

Lesson 5: Advanced Shapes

Lesson aim:

We've spent some time with `ellipse()` as our main function to draw shapes - now we are going to learn some new, more advanced functions.

Why:

To create more advanced code we need to understand functions. To create more complex pictures and graphics we need more shape functions. We will use these in the rest of the course, and our knowledge of `ellipse` will help us to understand these other functions.

Revision task:

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

We have seen `ellipse()` already. Now will introduce `rect()`.

Guess what the `rect()` function does: _____

Make a new program and enter the following code:

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

As we did with the `ellipse()` function, change the four numbers in the `rect()` function to see what each does.

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?

Ans: _____

Task:

1. Create a new program with a name starting with "**Lesson5**"
2. Use both `ellipse()` and `rect()` to code an image of a car.
3. Add colour (in greyscale for now) to the image using the `fill()` function.

