

STROKE OF GENIUS



JACQUI FASHIMPAUR, TOM WILDENHAIN

The link goes to an antagonistic painting tool where every color "misbehaves" in its own way (this was inspired by Ben Fry's [fugapaint](#)). The first part of the puzzle is to experiment with the tool and discover each color's behavior. Those are as follows:



Pink: Strokes drawn are "sticky" and when you release, they follow your cursor until the next stroke.



Orange: The paintbrush cannot move to the left while drawing.



Yellow: A second copy of your stroke appears rotated 180° about the point where your stroke began.



Green: Strokes gradually un-paint themselves (starting from the beginning) as you make subsequent strokes.



Aqua: Strokes' color changes, alternating between aqua and white with every subsequent stroke.



Blue: As you draw, your previous strokes gradually un-paint themselves (starting from the beginning).



Purple: Strokes have "gravity" and fall to the bottom of the canvas when you release.

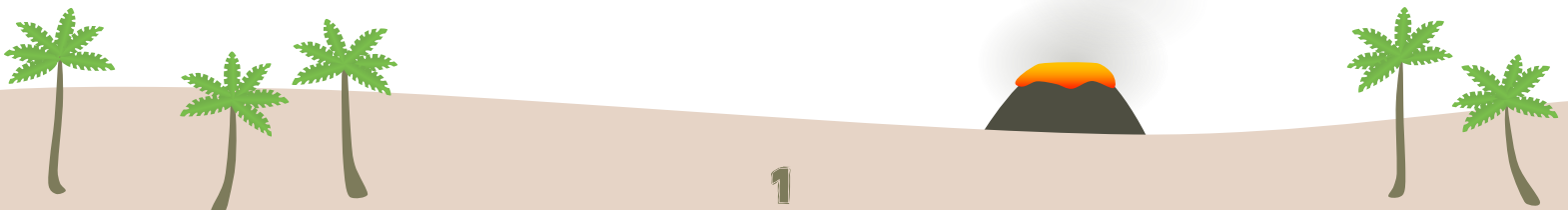


Brown: The paintbrush cannot be lifted from the canvas once you start drawing.



Gray: The paintbrush is always reflected vertically across the center line from your cursor.

once you figure this out, you must use the tool to draw all three of the given images, respecting the maximum stroke count. Solutions to each level are on the following pages.



Level 1: Flower

3 Stroke Limit

- Choose the pink brush and draw the flower's central pistils.
- Change your brush to green and then move your cursor so that your pink drawing lines up with the guide.
- Draw a winding "fuse" in green before eventually drawing the leaf (all in one stroke).
- Change your brush to yellow and move your cursor to the very center of the flower.
- While at the center of the flower, begin your stroke. Draw each of the flower's petals by tracing it or the petal it is opposite (all in one stroke). As you do this, the green fuse will start to disappear. Do not release the yellow stroke until only the green leaf remains.

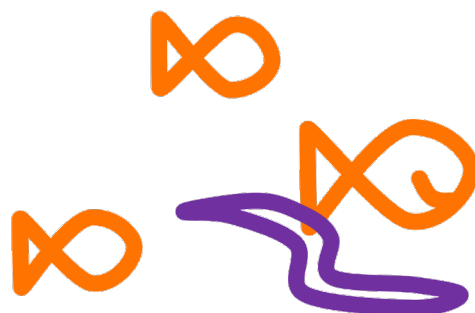


Note that there is an alternate solution in which you use green, then pink, then yellow.

Level 2: Fish

5 Stroke Limit

- Choose the orange brush and, in one stroke, draw half of each fish (either the top half, the bottom half, or an N-like combination thereof). Do not worry about the excess orange marks.
- In one stroke, draw the other half of each fish.
- Change your brush to purple and draw the eel, adding a "leg" that reaches down to the ground so it doesn't fall.
- Change your brush to aqua and draw over any orange or purple marks from earlier that you will want hidden (the lines between fish and the leg below the eel).
- Change your brush to orange and draw the largest fish's smile. This will turn the aqua marks white, leaving only the strokes you want to be visible.



Level 3: Boat

3 Stroke Limit

- Choose the brown brush and begin to draw (anywhere on the canvas).
- Change your brush to gray but do not start a new stroke. Your paintbrush will still be drawing with brown.
- Draw a winding brown "fuse" and then the frame of the boat.
- Following the outline of the boat, move your cursor to a point below the vertical part of the sail.
- Click to begin drawing in gray. Draw the sail to the best of your ability (we recommend watching your cursor rather than the stroke itself, and moving quickly for each side of the triangle).
- Change your brush to blue and draw the waves. The brown fuse (and the mark that was made when you went to choose the gray brush) will start to disappear. Do not release the blue stroke until only the boat remains.



once the auto-checker has accepted your drawings for all three levels, you'll unlock the answer: ACRYLIC.

