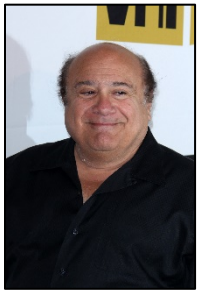
Austin Belt

Completed

Original



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#Austin Belt - March 9 2020
#DeVito's Dilemma - Whilst on his midnight glide through the sky, Danny DeVito is beset by four specters
#from his past.
#I have legally obtained this stock photo of Danny DeVito through Shutterstock. No laws broken here!

def collage():
  ogpic = makePicture(getMediaPath("devito.jpg"))
  smallerpic = makeEmptyPicture(int(getWidth(ogpic)/6.5), int(getHeight(ogpic)/6.5)) #Prepare the head!
  scale(ogpic,smallerpic,6.5)
  pic = makeEmptyPicture(208,255)
  cropy(smallerpic,pic,96,304,71,326,0,0)
  bgRemove(pic)
  bgcolor = makeColor(20,0,51)
  canvas = makeEmptyPicture(1000,736,bgcolor) #The stage is set...
  tinypic = makeEmptyPicture(int(getWidth(pic)/12), int(getHeight(pic)/12))
  retroDanPic = makeEmptyPicture(int(getWidth(tinypic))*12, int(getHeight(tinypic)*12))
  scale(pic,tinypic,12)
  #First appears Retro Danny, a painful reminder of simpler days long past, fond memories now obscured by
  #the fog of time...
  scale(tinypic,retroDanPic,1.0/12)
  prideDanPic = duplicatePicture(pic)
  #Next comes forth Pride Danny, a representation of Mr. DeVito's repressed homosexuality...
  prideDan(prideDanPic)
  eyeOfDanPic = duplicatePicture(pic)
  #Soon after materializes the Eye of Dan, symbolizing Danny DeVito's paranoia and suspicions, always
  #watching him...
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  eyeOfDan(eyeOfDanPic)
  poignantDanPic = duplicatePicture(pic)
  poignantDanPic = poignantDan(poignantDanPic) #Danny takes a moment to reflect. Poignantly.
  chainedDanPic = duplicatePicture(pic)
  #Finally, Dan in Chains emerges...Danny DeVito locked up internally and eternally by his personal demons...
  chainedDan(chainedDanPic)
  cropy(poignantDanPic,canvas,0,getWidth(poignantDanPic),0,getHeight(poignantDanPic),4,
          getHeight(canvas)-getHeight(poignantDanPic))
  cropy(eyeOfDanPic,canvas,0,getWidth(eyeOfDanPic),0,getHeight(eyeOfDanPic),555,134)
  cropyOverlap(retroDanPic,canvas,0,getWidth(retroDanPic),0,getHeight(retroDanPic),315,171)
  cropyOverlap(pic,canvas,0,getWidth(pic),0,getHeight(pic),436,220)
  #Will Danny DeVito ever break free of his personal demons...?
  cropyOverlap(chainedDanPic,canvas,0,getWidth(chainedDanPic),0,getHeight(chainedDanPic),586,339)
  #...Probably not, but it's nice to dream.
  cropyOverlap(prideDanPic,canvas,0,getWidth(prideDanPic),0,getHeight(prideDanPic),347,393)
  shootingStar(canvas) #Make a wish for Dan! Or don't!
  removeWhite(canvas,bgcolor) #Maybe the five of them can become best friends!
  signature(canvas,bgcolor) #Maybe they can get over their differences...
  #...they can all move on from their sordid past and look forward to a brighter future!
  starrySky(canvas,bgcolor)
  explore(canvas) #...Nah, probably not.

#make pictures bigger, make pictures smaller. pretty self-explanatory.
def scale(picture_in,picture_out,scaleFactor):
  sourceX = 0
  for targetX in range(0,getWidth(picture_out)):
    sourceY = 0
    for targetY in range(0,getHeight(picture_out)):
      color = getColor(getPixel(picture_in,int(sourceX),int(sourceY)))
      setColor(getPixel(picture_out,int(targetX),int(targetY)),color)
      sourceY = sourceY + scaleFactor
    sourceX = sourceX + scaleFactor

#it's not just copying, it's not just cropping, it's cropying! copyright pending.
def cropy(source,target,startX,endX,startY,endY,targX,targY):
  targetX = targX
  for sourceX in range(startX,endX):
    targetY = targY
    for sourceY in range(startY,endY):
      color = getColor(getPixel(source,sourceX,sourceY))
      setColor(getPixel(target,targetX,targetY),color)
      targetY = targetY + 1
    targetX = targetX + 1
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  return(target)

#it's cropying, but now the pictures can overlap! ooh, layers!
def cropyOverlap(source,target,startX,endX,startY,endY,targX,targY):
  targetX = targX
  for sourceX in range(startX,endX):
    targetY = targY
    for sourceY in range(startY,endY):
      px = getPixel(source,sourceX,sourceY)
      if getColor(px) != white:
        color = getColor(getPixel(source,sourceX,sourceY))
        setColor(getPixel(target,targetX,targetY),color)
      else:
        color = getColor(getPixel(source,sourceX,sourceY))
        setColor(getPixel(source,sourceX,sourceY),color)
      targetY = targetY + 1
    targetX = targetX + 1
  return(target)

#gotta get rid of that pesky background somehow. but first, we have to find out what a background is!
def bgRemove(pic):
    bgmain = makeColor(225,235,247)
    bgyellow = makeColor(197,168,74)
    bgcleanup = makeColor(198,200,187)
    blankbg(pic,0,0,207,201,bgmain)
    blankbg(pic,0,0,207,6,bgyellow)
    blankbg(pic,0,0,207,6,bgcleanup)

