

Ke'Juan Smith

Completed



Original



```
#Ke'Juan Smith 10/17/22
def collage():
    setMediaPath("/Users/kxs/Rock Lee For Project 2")
    picAName = getMediaPath("KeJuan_Smith_cocosign.jpg")
    picA = makePicture(picAName)
    signature = makePicture(getMediaPath("KeJuan_Smith_cocosign.jpg"))

    #The Picture(s) I Used
    originalpic1 = makePicture(getMediaPath("rock-lee-fired-up.jpg"))
    originalpic2 = makePicture(getMediaPath("rock-lee-fired-up.jpg"))
    originalpic3 = makePicture(getMediaPath("rock-lee-fired-up.jpg"))
    originalpic4 = makePicture(getMediaPath("rock-lee-fired-up.jpg"))

    #The dimensions of pic1
    width1 = getWidth(originalpic1)
    half_width1 = width1 / 2
    height1 = getHeight(originalpic1)
    half_height1 = height1 / 2

    #Dimensions of pic2
    width2 = getWidth(originalpic2)
    half_width2 = width2 / 2
    height2 = getHeight(originalpic2)
    half_height2 = height2 / 2

    #Dimensions of pic3
    width3 = getWidth(originalpic3)
    half_width3 = width3 / 2
    height3 = getHeight(originalpic3)
    half_height3 = height3 / 2

    #Dimensions of pic4
    width4 = getWidth(originalpic4)
    half_width4 = width4 / 2
    height4 = getHeight(originalpic4)
    half_height4 = height4 / 2

    #New Blank Canvas
    newpic = makeEmptyPicture(1000, 736)
    widthnew = getWidth(newpic)
    half_widthnew = widthnew / 2
    heightnew = getHeight(newpic)
    half_heightnew = heightnew / 2
```

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#Original Pic
originalpic = makePicture(getMediaPath("rock-lee-fired-up.jpg"))
width = getWidth(originalpic)
half_width = width / 2
height = getHeight(originalpic)
half_height = height / 2

#Changing the appearance of images
negative(originalpic2)

negative(originalpic3)

edgeDetect(originalpic1, 2)

edgeDetect(originalpic4, 2)

#Where the new images are being placed
copyPic(originalpic, newpic, half_widthnew, 0, half_widthnew, 0)
copyPic(originalpic1, newpic, 0, 0, half_widthnew, 0)
copyPic(originalpic2, newpic, half_widthnew, 0, half_widthnew, half_heightnew)
copyPic(originalpic3, newpic, 0, half_heightnew, 0, 0)
copyPic(originalpic4, newpic, half_widthnew, half_heightnew, 0, half_heightnew)
copyPic(originalpic, newpic, 337, 250, 235, 200)
#Signature and then showing the new image
addSignature(newpic, signature, 235, 325, black)
explore(newpic)

#The code for placing the images onto the blank canvas (newpic)
def copyPic(originalpic, newpic, Xstart, Ystart, Xend, Yend):
    in_x = Xend
    for x in range(Xstart, Xstart + getWidth(originalpic) / 2):
        in_y = Yend
        for y in range(Ystart, Ystart + getHeight(originalpic) / 2):
            Px = getPixel(originalpic, x, y)
            newPx = getPixel(newpic, in_x, in_y)
            setColor(newPx, getColor(Px))
            in_y = in_y + 1
        in_x = in_x + 1

#All apart of the edgeDetect function which makes it Red
def luminance(pixel):
    r = getRed(pixel)
    g = getGreen(pixel)
    b = getBlue(pixel)
    return (r+g+b)/3

def edgeDetect(source, threshold):
    for px in getPixels(source):
        x = getX(px)
        y = getY(px)
        if y < getHeight(source)-1 and x < getWidth(source)-1:
            botrt = getPixel(source, x+1, y+1)
            thislum = luminance(px)
            brlum = luminance(botrt)
            if abs(brlum-thislum) > threshold:
                setColor(px, blue)
            if abs(brlum-thislum) <= threshold:
                setColor(px, red)

```

#The function that makes it negative

```
def negative(picture):  
    for px in getPixels(picture):  
        red=getRed(px)  
        green=getGreen(px)  
        blue=getBlue(px)  
        negColor=makeColor(255-red, 255-green, 255-blue)  
        setColor(px,negColor)
```

#The function that places my signature

```
def addSignature(target, signature, toX, toY, color):  
    toYStart = toY  
    for x in range(0, getWidth(signature)):  
        toY = toYStart  
        for y in range(0,getHeight(signature)):  
            p = getPixel(signature, x, y)  
            if (getRed(p) < 225 and getGreen(p) < 225 and getBlue(p) < 225):  
                setColor(getPixel(target, toX, toY), color)  
            toY = toY + 1  
        toX = toX + 1  
    return target
```