

CS352 -- Interactive Computer Graphics

Project 2: Self Portrait

In this project you will read through some tutorials on HTML Canvas and create your first Canvas program: a self portrait. Since the purpose is to become acquainted with Canvas, the program need not be realistic or complex or detailed. Amusing wouldn't hurt. The program should use each of the canvas primitives—rectangles, paths, text, and images—at least once. It should also use colors, a filled shape, and a gradient.

For full credit you should also add a slider, checkbox, and button to the user interface. The controls should control some aspect of the rendering. For example, the checkbox could add a “scruff of legends,” the slider could make the eyes beadier, and the button could add additional horns.

Before writing your program, read through the first five sections of the Mozilla Developer Network tutorial on Canvas (https://developer.mozilla.org/en/canvas_tutorial) – the sections entitled

- Basic usage
- Drawing shapes
- Applying styles and colors
- Drawing text
- Using images

Keep your HTML and JavaScript code in separate files. Turn in your program by copying the files into a `public_html/352/proj2` directory on a ulab machine. I'll access them from the projects web page. Also fill out the grading page on the opposite side of this sheet and turn it in.

CS 352 Project 2: Self Portrait Grading Sheet

Name _____ Date turned in _____ Late? _____

Parts of the program I didn't get to work:

Comments on this assignment:

----- For grader's use -----

Program that compiles and runs (50) _____

Uses rectangle, path, text, and image primitives (10) _____

Use drawing attributes including stroke color, fill color, gradient (10) _____

Slider, checkbox, button control rendering (10) _____

Creativity: interesting, attractive portrait? (10) _____

Programming style, submission process (10) _____