

Animal Graphics

Corresponding Material

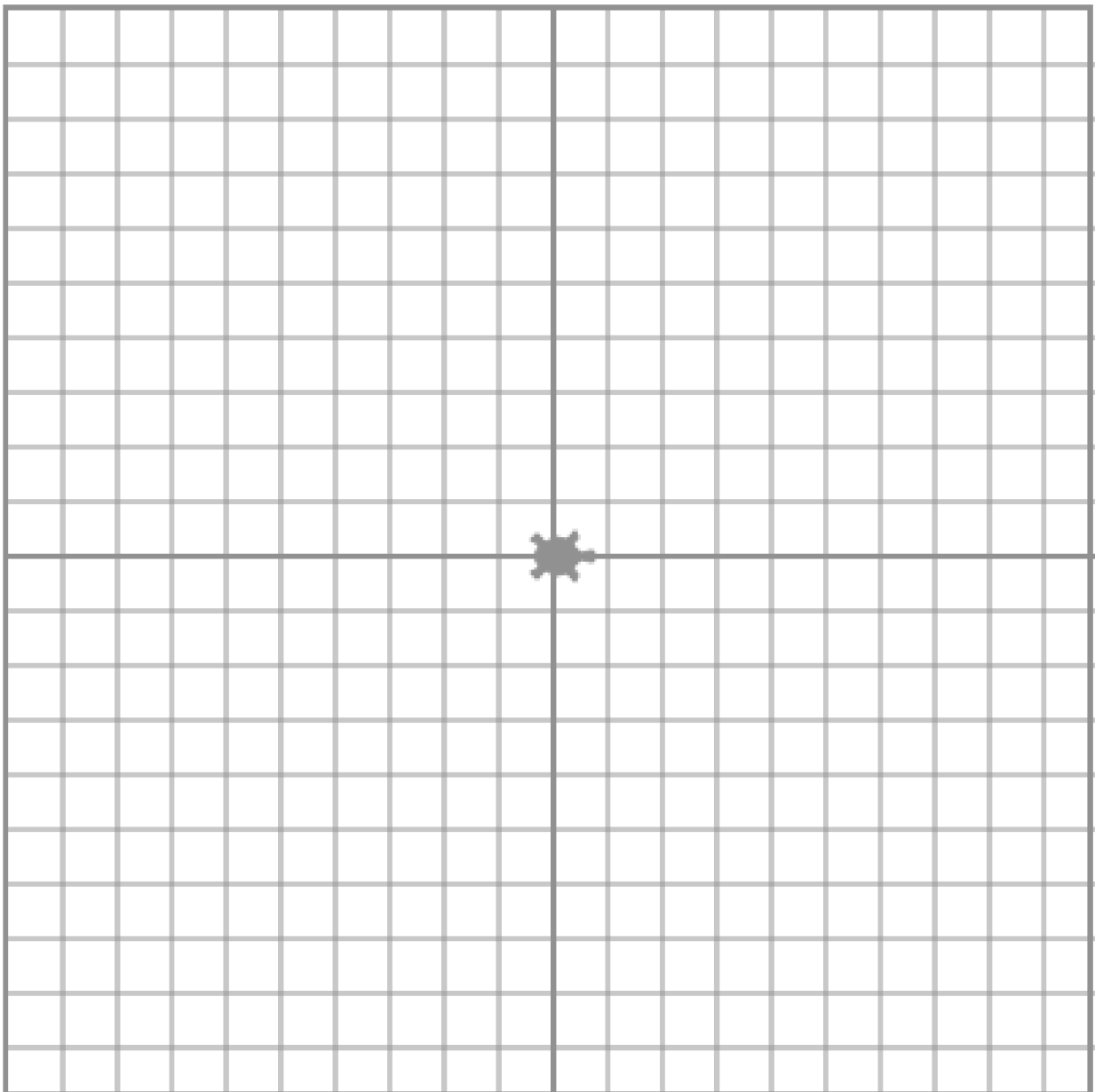
Intro to Programming with Tracy, Lesson 9: Artistic Effects

Discussion

Tracy understands many commands that can help us create interesting and expansive graphics. From the pensize to color command, we have many tools that allow us to let our creativity flow!

Class Exercise

In the grid space below, draw an animal. Color in where necessary and be sure to be as neat and creative and possible!



Conclusion Questions

- 1) What was your plan of attack when finding out you were being asked to recreate someone else's drawing on the computer?
- 2) What was the most difficult part of this project?
- 3) How did you decide where to place the shapes on the canvas? Did you use the grid lines that the drawing was created on? Were they helpful? How?
- 4) What Tracy commands were most useful to you throughout this project?
- 5) Did you use any functions or loops in your code? Why or why not?
- 6) If you were asked to draw 5 animals, would you attack that problem the same way you went about this one? Why or why not?
- 7) Is any of your code reusable? In what way?