Art Canvas+

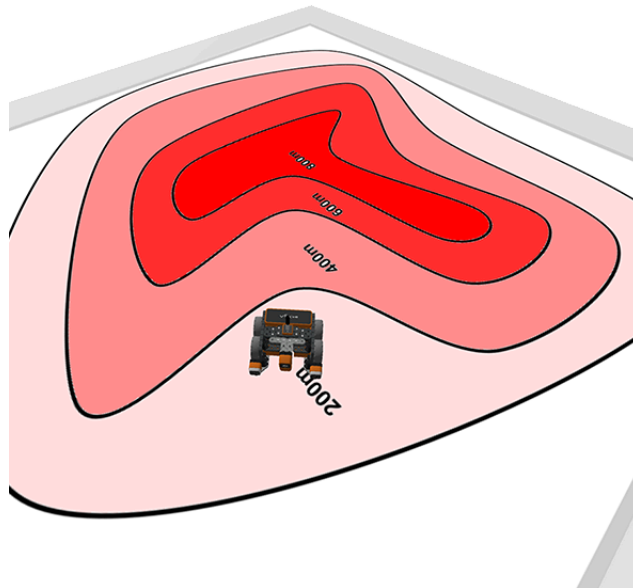Want to make edits? Make a copy first! Learn more here.

# VEXCODE VR Activities

# Topographic Map



**Playground:** Art Canvas+

**Image Upload:** Download the topographic map image as a PNG file from this Google slideshow
- To learn more about downloading .png files from slideshows, see this article.
- To learn more about how to upload images to the Art Canvas+, see this article.

**Challenges:**

**Level 1**: Use the [Fill area with color] block to fill in each area of the topographic map a different opacity of the same color (slide 1).

- The darkest color should be used at the 800m elevation.

**Level 2**: Use the Pen on the VR Robot+ to draw the contour lines on the map for elevation 75 and 25 (slide 2). Each contour line should be a different color.

**Level 3**: Use the Pen on the VR Robot+ to draw the contour lines on the map (slide 2). Each contour line should be a different color. **Then**, use the [Fill area with color] block to fill in each area of the topographic map a different opacity of the same color.

**Helpful Hints:**

● Move the red, green, and blue sliders in the [Set pen color] block to mix primary colors to get blended colors.

● Opacity describes the transparency of the colors. Use the slider within the [Set pen color] block to set the opacity between 0% and 100%.

● For help with drawing curving lines, open the Drawing Circles example project in VEXcode VR.

● Use the 'Download Canvas Button' on the Art Canvas+ Playground to save your work of art to share with others! To learn more about using the VR Art Canvas+, see this article.

● For help with coding the VR Pen using Python, see this article, or use the help feature in VEXcode VR.

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