

CS150 - More graphics

Note Title

1/23/2012

Announcements

- HW1 is posted
due Sat. by 11:59 pm

Last time

-cs1 graphics - a set of drawing routines for python

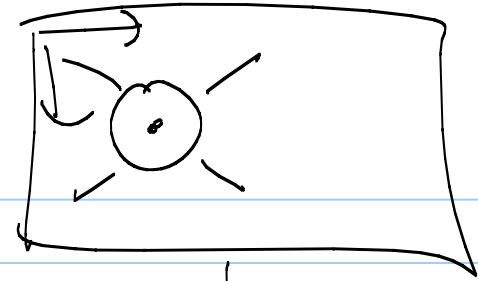
- Canvas
- Rectangle
- Circle
- Methods to change these
 - set fill color
 - move
 - add
 - etc.

Today:

Open your picture.py from
Friday
(or start a new one)

We'll modify this picture & learn
about other options

Path



Similar to polygon - connects
along points

Here - we can add sun rays,
or smoke from chimney

sun is centered at $100, 100$, radius 30

Depth

By default, every thing has depth = 50
Smaller depths will be in front

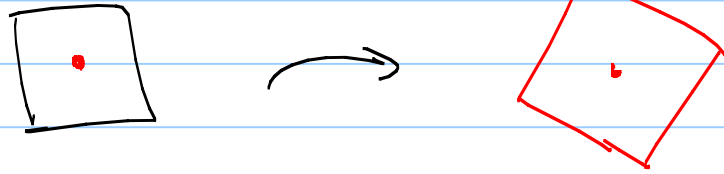
Ex: add grass & draw it
behind everything else

add window & draw it in
front of house

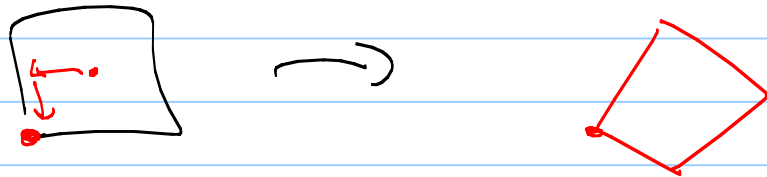
Rotating

Ex:

diamond = Square(40, Point(200, 200))
diamond.rotate(20)



block = Square(40, Point(100, 100))
~~block.adjustReference(-20, 20)~~
block.rotate(20)



Scaling

Any object can be scaled.

diamond. scale(2) ^{← multiplicative}

↳ twice as big

diamond scale(.5)

↳ half as big

Cloning

Can copy any drawable object.

Note: Not automatically added to scene!

Ex: Add a second tree

Today

Work on your scene for the HW

Suggestion: Make a new file,
but keep this one open
as a reference

Tomorrow: Layers + animations