

Winter Scene Creation

Today we are going to spend some time practicing placing objects. The program that you start with will have a background and a simple snowy foreground drawn already. Then you will be able to create a winter scene using some of the functions created in the program. Of course, You can also create your own additions to complete your winter scene.

To grab the starting code: wilcox peabody processing
Base Code for Winter Scene

There are 3 different functions in the program that you can 'call' (use).

- 1) tree – drawTree(x, y, size, color(___, ___, ___));
the x and y are the location of the tree
the size is how big you'd like the tree to be (a number from 1 – 4 is a good start)
color is the color of the tree (three numbers are needed)
example – drawTree(100, 330, 4, color(31, 72, 29));

- 2) house - drawHouse(x, y, size, color(___, ___, ___));
the x and y are the location of the house
the size is how big...this is a good place to use decimal values as well (try .7 for example)
color is the color of the house (three numbers are needed)
example - drawHouse(435, 300, 0.75, color(0, 102, 204));

- 3) deer – drawDeer(x, y, size, color(___, ___, ___));
the x and y are the location of the deer
the size is how big you'd like the deer to be (this is also a good place to use decimal values...try four tenths for example)
color is the color of the deer (three numbers are needed)
example – drawDeer(400, 370, 0.4, color(137, 80, 33));

Remember, you can also create whatever you'd like to add to your winter scene. The main idea of today is to practice placing objects, so it would be great if you wanted to add other ellipses, rectangles, triangles or lines.

Reminders

Rectangle – rect(x, y, width, height);...the x and y name the upper left corner

Ellipse – ellipse (x, y, width, height);...the x and y name the center

Line – line(x1, y1, x2, y2);

Triangle – triangle (x1, y1, x2, y2, x3, y3);