Lab Exercises

Parameters
Create a function for drawing a face.

Use two parameters to change its position and two more to change the shape. Using your function, draw 9 faces in the display window in a regular 3 * 3 matrix. Use different parameters to give each face drawn a unique shape.

Images
Draw two images in the display window.

Draw three images, each with a different tint.

Load a GIF or PNG image with transparency and create a collage by layering the image.

Recursion
Modify the `drawCircle()` example to draw a complex design using recursion.

```java
void setup() {
  size(200, 200);
  background(255);
  fill(0, 32);
  noStroke();
  smooth();
  drawCircle(width/2, height/2, width/2, 10);
}

void drawCircle(int x, int y, int r, int num) {
  ellipse(x, y, r*2, r*2);
  if (num > 0) {
    drawCircle(x - r/2, y, r/2, num-1);
    drawCircle(x + r/2, y, r/2, num-1);
  }
}

Try adding colour to your recursive sketch.

Time
Make a simple clock to run an animation for two seconds at the beginning of each minute.
Create an abstract clock that communicates the passage of time through graphical quantity rather than numerical symbols.