Pràctica-17: Carbassa-Brillant

Crea cares aleatòries com aquestes, fes-li molts canvis, posa-li el nom d´algú.

Programa:

```
float leftEyeWidth;
float leftEyeHeight;
float leftEyeX;
float leftEyeY;

float rightEyeWidth;
float rightEyeHeight;
float rightEyeX;
float rightEyeY;

float mouthWidth;
float mouthHeight;
float mouthY;

float centerX;

void setup() {

  size(200, 200);

  background(64);

  centerX = width/2;
  float centerY = height/2;

  float jWidth = random(width/2, width*.75);
  float jHeight = random(height/2, height*.75);

  //tija
  stroke(0, random(50, 200), 0);
  strokeWeight(random(5, 15));
  line(centerX, centerY-jHeight/2, centerX + random(-jWidth*.25, jWidth*.25), centerY - jHeight*.75);

  //carbassa
  strokeWeight(2);
  fill(random(200, 256), random(75, 125), 0);
  stroke(random(100, 140), random(40, 80), 0);
  ellipse(centerX, centerY, jWidth, jHeight);
  ellipse(centerX, centerY, jWidth*.75, jHeight);
```

```
ellipse(centerX, centerY, jWidth*.5, jHeight);
ellipse(centerX, centerY, jWidth*.25, jHeight);

//genera l´ull esquerre
leftEyeWidth = random(jWidth*.1, jWidth*.35);
leftEyeHeight = random(jHeight*.1, jHeight*.25);
leftEyeX = ((centerX - jWidth/2) + centerX)/2;
leftEyeY = centerY - jHeight*.1 - leftEyeHeight;

//genera l´ull dret
rightEyeWidth = random(jWidth*.1, jWidth*.35);
rightEyeHeight = random(jHeight*.1, jHeight*.25);
rightEyeX = ((centerX + jWidth/2) + centerX)/2;
rightEyeY = centerY - jHeight*.1 - leftEyeHeight;

//genera la boca
mouthWidth = random(jWidth*.1, jWidth*.8);
mouthHeight = random(jHeight*.1, jHeight*.25);
mouthY = centerY + random(jHeight*.1, jHeight*.35);

frameRate(10);
}

void draw() {

//posa el color brillant
float r = random(100, 255);
float g = random(r);
fill(r, g, 0);

//dibuixa els ulls
triangle(leftEyeX, leftEyeY, leftEyeX - leftEyeWidth/2, leftEyeY + leftEyeHeight, leftEyeX + leftEyeWidth/2, leftEyeY +
leftEyeHeight);
triangle(rightEyeX, rightEyeY, rightEyeX - rightEyeWidth/2, rightEyeY + rightEyeHeight, rightEyeX + rightEyeWidth/2, rightEyeY
+ rightEyeHeight);

//dibuixa la boca
arc(centerX, mouthY, mouthWidth, mouthHeight, 3.14, 2*3.14);
line(centerX-mouthWidth/2, mouthY, centerX + mouthWidth/2, mouthY);
}
```

Retoqueu les idees

- *Ajusteu els valors introduïts a la random()funció per canviar el tipus de Jack-o'-lanterns que genereu.*
- *Feu que la transició de parpelleig entre colors sigui més suau.*