Conditional Design
Sketching Procedural Drawings
Program a function that would result in Cue sketching a circle.

Name the function `drawCircle`. 
Functions and Loops

Conditional Design: Sketching Algorithmic Artwork
Using the `drawCircle` function and a `repeat` block, program Cue to sketch this three-circle pattern.
Functions and Loops

Conditional Design: Sketching Algorithmic Artwork
Rule:
On each turn, take 10 seconds to draw a circle on your paper larger than the previous one. At the end of your turn, pass your paper to someone else.
Rule:
On each turn, take 10 seconds to perform the rule written on your paper. At the end of your turn, pass your paper to someone else.
More Algorithmic Art

Harvey Moon’s Drawing Machines

Conditional Design: Sketching Algorithmic Artwork