CONCEPTION
I had a really difficult time just figuring out how to work canvas and the idea that there were numbers incorporated into this “drawing” mechanism on top of Javascript just boggled my mind, and I found myself getting really frustrated.

With the practice we did in class with the first set of instructions (dots connected by lines to other dots), I couldn’t figure out how to do it for the life of me. I sort of BS’ed it until it somehow turned into something I liked that still met the instructions. That’s how I came up with this:

But then of course, the actual set of instructions for the homework was different.

PLAN
I could figure out how to make lines on canvas, but getting them to repeat to go from the top to the bottom of the square didn’t super appeal to me. I thought it would’ve looked a little plain for my taste so I tried to make Bezier curves instead. Turned out that that required more math/numbers.

I found this website (http://www.html5canvastutorials.com/tutorials/html5-canvas-patterns-tutorial/) about making patterns from an image on canvas. I wondered if I could do this with the few Bezier curves I had already made. I couldn’t so I scratched that idea and instead decided to draw my own lines on Illustrator with a transparent background and make that into a pattern instead.
EXECUTION
I didn’t like the lines, so I drew something new using 4 lines of color on Illustrator. I resized it on Photoshop so the width of the one image would match the width of the canvas box.

I used that patterning code to turn this one image into a repeating pattern that would span the canvas box. Then in class, I was told to try using a for loop on the Javascript instead to make the image repeat.

I found this lovely bit of code on stackoverflow for the exact thing I was trying to do.

```javascript
var canvas = document.getElementById("canvas"),
    context = canvas.getContext("2d"),
    img = new Image();

img.src = 'https://www.google.nl/images/smrpr/logow.png';

img.onload = function(){
    for (var x = 0; x < canvas.width; x += img.width) {
        for (var y = 0; y < canvas.height; y += img.height) {
            context.drawImage(img, x, y);
        }
    }
}
```

For the record, for loops seem impossible to me. I’ve “learned” it in my Art 101 class, but not really as I haven’t been able to really absorb it yet. All I know is that for loops can be used to repeat bits of code over and over.

So I was delighted to find this and I used this to make my image repeat.

OTHER PLAN
In class, I was asked to try recreating my background image for all my assignment pages onto my canvas using code.
My initial reaction was “wat.”

Using the Diving into Canvas article for this week’s reading, I used the examples of code to make a gradient using the same colors I used for my background gradient. It just happened to run the opposite direction at first and I decided to keep it that way and make the lines also run the opposite way.

I created a line going from (0,0) to (600, 600) on the canvas and wanted to repeat the lines in 15 px intervals throughout to keep the same equidistance as the lines on my background (which actually wasn’t mathematically calculated to be 15 px apart, the lines I drew coincidentally turned out that way).

The evils of the for loop came back for me again and I couldn’t figure out how to make the lines repeat the way I wanted to. I googled for examples of it at least ten times and there was, surprisingly, nothing that was similar to what I needed. Then Professor Abram “Aphid” Stern came and helped me and did the code for me. :D