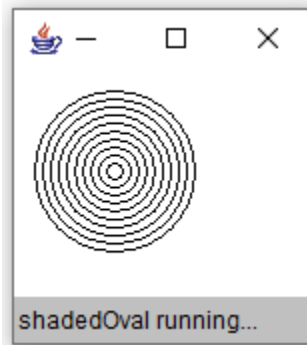
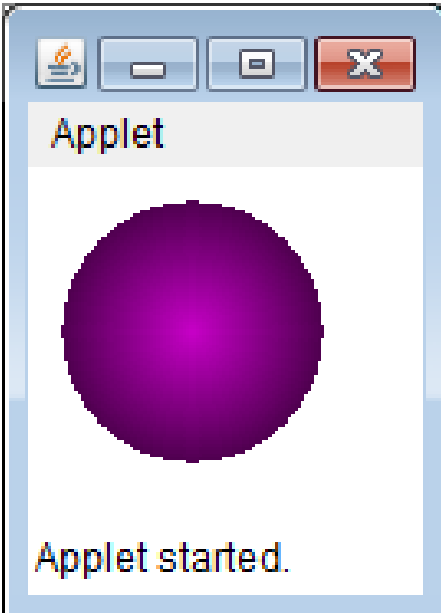


Shaded Ovals

Step 1:
Make a shape something like this, with a loop.



Step 2.
Fill it to create a shaded oval.



You can make a new color like this:

```
Color c = new Color(255,0, 23);  
g.setColor(c);
```

It can use variables like this:

```
Color c = new Color(variable1,0,variable 2);  
g.setColor(c);
```

Step 3:
Add more circles to the screen, shaded from different angles. For example:

