



leaf.svg, leaf(1).svg, leaf(2).svg, leaf(3).svg

Dear Computer, please require {p5} and {p5-svg} to create a square canvas with a vector rendering context at localhost, port 8000. Remember {Colors} is a list with four colors, each color has a blue-ish or red-ish randomized tint and opacity value. Draw a {Grid} with four rectangles and use a random element from {Colors} as the fill color. Define {Shape} as a recursive function that moves to a random location, rotates the drawing-origin by half of π and draws itself. Each {Shape} depends on three random parameters. The parameters stretch or shrink it's seven predefined vertex points. As long as the level of recursion is not zero, draw a shape and reduce the level. When you are done, please save the current canvas as a vector graphic.