Lesson 4: Revising Shapes

Revision task:

1. Use the `ellipse()` function to create an image of a head. (Add eyes, head, ears, nose, freckles etc)
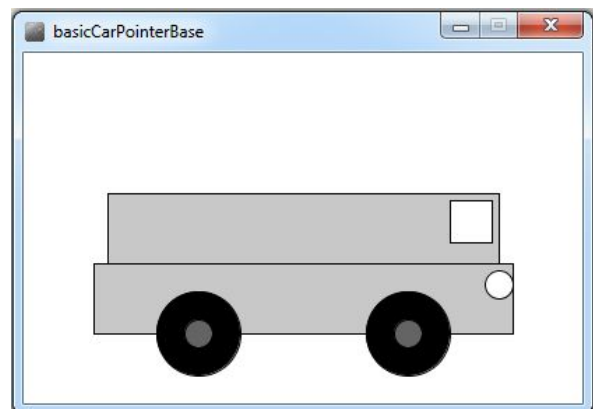
Tasks - Part One:

Make a new program and enter the following code:

```
size(500,500);
rect(50,250,400,200);
ellipse(50,250,400,200);
```

There is **one big difference** between the **first two** parameters in the `rect()` function and the **first two** parameters in the `ellipse()` function. What is it?

Tasks - Part Two:

1. Create a new program with a name starting with "**Lesson4**"
2. Use both `ellipse()` and `rect()` to code an image of a car.
3. Add colour to the image using the `fill()` function. (We've used greyscale - feel free to go full colour, if you like!)

Background

We can set the background of an image to be any colour we like as well, just as we did with fill. The function is called `background()`, and it takes either one parameter (that means one number between the brackets) or three parameters. Add a background to your car picture.

Early Finishers

If you've finished all that already it's time to explore the "Reference Guide". This is the instruction book which tells us what all of the different functions in processing do (and there are *loads* of them!)

You can access the reference guide by clicking "Help - Reference". Alternatively, if you highlight a function you can click "Help - Find in Reference" to go straight to the help page about that function. Now, go explore!