to Code

Objective:

What you need: Headphones & two monitors.

Directions: Go to the p5.js website, [click here](#). Signup/Login.

Following the exact instructions on this video, [click here](#)

Save as you work through the video.

Make sure you complete the video, as you will have to use the instructions to create your own portrait.

Complete Code (Paste the link to your completed code here):

Coding Yourself Tips: Coding Yourself Tips/Key Terminology

Coordinates- (x,y) **X-Left to right.** As you move to the right, the **X coordinate increases.**

Y-Up and down. The Y coordinate

- To left of the screen (0,0)

Ellipse-

```
ellipse(200,150,150,175);
```

- (x-coordinate, y-coordinate, width, height)

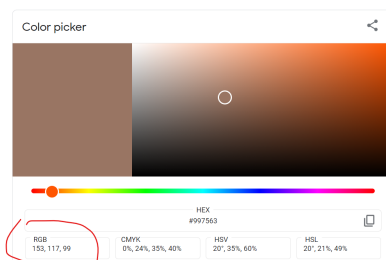
Fill- Will change the color of any shape below it

- Will be placed before the shape you want to be colored

Parameters- Typed insides of parentheses, separated by commas

References- List of functions you can use in Javascript, and explanations of how to use each function

RGB-To Find The RGB Color number you would like- Google RGB Color Picker



Shape	Attributes	Curves
2D Primitives		
arc()	ellipseMode()	bezier()
ellipse()	noSmooth()	bezierDetail()
circle()	rectMode()	bezierPoint()
line()	smooth()	bezierTangent()
point()	strokeCap()	curve()
quad()	strokeJoin()	curveDetail()
rect()	strokeWeight()	curveTightness()
square()		curvePoint()
triangle()		curveTangent()