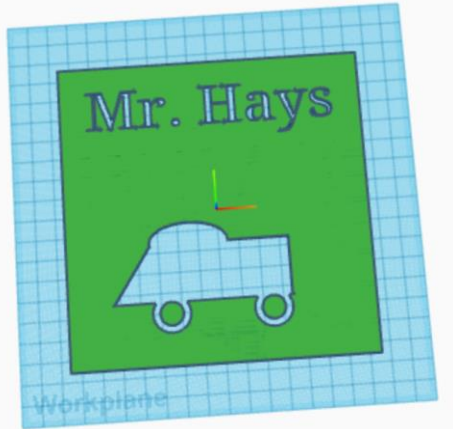Codeblocks day3: silhouette
Due: Wednesday 10/28/20, all classes

Today's task is to make an interesting design on a flat surface using "hole" objects that creates an interesting scene in a silhouette. For example, here is a truck-like thing I made:

The main idea is that you are creating something using hole objects on a big flat surface so that in the end you have a silhouette of something interesting.

Requirements:

1. First, create a box that is 150 wide, 150 long and 1 high. Or larger if you need the space.

2. Put your name in a text block as a hole, and move it out of the way, but still on the box (see my Mr. Hays above, that was a Move block that moved it up the y axis by 50.)
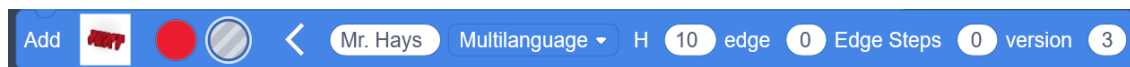
     Set it to be a hole   put your name here

3. Then, using a series of objects that are all set to be holes, create a silhouette of something interesting, pretty, or fun. Do this by creating multiple objects (each set as a hole when you create it) and moving them somewhere immediately.

4. When you have all the objects in the right places, add the "Create group" block at the end. This groups everything together, making the holes "take away" pieces of the backdrop, leaving your interesting image/silhouette.

5. Turn this in as an Animated GIF as usual. Have fun, good luck!

I made a video where I show you how you could get started. Here is a link.