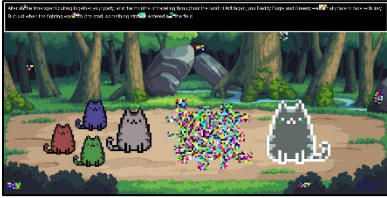# Tyler Robertson

Completed

Originals


```
#Tyler Robertson
#960 x 480
import random
def collage():
  setMediaPath()
  og = makePicture(getMediaPath("pusheen.png"))
  negat = makePicture(getMediaPath("pusheen.png"))
  reddy = makePicture(getMediaPath("pusheen.png"))
  greeny = makePicture(getMediaPath("pusheen.png"))
  bluey = makePicture(getMediaPath("pusheen.png"))
  bgtrue = makePicture(getMediaPath("battle.png"))
  bg = makeEmptyPicture(960, 480)
  copy(bgtrue, bg, 0,0)
  flipog = flip_hor(og)
  og_scale = scale_down(flipog, 7)
  copy_white(og_scale, bg, 250 , ((480 - getHeight(og_scale))/2) + 80)
  neg = negative(negat)
  neg_scale = scale_down(neg, 5)
  copy_black(neg_scale, bg, 650, ((480 - getHeight(og_scale))/2) + 60)
  purp = decredgren(bluey)
  flippurp = flip_hor(purp)
  purp_scale = scale_down(flippurp, 10)
  copy_purp(purp_scale, bg, 175, ((480 - getHeight(og_scale))/2) + 60)
  yell = decredblue(greeny)
  flipyell = flip_hor(yell)
  yell_scale = scale_down(flipyell, 10)
  copy_yell(yell_scale, bg, 169, ((480 - getHeight(og_scale))/2)+ 150)
  ora = decgreenblue(reddy)
  flipor = flip_hor(ora)
  or_scale = scale_down(flipor, 10)
  copy_or(or_scale, bg, 95, ((480 - getHeight(og_scale))/2)+ 120)
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```
    sig = makePicture(getMediaPath("signature.png"))
    sig_scaled = scale_down(sig, 10)
    chromasig(sig_scaled, bg, 880, 440)
    glitch(bg, 440, 592, 276, 394)
    glitch(bg, 437, 460, 393, 404)
    glitch(bg, 545, 560, 393, 414)
    glitch(bg, 589, 624, 375, 400)
    glitch(bg, 488, 516, 393, 420)
    glitch(bg, 589, 604, 326, 348)
    glitch(bg, 589, 614, 281, 300)
    glitch(bg, 544, 572, 256, 273)
    glitch(bg, 488, 514, 262, 273)
    glitch(bg, 432, 458, 244, 273)
    glitch(bg, 406, 439, 286, 300)
    glitch(bg, 412, 439, 326, 342)
    glitch(bg, 428, 439, 360, 378)
    text_border(bg, 0, 75, 0, getWidth(bg), black)
    text_border(bg, 72, 75, 0, getWidth(bg), makeColor(240, 240, 240))
    text_border(bg, 0, 75, 0, 3, makeColor(240, 240, 240))
    text_border(bg, 0, 3, 0, getWidth(bg), makeColor(240, 240, 240))
    text_border(bg, 0, 75, getWidth(bg)-3, getWidth(bg), makeColor(240, 240, 240))
    addWords(bg)
    addWords2(bg)
    glitch(bg, 337, 357, 30, 42)
    glitch(bg, 174, 194, 30, 42)
    glitch(bg, 414, 432, 30, 42)
    glitch(bg, 12, 42, 452, 468)
    glitch(bg, 46, 56, 10, 20)
    glitch(bg, 790, 810, 10, 20)
    glitch(bg, 60, 76, 160, 172)
    glitch(bg, 479, 503, 111, 120)
    glitch(bg, 692, 710, 78, 98)
    glitch(bg, 930, 948, 228, 256)
    glitch(bg, 738,  769, 452, 464)
    writePictureTo(bg, "tyler_robertson.jpg")
    show(bg)


def copy(source, target, targX, targY):
    targetX = targX
    for sourceX in range(0, getWidth(source)):
        targetY = targY
        for sourceY in range(0, getHeight(source)):
            p = getPixel(source, sourceX, sourceY)
            tp = getPixel(target, targetX, targetY)
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      setColor(tp, getColor(p))
      targetY = targetY+1
    targetX=targetX+1

def copy_white(source, target, targX, targY):
  targetX = targX
  for sourceX in range(0, getWidth(source)):
    targetY = targY
    for sourceY in range(0, getHeight(source)):
      p = getPixel(source, sourceX, sourceY)
      tp = getPixel(target, targetX, targetY)
      if getRed(p) == 247 and getBlue(p) == 247 and getGreen(p) == 247:
        setColor(p, getColor(tp))
