Processing Assignment 2 - Collector Cards

Your job is to create a:

* hockey / baseball / etc. card,
* card game (i.e. Pokémon) card,
* or an ID Card

It can feature an athlete, actor, musician, etc. or can be similar to a Magic or Pokémon type game card.

Your card must include the following:

* a dark background,
* a picture of the person (you may also want a second picture for the team, show, etc.),
* 3 different text sizes and / or fonts to describe the following:
* person’s name
* facts or statistics
* your company logo
* and at least one basic processing shape (such as a rectangles to create a border, or some shading)

*To get top marks, you must include at least 3 pictures, multiple shapes and more than 3 text blocks.*

Setup

* Create a new Processing file and name the file NameAssignment2 (but use your name, not the word ‘Name’)
* Store it in M:\Students Common\Mr. Mikula\Computers 10\Processing
* Set your window size to: (400,600) (recommended…but you can adjust this to suit your picture size)

Evaluation

Base Requirements: 60%

Layout and Design: 30% (see rubric below)

Additional Requirements: 10%

|  |  |  |
| --- | --- | --- |
| **1**  Shows very little attention to alignments, sizes, etc. | **2**  Demonstrates some attention to alignments, sizing, etc. | **3**  Makes a considerable effort to make the product look good. |

Need Help?

Text – http://processing.org/tutorials/text/ (scroll down to the section called “Displaying Text”)

Adding Pictures - [http://processing.org/tutorials/pixels/](http://www.google.com/url?q=http%3A%2F%2Fprocessing.org%2Ftutorials%2Fpixels%2F&sa=D&sntz=1&usg=AFQjCNEOPpBfgj7jkeot3Dx4pv_FHL4W7A) OR follow these instructions:

1. Save a picture with a simple name.
2. In Processing, choose **Sketch… Add File** and go find that picture you just saved
3. Set up the picture with these two lines:

* PImage bikeImg;
* bikeImg = loadImage("bike.jpg");

1. You can now add that image as many times as you want using one of the following lines of code

* image(bikeImg, x ,y, width\_you\_want, height\_you\_want);
* OR  image(bikeImg, 25,100); (this will just use the picture’s actual width and height