

Face code

Face size and position

```
fill(255, 255, 0)
ellipse(
  screen_size/2,
  screen_size/2,
  200,
  200
)
```

- Fill changes the colour
- `screen_size/2` – the first places image in centre horizontally; second places in centre vertically. Both together places exactly in middle
- `200, 200` – first is width of circle; second is height of circle

Face code

The face can also be drawn like this:

```
fill(255, 255, 0)  
ellipse(screen_size/2,screen_size/2,200,200)
```

Face code

Experiment. Bottom right is 400, 400. Bottom left is 0, 400. Top right is 400, 0)

Tip

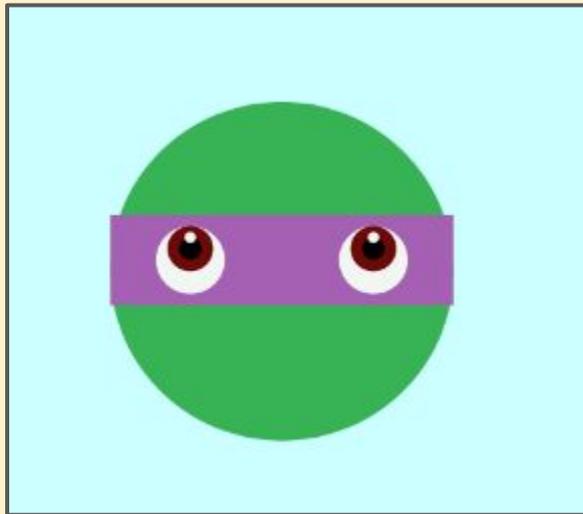
The top left corner of the screen is coordinate 0,0. Increasing the first number will move the shape to the right. Increasing the second number will move the shape downwards.

Test: Experiment with changing the coordinates, then run your code to see where the ellipse or rectangle is displayed.

Face code

This is all about **experimenting** with shapes

Remember, the steps showed you how to create ellipses (which don't have to be perfect circles), rectangles (which can be squares), and triangles



Each eye here is made up of 4 circles

Draw the circles you want on top first

`no_stroke()` is a really useful thing to use

Face code

How many shapes?

