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Film 20C

Processing Monster Project

My Processing monster’s name is Sarah, the Surprised Monster. I named it this because once the monster is clicked on, the ellipse eyes and a rectangle mouth makes the monster look surprised.

To make my monster, I had gone online to do some research, including watching tutorials on how to set up my code and I found a monster example that I thought was fun to look at and play with. The monster was created by a boy named Lukas Sommer (http://www.openprocessing.org/sketch/29108). I had then copied parts of his code and manipulated it to make it my own. I played around with different sizes, shapes, and movements. I made my monster using ellipses and rectangles.

As you can see, I started with white shapes and added black eyes with a stroke element attached. I wanted the viewer to first see different shapes, especially the eyes, which is one of the main aspects of my monster. Once you click and hold the monster, it starts to be a bit jumpy and then expands. The shapes you saw previously start to change and shake. The longer it is held, the bigger it gets and the colors change from white to black as it is becoming larger. Also, many of the ellipses start to turn into rectangles and many of the rectangles start to turn into ellipses. It goes from a white background to a black background and then back to white as it is morphing. In addition, to start the whole process over again, the viewer must click the stop button on the script window and then press run again. If this is not done, every time the monster is click and/or held, the transformation will keep going.

This was a creative way to see how things can change by playing around with the coding language. In addition, since I like movement, I made it so my monster could be dragged around the window (this can be done just my moving the mouse without clicking anything) before seeing it transform and during the transformation.

This was a super fun project to make! I am really glad that my monster is running the way that it I meant to. Also, I really enjoyed looking at other people’s creations and getting ideas. I had basically just added random numbers and then from there I figured out what I liked and what I did not. There are so many possibilities to making one’s own design.

Script:

```plaintext
float ecken=10;
void setup() {
  size(550,550);
  smooth();
  ellipseMode(CENTER);
  rectMode(CENTER);
  stroke(5);//stroke of shapes
}
void draw () {

  background(0);//background color which monster moves on
  if (mousePressed){ //makes it jumpy for a few seconds before going into final transformation
    ecken = ecken-3;//makes shapes move a bit slower during process of enlarging.
    They first shake before changing
    translate (random(50,60),random(50,60)); //Lukas Sommer coding idea which I played with
  }
  fill(255); // this makes the shapes(ellipse/rectangle and the outline
```
strokeWeight(5);
ellipse(mouseX,mouseY,60,150);//eye outline
fill(255);
rect (mouseX+55,mouseY,305,50);//horizontal rectangle
fill(255);
rect (mouseX+60,mouseY,50,120);//vertical rectangle
fill(255);
ellipse (mouseX+60,mouseY,80,80);
ellipse(mouseX-30, mouseY-60, 20, 60); //ears on left ellipse
ellipse(mouseX+30, mouseY-60, 20, 60);
fill(0);
rect(mouseX+30, mouseY+95, 100, 20);//mouth before being clicked
fill(255); //Lukas Sommer coding idea but added my own elements(change sized and movement) and when held/clicked, it enlarges and looks different
if(mousePressed)ellipse (mouseX,mouseY,random(50+ecken,100+ecken),random(50+ecken,100+ecken));
fill(0);
if(mousePressed)rect (mouseX+60,mouseY,random(60+ecken,60+ecken),random(60+ecken,60+ecken));
fill(255);
if(mousePressed)rect(mouseX,mouseY,random(40,50),random(40,50));
fill(255);
if(mousePressed)ellipse (mouseX+60,mouseY,random(40,50),random(40,50)) ;
fill(1);//eyes inside shapes before pressed
ellipse (mouseX,mouseY,30,30);
ellipse (mouseX+60,mouseY,30, 30);
fill(255);//Lukas Sommer coding idea but added my own elements(values changed/change shape and movement)
if(mousePressed) rect (mouseX+20,mouseY+60,5+ecken/6,5+ecken/6);//mouth after clicked
}