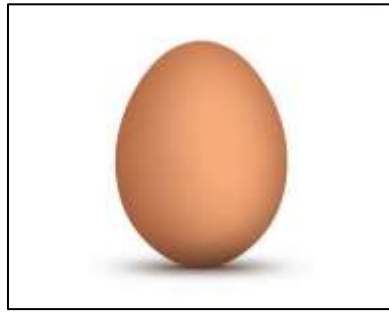
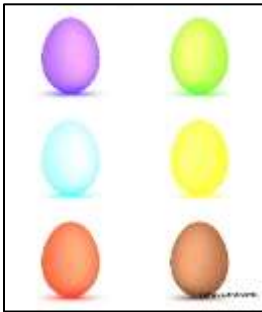


Kevin Contreras

Completed

Original



```
#Kevin Contreras October 20, 2021
```

```
def collage():
    setMediaPath()
    original = scaleDown(makePicture(getMediaPath("smallegg.jpg")), 2)
    mod1 = scaleDown(makePicture(getMediaPath("smallegg.jpg")), 2)
    mod2 = scaleDown(makePicture(getMediaPath("smallegg.jpg")), 2)
    mod3 = scaleDown(makePicture(getMediaPath("smallegg.jpg")), 2)
    mod4 = scaleDown(makePicture(getMediaPath("smallegg.jpg")), 2)
    mod5 = scaleDown(makePicture(getMediaPath("smallegg.jpg")), 2)
    canvas = makeEmptyPicture(getWidth(original) * 2, getHeight(original) * 3)
    sig = makePicture(getMediaPath("name.jpg"))
    sig = scaleDown(sig, 1)

    maxBlue(mod1)
    maxGreen(mod2)
    maxRed(mod5)
    maxYellow(mod4)
    maxRandom(mod3)

    copy(mod1, canvas, 0, 0)
    copyReverse(mod2, canvas, getWidth(canvas) - 1, 0)
    copy(mod3, canvas, 0, getHeight(mod3))
    copyReverse(mod4, canvas, getWidth(canvas) - 1, getHeight(mod4))
    copy(mod5, canvas, 0, getHeight(mod5) * 2)
    copyReverse(original, canvas, getWidth(canvas) - 1, getHeight(original) * 2)
    chromaSig(sig, canvas, getWidth(canvas) - 160, getHeight(canvas) - 50)
    show(canvas)
    writePictureTo(canvas, "Kevin_Contreras.jpg")

def copy(pic, target, targX, targY):
    targetX = targX
    for x in range(getWidth(pic)):
        targetY = targY
        for y in range(getHeight(pic)):
            pixel = getPixel(pic, x, y)
            tx = getPixel(target, targetX, targetY)
            setColor(tx, getColor(pixel))
            targetY = targetY + 1
        targetX = targetX + 1

def copyReverse(pic, target, targX, targY):
    targetX = targX
```

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for x in range(getWidth(pic)):
    targetY = targY
    for y in range(getHeight(pic)):
        pixel = getPixel(pic,x,y)
        tx = getPixel(target, targetX, targetY)
        setColor(tx, getColor(pixel))
        targetY = targetY + 1
        targetX = targetX - 1

def maxBlue(pic):
    for p in getPixels(pic):
        setBlue(p, 255)
    return pic

def maxGreen(pic):
    for p in getPixels(pic):
        setGreen(p, 255)
    return pic

def maxYellow(pic):
    for px in getPixels(pic):
        red = getRed(px) + 255
        green = getGreen(px) + 200
        blue = getBlue(px) + 0
        color = makeColor(red, green, blue)
        setColor(px, color)

def maxRed(pic):
    for p in getPixels(pic):
        setRed(p, 255)
    return pic

def maxRandom(pic):
    for px in getPixels(pic):
        red = getRed(px) + 0
        green = getGreen(px) + 255
        blue = getBlue(px) + 255
        color = makeColor(red, green, blue)
        setColor(px, color)

def maxOrange(pic):
    new_color = makeColor(255, 128, 0)
    for x in range(0, getWidth(pic)):
        for y in range(0, getHeight(pic)):
            px = getPixel(pic, x, y)
            color = getColor(px)
            if distance (white, color) > 150:
                setColor(px, new_color)

def mirrorVertical(source):
    mirrorPoint = getWidth(source) / 2
    width = getWidth(source)
    for y in range(0, getHeight(source)):
        for x in range(0, mirrorPoint):
            leftPixel = getPixel(source,x,y)
            rightPixel = getPixel(source, width - x - 1,y)
            color = getColor(leftPixel)
            setColor(rightPixel, color)

def chromaSig(source, target, targetX, targetY):

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for x in range(0, getWidth(source)):
    for y in range(0, getHeight(source)):
        px = getPixel(source, x, y)
        color = getColor(px)
        targ = getPixel(target, x + targetX, y + targetY)
        if distance (black, color) < 200:
            setColor(targ, black)

def scaleDown(pic, factor):
    canvas = makeEmptyPicture(int(getWidth(pic) / factor), int(getHeight(pic)/factor))
    scale(pic, canvas, 1.0 / factor)
    return canvas

def scale(src, canvas, factor):
    sourceX = 0
    for targetX in range(0, int(getWidth(src) * factor)):
        sourceY = 0
        for targetY in range(0, int(getHeight(src) * factor)):
            color = getColor(getPixel(src, int(sourceX), int(sourceY)))
            setColor(getPixel(canvas, targetX, targetY), color)
            sourceY = sourceY + 1.0 / factor
        sourceX = sourceX + 1.0 / factor

collage()

```