Animated Face



Add eyes:



Add red semi-circle (mouth) and blue middle eyes:



Add movement



var xp = 15;

var yp = 15;

var xp\_add = 3;

var yp\_add = 1;

function moveEyes() {

 xp += xp\_add;

 yp += yp\_add;

 if (xp > 20 || xp < 0) xp\_add=-xp\_add;

 if (yp > 20 || xp < 0) yp\_add=-yp\_add;

 xp+=xp\_add;

 yp+=yp\_add;

 doEyes(xp, yp);

 }

function doEyes(xp, yp) {

 // draw 2 black circles

 cntx.beginPath();

 cntx.arc(220, 240, 40, 30, Math.PI \* 2, true);

 cntx.closePath();

 cntx.lineWidth="5";

 cntx.strokeStyle="black";

 cntx.stroke();

 cntx.fillStyle='rgb(255,255,255)';

 cntx.fill();

 cntx.beginPath();

 cntx.arc(290, 240, 40, 30, Math.PI \* 2, true);

 cntx.closePath();

 cntx.lineWidth="5";

 cntx.strokeStyle="black";

 cntx.stroke();

 cntx.fillStyle='rgb(255,255,255)';

 cntx.fill();

 // draw 2 blue circles

 cntx.beginPath();

 //cntx.fillStyle='rgb(255,255,255)';

 cntx.arc(225 + xp, 240 +yp, 5, 30, Math.PI \* 2, true);

 //cntx.fill();

 cntx.closePath();

 cntx.lineWidth="5";

 cntx.strokeStyle="blue";

 cntx.stroke();

 cntx.beginPath();

 cntx.arc(285 + xp, 240 + yp, 5, 30, Math.PI \* 2, true);

 //cntx.fill();

 cntx.closePath();

 cntx.lineWidth="5";

 cntx.strokeStyle="blue";

 cntx.stroke();

 }

setInterval(moveEyes, 200);

</script>