



## Welcome to Week 6

August 10 - 16, 2020

### Digital Art

#### REMEMBER!!

Submit ALL of this week's challenges (or screen shots of them) to [experience@iechamilton.ca](mailto:experience@iechamilton.ca) by Sunday at noon for your chance to win **1 of 50 \$10 Gift Cards** or the **GRAND PRIZE of up to \$300 towards an online coding &/or technology related activity, camp, course or subscription** (subject to approval).

Have you wondered how virtual drawings, cartoons or animations are created? Digital Art is a range of artistic works and practices that use digital technology as part of the creative process. Some of the first digital art works were created in the 1960s and were also called computer art or multimedia art. Today, you may also hear it referred to as new media art.

Careers in digital art may have names such as Visual Designer, Graphic Designer, UX/UI Designer, Digital Artist, and Animator. Jobs are available in private and public sectors and, as we continue to advance technologically, it is a rapidly growing field to enter. However, it is a very competitive job market as well. Many students are graduating from various college and university programs and are vying for the same spots, so you'll want to make sure you have a fantastic portfolio as well as keeping up to date on the various technologies available to you for your digital art. Salaries for this field can vary but you can expect to enter the occupations with a yearly income of \$40,000 - \$60,000. You will find that salary tends to jump about \$5 an hour for every 2-3 years of experience, with 3D artists being well sought-after. If you can make digital art AND do programming, you'll find yourself on a higher pay scale.

There are a few programs at Mohawk College that can help lead you to a career in Digital Art, though most of these positions require ongoing education to keep up with the advances in technology.

[Art & Design Foundations - 270](#) - 1 Year Certificate

[Animation 3D - 373](#) - 3 Year Advanced Diploma

[Graphic Design - 508](#) - 3 Year Advanced Diploma

[Graphic & Web Design Courses](#) - Continuing Education Course

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### Challenge!

This week, we are heading back to Khan Academy to check out Hour of Code's [Draw with Code](#) lesson. We will be watching a few videos and then practicing what they've shown us. To be entered to win one of the prizes this week, you will need to complete and submit the following:

- Challenge - Simple Snowman
- Challenge - Waving Snowman
- Challenge - Sunny Snowy Day
- Project - Super Snowman
- Project - Wild Animal
- Project - Self-Portrait

### Tips:

- Find our example challenges and projects on the next few pages.
- BE CREATIVE!!
- Check out the "Documentation" tab below the coding box if you need help with remembering the commands.
- Remember to take screen shots/photos of your work or copy and paste it to an email to submit for prizes! Clicking the submit button does NOT allow us to see your work.
- If you are struggling, Hamilton Code Clubs Camp can help! [Register](#)

Send your completed exercises to [experience@iechamilton.ca](mailto:experience@iechamilton.ca).

Make sure you include your full name!

Prize winners will be contacted next week via information provided at registration.

If you are interested in exploring Drawing with Code further,  
follow these links:

[Drawing In Code](#), [Artist](#), or [PencilCode](#)

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### Simple Snowman

Computing > Hour of Code > Hour of Code lessons > Drawing with code

- Quick tip: number scrubbing
- Challenge: Simple snowman
- Drawing more shapes with code
- Challenge: Waving snowman
- Coloring with code
- Quick tip: color picking
- Challenge: Sunny snowy day

```

1 // bottom circle:
2 ellipse(200, 320, 150, 150);
3 // middle circle:
4 ellipse(200, 210, 121, 121);
5 // top circle:
6 ellipse(200, 116, 100, 100);

```



Congratulations!  
You earned 1050 points!

Step 3/3 Spin-off

### Waving Snowman

Computing > Hour of Code > Hour of Code lessons > Drawing with code


- Quick tip: number scrubbing
- Challenge: Simple snowman
- Drawing more shapes with code
- Challenge: Waving snowman
- Coloring with code
- Quick tip: color picking
- Challenge: Sunny snowy day
- Quick tip: Use the docs!
- Pick a drawing project!
- Project: Super snowman

You will need to add two `line()` commands, one for each arm. We've given you some suggestions for numbers in the hint code, but you can pick other numbers as long it still looks like arms. You should add your `line()` commands after the `ellipse()` commands for the snowman, so that the arms look like they are in front of the snowman.

```

1 //ground
2 rect(1, 350, 396, 49);
3 //bottom circle
4 ellipse(200, 300, 150, 150);
5 //middle circle
6 ellipse(200, 200, 100, 100);
7 //top circle
8 ellipse(200, 120, 75, 75);
9
10 //left arm
11 line(164, 198, 113, 147);
12 //right arm
13 line(235, 203, 305, 167);
14

```



```

line(160, 200, _____);
line(240, 200, _____);

```



Congratulations!

