

Coding the Seed of Life

1. Copy text from <http://steamcoded.org/graphpaper4q.svg.txt> and paste into an editor, and save as `SeedOfLife.svg`
Note: this file will adjust SVG coordinates to be like a normal piece of graph paper
2. On line 27, create a circle at the origin (0,0) with a radius of 300 and a style attribute as shown:
`<circle cx="0" cy="0" r="300" style="fill:none;" />`
3. On the next line, add a circle at (0,150) with a radius of 150. Add a style attribute as shown:
`<circle cx="0" cy="150" r="150" style="fill:lime;fill-opacity:0.3;" />`
4. Copy the circle from step 3 and paste on the next line, then add a transform attribute
`transform="rotate(180,0,0)"`
5. Copy the circle from step 4 and paste on the next line, then change the transform attribute to rotate 60 degrees and change the fill color to blue
6. Copy the circle from step 5 and paste on the next line, then change the transform attribute to rotate 240 degrees (60+180)
7. Copy the circle from step 6 and paste on the next line, then change the transform attribute to rotate 120 degrees and change the fill color to red
8. Copy the circle from step 7 and paste on the next line, then change the transform attribute to rotate 300 degrees (120+180)
9. Hide the grid by changing the style attribute of the group with `id="grid"` to be `style="display:none;"` instead of `style="display:initial;"`
10. Find the group `<g>` element: `<g style="opacity:0.5;stroke:black;stroke-width:2px;">` and change the opacity from 0.5 to 1, then change the stroke-width to 4px