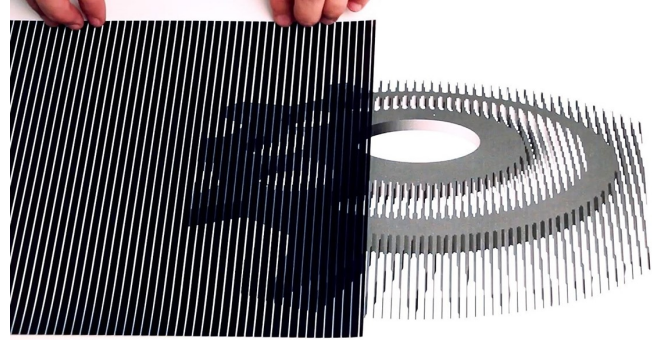
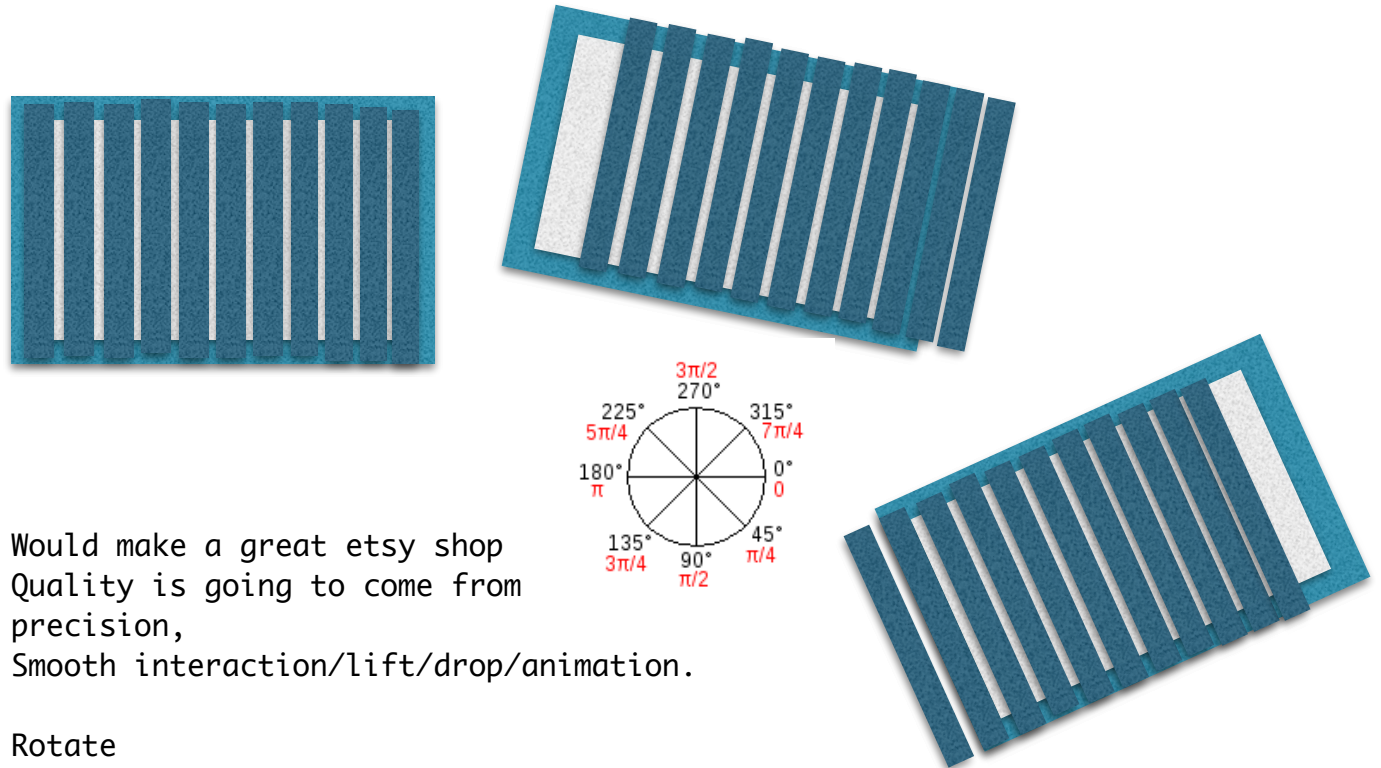


Premise

- old fashioned childrens toy
- create an animated optical illusion
- format it like a sliding lid box
- create the images in illustrator
- import and position the images in Processing
- based on user input, raise one side of the box or the other, causing the lid to slide revealing the psuedo animation



Sketch



Would make a great etsy shop
Quality is going to come from
precision,
Smooth interaction/lift/drop/animation.

Rotate

```
translate(width/2, height/2);  
rotate(PI/3.0); // rotate by PI divided by 3  
above image to affect it
```

Radians instead of degrees, 360degrees = 2pie radians

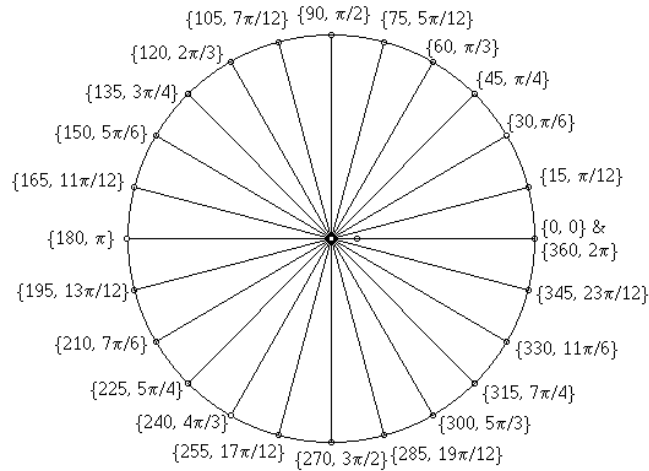
HOLY MOLE-Y MAKING THIS IMAGE LOOK ANIMATED IS HARD

Attempt 1: Holli Would (fail)

Attempt 2: Single Ladies (fail)

Attempt 3: Skateboarder (fail)

Attempt 4: Running Cat (success!) (thanks illustrator, bye photoshop)



VARIABLES (45), CONDITIONALS (59), LOOPS (81), FUNCTIONS (101)

VARIABLES

- float

if keyPressed < angle (increases by 1 to 15, 30, 45... 90)

if keyPressed > angle (decreases by 1 to 345, 330 315... 270)

load images

create a global angle variable,

create a

update it with keyPressed

void draw

rotate

translate

image

image

if keyPressed adjust angle

else if keyPressed adjust angle