Step 2/2

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### Sunny Snowy Day

Computing > Hour of Code >  
Hour of Code lessons >  
Drawing with code

Challenge: Waving snowman

Coloring with code

Quick tip: color picking

Challenge: Sunny snowy day

Quick tip: Use the docs!

Pick a drawing project!

Project: Super snowman

Project: Wild animal

Project: Self portrait

Code beyond the hour

snowman's body should be one color, not three different colors, so you only need to add one `fill()` command for this step.

```

1 background(189, 232, 252);
2
3 // The ground
4 fill(212, 255, 213);
5 rect(1, 350, 400, 50);
6
7 // The sun
8 fill(255, 238, 0);
9 ellipse(80, 64, 100, 100);
10
11 // The snowman
12 fill(252, 252, 252);
13 ellipse(200, 300, 150, 150);
14 ellipse(200, 200, 100, 100);
15 ellipse(200, 120, 75, 75);
16
17

```

Undo Start over

Step 4/4 Spin-off

Congratulations!  
You earned  
1050 points!

### Super Snowman

Computing > Hour of Code >  
Hour of Code lessons >  
Drawing with code

Challenge: Waving snowman

Coloring with code

Quick tip: color picking

Challenge: Sunny snowy day

Quick tip: Use the docs!

Pick a drawing project!

Project: Super snowman

Project: Wild animal

Project: Self portrait

Your project is now marked as complete. You can continue working on it, of course, if you think of other ways to improve it. Keep practicing!

```

33 fill(200, 100, 40, 30, 299, 944);
34
35
36 //scarf
37 fill(255, 0, 0);
38 rect(159, 153, 76, 9);
39
40 //button 1
41 fill(179, 30, 199);
42 ellipse(200, 180, 15, 15);
43 //button 2
44 ellipse(200, 210, 15, 15);
45 //button 3
46 ellipse(200, 240, 15, 15);
47 //left arm
48 strokeWeight(5);
49 stroke(112, 96, 51);
50 line(164, 190, 113, 147);
51 //right arm
52 line(235, 203, 305, 167);
53 //hat
54 stroke(73, 237, 103);
55 fill(73, 237, 103);
56 rect(165, 78, 70, 10);
57 rect(176, 40, 50, 40);

```

Start over Request help

Save Review a project

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### Wild Animal

Computing > Hour of Code > Hour of Code lessons > Drawing with code

Challenge: Waving snowman

Coloring with code

Quick tip: color picking

Challenge: Sunny snowy day

Quick tip: Use the docs!

Pick a drawing project!

Project: Super snowman

Project: Wild animal

Project: Self portrait

Once you're done, share your drawing with your friends and family by clicking "Share" and sending them the link. Now, go wild!

Your project is now marked as complete. You can continue working on it, of course, if you think of other ways to improve it. Keep practicing!

```

1 //head
2 fill(235, 240, 101);
3 ellipse(103, 116, 97, 96);
4
5 //body
6 ellipse(200, 180, 199, 112);
7 //wing
8 triangle(276, 179, 160, 211, 144, 155);
9 //leg 1
10 fill(255, 81, 0);
11 rect(179, 234, 11, 60);
12 //leg 2
13 rect(210, 234, 11, 60);
14 ellipse(161, 288, 64, 21);
15 ellipse(188, 296, 64, 21);
16
17 //beak
18 triangle(90, 115, 95, 145, 20, 150);
19 //eye
20 fill(43, 148, 78);
21 ellipse(101, 95, 20, 20);
22

```



Start over Request help Save Review a project

### Self-Portrait

Computing > Hour of Code > Hour of Code lessons > Drawing with code

Challenge: Waving snowman

Coloring with code

Quick tip: color picking

Challenge: Sunny snowy day

Quick tip: Use the docs!

Pick a drawing project!

Project: Super snowman

Project: Wild animal


Project: Self portrait

Your project is now marked as complete. You can continue working on it, of course, if you think of other ways to improve it. Keep practicing!

```

8 ellipse(201, 239, 197, 270);
9 //left glasses
10 fill(59, 31, 21);
11 ellipse(154, 204, 75, 58);
12 rect(168, 180, 64, 10);
13 rect(181, 180, 32, 10);
14 //left eye
15 fill(255, 255, 255);
16 ellipse(154, 204, 65, 40);
17 fill(59, 88, 168);
18 ellipse(154, 205, 30, 30);
19 //right glasses
20 fill(59, 31, 21);
21 ellipse(241, 204, 75, 58);
22 rect(267, 180, 32, 10);
23 //right eye
24 fill(255, 255, 255);
25 ellipse(242, 205, 65, 40);
26 fill(59, 88, 168);
27 ellipse(241, 206, 30, 30);
28
29 //nose
30 noFill();
31 ellipse(200, 254, 20, 15);
32 //mouth

```



Start over Request help Save Review a project

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