      else:
        setColor(tp, getColor(p))
      targetY = targetY+1
    targetX=targetX+1

def copy_black(source, target, targX, targY):
  targetX = targX
  for sourceX in range(0, getWidth(source)):
    targetY = targY
    for sourceY in range(0, getHeight(source)):
      p = getPixel(source, sourceX, sourceY)
      tp = getPixel(target, targetX, targetY)
      if getRed(p) == 8 and getBlue(p) == 8 and getGreen(p) == 8:
        setColor(p, getColor(tp))
      else:
        setColor(tp, getColor(p))
      targetY = targetY+1
    targetX=targetX+1

def copy_purp(source, target, targX, targY):
  targetX = targX
  for sourceX in range(0, getWidth(source)):
    targetY = targY
    for sourceY in range(0, getHeight(source)):
      p = getPixel(source, sourceX, sourceY)
      tp = getPixel(target, targetX, targetY)
      if getBlue(p) == 247:
        setColor(p, getColor(tp))
      else:
        setColor(tp, getColor(p))
      targetY = targetY+1
    targetX=targetX+1
```

```
def copy_yell(source, target, targX, targY):
  targetX = targX
  for sourceX in range(0, getWidth(source)):
    targetY = targY
    for sourceY in range(0, getHeight(source)):
      p = getPixel(source, sourceX, sourceY)
      tp = getPixel(target, targetX, targetY)
      if getGreen(p) == 247:
        setColor(p, getColor(tp))
      else:
        setColor(tp, getColor(p))
      targetY = targetY+1
    targetX=targetX+1

def copy_or(source, target, targX, targY):
  targetX = targX
  for sourceX in range(0, getWidth(source)):
    targetY = targY
    for sourceY in range(0, getHeight(source)):
      p = getPixel(source, sourceX, sourceY)
      tp = getPixel(target, targetX, targetY)
      if getRed(p) == 247:
        setColor(p, getColor(tp))
      else:
        setColor(tp, getColor(p))
      targetY = targetY+1
    targetX=targetX+1

def scale(picture, canvas, factor):
  x = 0
  for targetx in range(0, int(int(getWidth(picture)) * factor)):
    y = 0
    for targety in range(0, int(int(getHeight(picture)) * factor)):
      color = getColor(getPixel(picture,int(x),int(y)))
      setColor(getPixel(canvas,targetx,targety), color)
      y = y + 1.0/factor
    x = x + 1.0/factor

def scale_up(picture, factor):
  canvas = makeEmptyPicture(int(getWidth(picture) * factor), int(getHeight(picture) * factor))
  scale(picture, canvas, factor)
  return(canvas)
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def scale_down(picture, factor):
  canvas = makeEmptyPicture(int(getWidth(picture) / factor), int(getHeight(picture) / factor))
  scale(picture, canvas, 1.0 / factor)
  return(canvas)


def flip_hor(picture):
  width = getWidth(picture)
  height = getHeight(picture)
  for y in range(0, height):
    for x in range(0, width/2):
      sourcePixel = getPixel(picture, x, y)
      targetPixel = getPixel(picture, width - x - 1, y)
      color = getColor(sourcePixel)
      setColor(sourcePixel, getColor(targetPixel))
      setColor(targetPixel, color)
  return picture

def negative(pic):
  for p in getPixels(pic):
    negcol = makeColor(255-getRed(p), 255 - getGreen(p), 255 - getBlue(p))
    setColor(p, negcol)
  return(pic)

def decredgren(pic):
  for p in getPixels(pic):
    setRed(p, getRed(p) * .5)
    setGreen(p, getGreen(p) * .5)
  return(pic)

def decredblue(pic):
  for p in getPixels(pic):
    setRed(p, getRed(p) * .5)
    setBlue(p, getBlue(p) * .5)
  return(pic)

def decgreenblue(pic):
  for p in getPixels(pic):
    setGreen(p, getGreen(p) * .5)
    setBlue(p, getBlue(p) * .5)
