

Openclipart.org is a great source of SVG images in the Public Domain. An Owl Clock was submitted by user estea8968 https://openclipart.org/detail/247141/owl-clock

A functioning clock was added to the image https://openclipart.org/detail/247152/owl-clock

This exercise will modify the code to create a tick-tock animation to the Owl's head

- 1. Go to http://steamcoded.org/lessons/OwlClock.svg.txt Then copy and paste the code into an editor. Save the file as OwlClock.svg, then open the file in a browser.
- 2. Go to http://steamcoded.org/lessons/DrawShapes.js.txt There is a link on the bottom of the lessons page. Then copy and paste the code into the editor, replacing the <script> section with the new code.
  Note: highlight the existing <script> section in the editor, then paste over it.
  Important: We will want undo this step (ctrl-z, or command-z) after step 3, so don't exit the editor.
- 3. Save the file and watch the OwlClock draw. Note that the outline of the clock is drawn first and the head is drawn last.
- 4. Undo step 2, and save the file again.
- 5. Find the first <path> element in the code this is the outline. Add to the existing style attribute: display:none; This will remove the outline of the image.
- 6. Find the last <g> element in the code this is the Owl's head. Should have id="g3315". Add style="display:none" to the group element to verify the head is not displayed.
- 7. Remove the style attribute added in step 6, then add a <g> group element around the <g> element of the head. Be sure to include the ending </g> at the bottom.
- 8. On the line before the ending </g>, add a <circle> element:
   center (-50,400), radius: 8, style="fll:green"
   The center of this circle is the point about which head will be rotated.
- 10. Adjust the circle center if desired and change the values accordingly in step 9. When done, delete the circle element added in step 8.