

Class 06: Turtle Graphics

Held: Wednesday, 30 January 2008

Summary: We explore another imperative model of images, turtle graphics. In this model, we give drawing expressions to robotic turtles.

Related Pages:

- EBoard.
- Lab: Turtle Graphics.
- Reading: Turtle Graphics.
- Due: Assignment 2: Drawing Smileys, Revisited.

Notes:

- Once again, I will miss office hours today. I will, however, be available in my office from 2:15-3:45 (more or less) today.
- Reading for Friday: Drawings as Values.
- Reminders: Quiz Friday morning (Scheme and GIMP basics); next HW assigned Friday, due following Wednesday.

Overview:

- Modeling images through process: Turtle graphics.
- Some historical notes.
- Turtle graphics in DrFu.

Modeling the Drawing Process: Turtle Graphics

- Our explorations of GIMP-style graphics have emphasized two main operations: selecting and then doing something with the selection.
- This model permits us to create a variety of interesting drawings.
- However, it does not model how we normally draw, which involves taking pen (or brush) to paper (or canvas).
- The turtle graphics approach to describing images provides a simple model for how we might describe drawings.
- At any point, the person following the instructions has a pen in hand. You need to give the person information on the direction in which to move the pen and the amount to move it. (That's right, no curves here; just lots and lots of straight lines.)
- We separate the two basic operations: You can tell the person drawing to move forward or to turn in a particular direction.
- It's so simple, even a turtle can do it.
- What if you don't want continuous lines? You can tell the turtle to lift or drop the pen.

- Turtle graphics has been used to control robots that draw.
- Note that turtle graphics, much like GIMP graphics, is an imperative model: You give a series of commands to the thing doing the drawing.

Some Historical Notes

Disclaimer: Although I knew much of this information, I did crib some ideas from Wikipedia and the Web or these notes.

- Turtle graphics were invented by Seymour Papert (at MIT) in part of his development of the LOGO programming language. (1960's and beyond)
- LOGO was designed as a computer language intended to help children think better (or at least more algorithmically).
- The original implementation of LOGO did, in fact, have a kind of robot (commonly referred to as a turtle robot) hooked up to a computer. Hence, it made sense for the language to have some basic operations for the robot.
- As computers became more commonplace, it made sense to simulate the turtle on the screen (since not everyone who had a computer would have a turtle robot).
- And it makes sense to show the turtle's path.
- After awhile, drawing on the screen became as interesting as (or more interesting than?) controlling the physical robot.
- The turtle graphics model has persisted, in various forms, over the years.

Turtle Graphics in DrFu

- Create a new turtle that draws on a particular image with `(turtle-new image)`.
- Move it forward with `(turtle-forward! turtle amt)`
- Turn it with `(turtle-turn! turtle angle)`
- Lift the pen with `(turtle-up! turtle)`
- Put the pen on paper with `(turtle-down! turtle)`
- Additional operations for people who can't keep track of position and orientation
 - `(turtle-teleport! turtle col row)`
 - `(turtle-face! turtle angle)`

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