#we found out what a background is! now time to get rid of it!
def blankbg(pic,startX,startY,endX,endY,color):
  for px in getPixels(pic):
    x = getX(px)
    y = getY(px)
    if (startX <= x <= endX) and (startY <= y <= endY):
      if (distance(color,getColor(px)) < 70):
          setColor(px,white)
  return(pic)

def prideDan(pic):
  prideDanSub(pic,0,getHeight(pic)*1.0/7,255,0,0)
  prideDanSub(pic,getHeight(pic)*1.0/7,getHeight(pic)*2.0/7,255,127,0)
  prideDanSub(pic,getHeight(pic)*2.0/7,getHeight(pic)*3.0/7,255,255,0)
  prideDanSub(pic,getHeight(pic)*3.0/7,getHeight(pic)*4.0/7,0,255,0)
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  prideDanSub(pic,getHeight(pic)*4.0/7,getHeight(pic)*5.0/7,0,0,255)
  prideDanSub(pic,getHeight(pic)*5.0/7,getHeight(pic)*6.0/7,46,43,95)
  prideDanSub(pic,getHeight(pic)*6.0/7,getHeight(pic)*7.0/7,139,0,255)

def prideDanSub(pic,startY,endY,newr,newg,newb):
 for x in range(0,getWidth(pic)):
   for y in range(startY,endY):
     px = getPixel(pic,x,y)
     if getColor(px) != white:
       ogr = getRed(px)
       ogg = getGreen(px)
       ogb = getBlue(px)
       newColor = makeColor((ogr+newr)/2,(ogg+newg)/2,(ogb+newb)/2)
       setColor(px,newColor)

def chainedDan(pic):
  for x in range(0,10):
    lines(pic,x,0)
    lines(pic,x,1)
    lines(pic,x,2)
  for y in range(1,50):
    lines(pic,0,y)
    lines(pic,1,y)
    lines(pic,2,y)

def lines(pic,startX,startY):
  width = getWidth(pic)
  height = getHeight(pic)
  g = makeColor(105,105,105)
  for x in range(startX,width,10):
    for y in range(startY,height,50):
      px = getPixel(pic,x,y)
      if getColor(px) != white:
        setColor(px,g)

def eyeOfDan(pic):
  eye = makeEmptyPicture(30,36)
  cropy(pic,eye,113,143,90,126,0,0)
  bigeye = makeEmptyPicture(int(getWidth(eye)*7.1),int(getHeight(eye)*7.1))
  scale(eye,bigeye,1.0/7.1)
  targetX = 0
  for sourceX in range(0,207):
    targetY = 0
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    for sourceY in range(0,254):
      px = getPixel(pic,sourceX,sourceY)
      if getColor(px) != white:
        color = getColor(getPixel(bigeye,sourceX,sourceY))
        setColor(getPixel(pic,targetX,targetY),color)
      targetY = targetY + 1
    targetX = targetX + 1

def poignantDan(pic):
  danPeek = makeEmptyPicture(getWidth(pic),120)
  cropy(pic,danPeek,0,getWidth(pic),0,120,0,0)
  bigDanPeek = makeEmptyPicture(int(getWidth(danPeek)*1.5),int(getHeight(danPeek)*1.5))
  scale(danPeek,bigDanPeek,1.0/1.5)
  prideDanSub(bigDanPeek,0,getHeight(bigDanPeek),20,0,51)
  return(bigDanPeek)

def removeWhite(canvas,bgcolor): #the background is white, but the sky isn't white!
  for x in range(0,getWidth(canvas)):
    for y in range(0,getHeight(canvas)):
      px = getPixel(canvas,x,y)
      if getColor(px) == white:
        setColor(px,bgcolor)

def starrySky(pic,bgcolor): #what's a night sky without stars? a very sad night sky, that's what.
  width = getWidth(pic)
  height = getHeight(pic)
  for x in range(4,width,50):
    for y in range(4,height,50):
      px = getPixel(pic,x,y)
      if getColor(px) == bgcolor:
        setColor(px,white)
  for x in range(29,width,50):
    for y in range(29,height,50):
      px = getPixel(pic,x,y)
      if getColor(px) == bgcolor:
        setColor(px,white)

#for some reason, i decided to put my name on this. was it a mistake? we'll see.
def signature(canvas,bgcolor):
  sign = makePicture(getMediaPath("signature.jpg"))
  width = getWidth(sign)
  height = getHeight(sign)
  for px in getPixels(sign):
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    if distance(getColor(px),white) > 20:
      setColor(px,white)
    else:
      setColor(px,bgcolor)
  cropy(sign,canvas,0,width,0,height,getWidth(canvas)-width,getHeight(canvas)-height)

def shootingStar(canvas): #a little spot of hope in the sad, sad life of danny devito.
  star = makeEmptyPicture(26,12)
  color = makeColor(168,239,255)
  addLine(star,17,0,17,0,color)
  addLine(star,3,1,18,1,color)
  addLine(star,15,2,19,2,color)
  addLine(star,10,3,24,3,color)
  addLine(star,12,4,22,4,color)
  addLine(star,1,5,20,5,color)
  addLine(star,14,6,20,6,color)
  addLine(star,14,7,20,7,color)
  addLine(star,0,8,15,8,color)
  addLine(star,19,8,21,8,color)
  addLine(star,13,9,14,9,color)
  addLine(star,20,9,21,9,color)
  addLine(star,12,10,13,10,color)
  addLine(star,21,10,22,10,color)
  bigstar = makeEmptyPicture(getWidth(star)*8,getHeight(star)*8)
  scale(star,bigstar,1.0/8)
  cropy(bigstar,canvas,0,getWidth(bigstar),0,getHeight(bigstar),50,100)
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↵ means the line is continued on the next line.