

Creative task

A task with elements of a game form will help you master the operations of input/output, matrix editing, the use of matrix constructors, and graphical visualization with elements of design construction.

Build a mock-up of the intended drawing or part of it in excel. Import the data to MatLab. Using group operations on matrix elements, construct a drawing. Structure your algorithm and specify all the stages of creating an art object separately using the subplot function. Using the various shapes and/or sizes of the spy function markers, as well as the marker colors, create a complete drawing.

Important!

Examples of previously executed drawings can be found in *presentation 4.pdf*, pp. 21-28.

Syntax for I/O you can find in *presentation 2.pdf*, pp. 22-26

DesignMatrix.m file–script and *design.xlsx*– input file are attached the Moodle as the help.