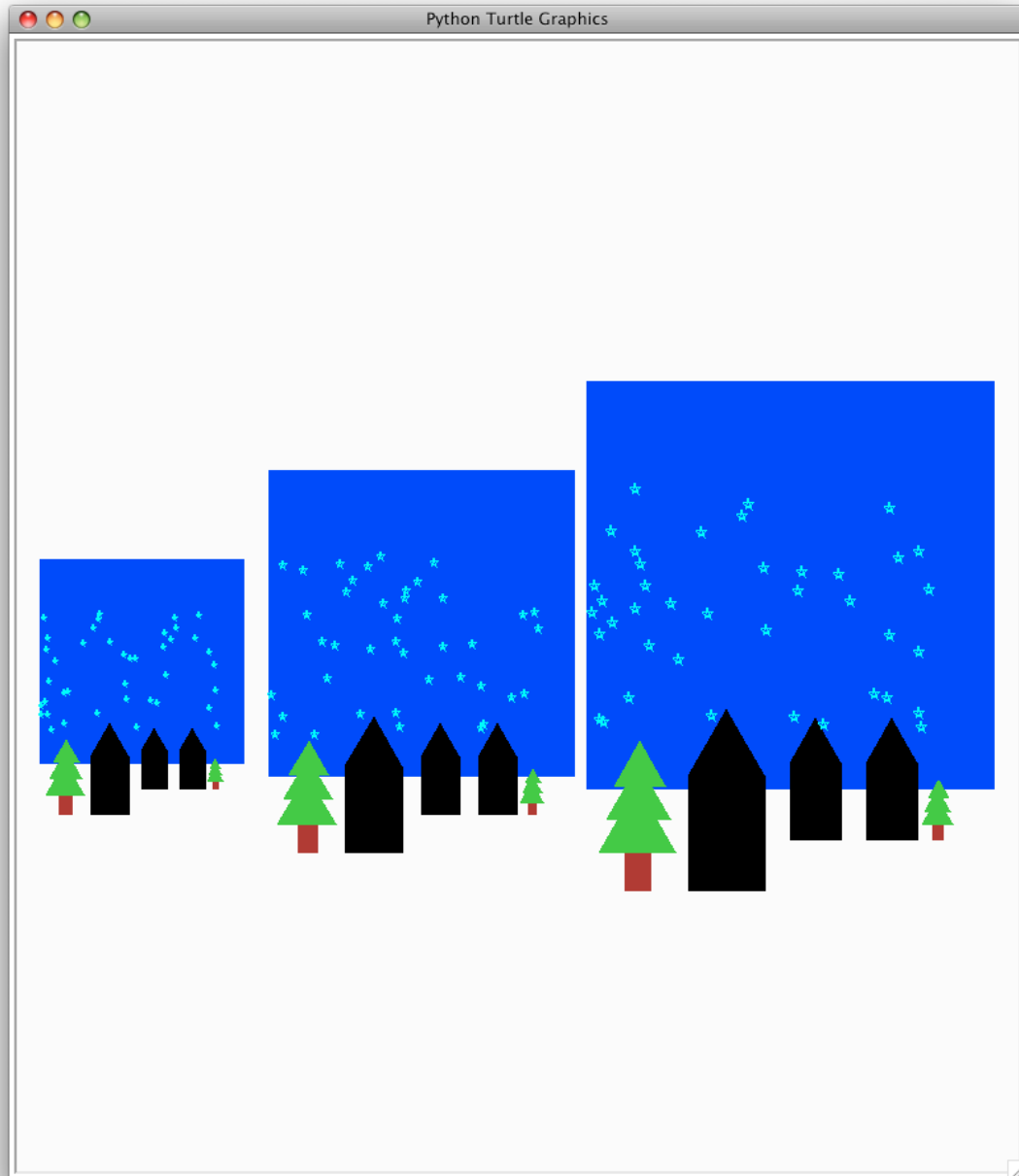


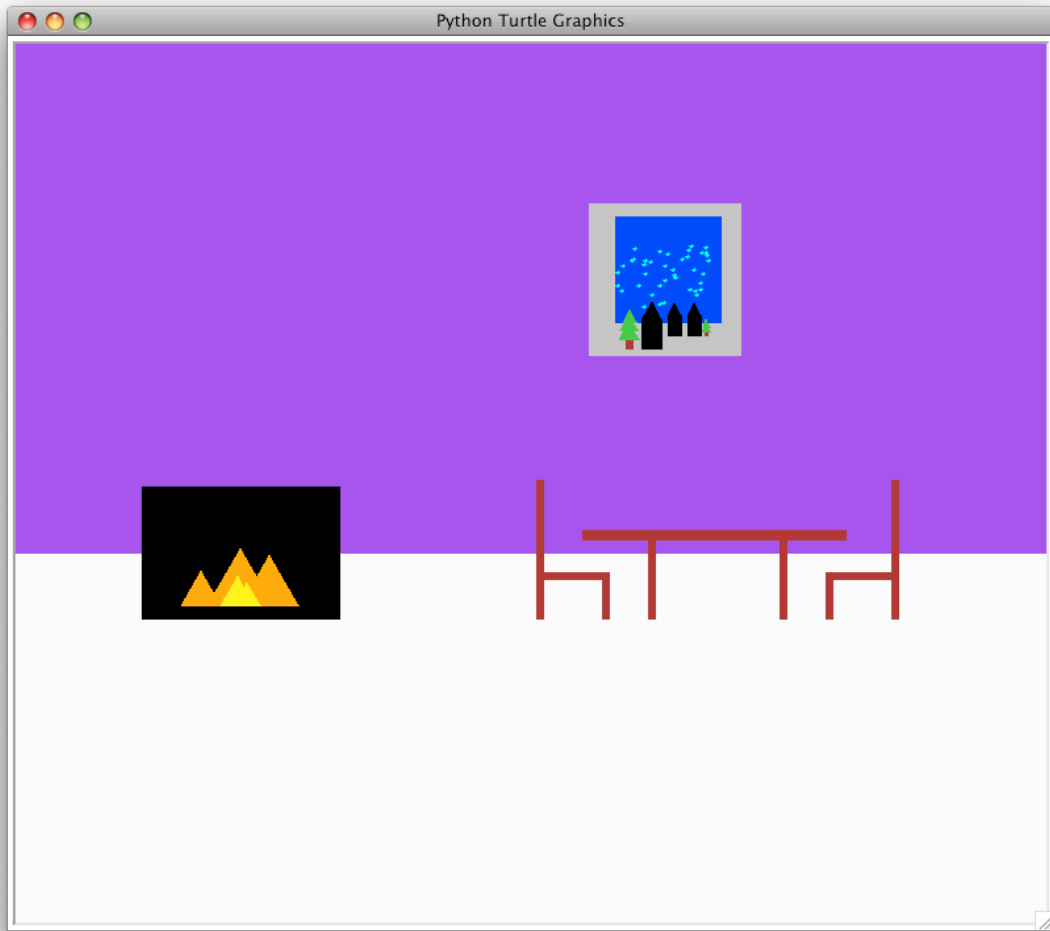
project 3

The purpose of this lab was to use the scale to create scenes. The scale is useful because it makes it easier to put shapes in the right places and the right proportion in relation to other objects.

The first task was update an outdoor scene from lab 2 and make a scene with three of the outdoor scene all different sizes. By adding the parameters (x, y, scale) it was easy to change the scene so that it can be scaled.



The second task was to make an indoor scene using different shapes and then scaling down an outdoor scene to put into the indoor scene. I put my scene into a picture frame. The scale makes this possible.



In this lab I learned how to use scales, and to add new parameters to objects to make them more functional. I learned more about how to make shapes and to organize code by using loops so that there isn't duplicate code.