  return(pic)

def chromasig(sig, picture, targetx, targety):
  for x in range(0, getWidth(sig)):
    for y in range(0, getHeight(sig)):
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        p = getPixel(sig, x, y)
        color = getColor(p)
        targ = getPixel(picture, x + targetx, y + targety)
        if distance(black, color) < 200:
          setColor(targ, blue)


def glitch(bg, targetx1, targetx2, targety1, targety2):
  for x in range(targetx1, targetx2, 4):
    for y in range(targety1, targety2, 4):
      int = random.randint(1, 10)
      p = getPixel(bg, x, y)
      p2 = getPixel(bg, x, y-1)
      p3 = getPixel(bg, x, y-2)
      p4 = getPixel(bg, x, y-3)
      p5 = getPixel(bg, x-1, y)
      p6 = getPixel(bg, x-1, y-1)
      p7 = getPixel(bg, x-1, y-2)
      p8 = getPixel(bg, x-1, y-3)
      p9 = getPixel(bg, x-2, y)
      p10 = getPixel(bg, x-2, y-1)
      p11 = getPixel(bg, x-2, y-2)
      p12 = getPixel(bg, x-2, y-3)
      p13 = getPixel(bg, x-3, y)
      p14 = getPixel(bg, x-3, y-1)
      p15 = getPixel(bg, x-3, y-2)
      p16 = getPixel(bg, x-3, y-3)
      color = getColor(p)
      if int == 1:
        setColor(p, white)
        setColor(p2, white)
        setColor(p3, white)
        setColor(p4, white)
        setColor(p5, white)
        setColor(p6, white)
        setColor(p7, white)
        setColor(p8, white)
        setColor(p9, white)
        setColor(p10, white)
        setColor(p11, white)
        setColor(p12, white)
        setColor(p13, white)
        setColor(p14, white)
        setColor(p15, white)
        setColor(p16, white)
      if int == 2:
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```
      setColor(p, black)
      setColor(p2, black)
      setColor(p3, black)
      setColor(p4, black)
      setColor(p5, black)
      setColor(p6, black)
      setColor(p7, black)
      setColor(p8, black)
      setColor(p9, black)
      setColor(p10, black)
      setColor(p11, black)
      setColor(p12, black)
      setColor(p13, black)
      setColor(p14, black)
      setColor(p15, black)
      setColor(p16, black)
   if int == 3:
      setColor(p, red)
      setColor(p2, red)
      setColor(p3, red)
      setColor(p4, red)
      setColor(p5, red)
      setColor(p6, red)
      setColor(p7, red)
      setColor(p8, red)
      setColor(p9, red)
      setColor(p10, red)
      setColor(p11, red)
      setColor(p12, red)
      setColor(p13, red)
      setColor(p14, red)
      setColor(p15, red)
      setColor(p16, red)
   if int == 4:
      setColor(p, green)
      setColor(p2, green)
      setColor(p3, green)
      setColor(p4, green)
      setColor(p5, green)
      setColor(p6, green)
      setColor(p7, green)
      setColor(p8, green)
      setColor(p9, green)
      setColor(p10, green)
      setColor(p11, green)
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        setColor(p12, green)
        setColor(p13, green)
        setColor(p14, green)
        setColor(p15, green)
        setColor(p16, green)
    if int == 5:
        setColor(p, blue)
        setColor(p2, blue)
        setColor(p3, blue)
        setColor(p4, blue)
        setColor(p5, blue)
        setColor(p6, blue)
        setColor(p7, blue)
        setColor(p8, blue)
        setColor(p9, blue)
        setColor(p10, blue)
        setColor(p11, blue)
        setColor(p12, blue)
        setColor(p13, blue)
        setColor(p14, blue)
        setColor(p15, blue)
        setColor(p16, blue)
    if int == 6:
        setColor(p, yellow)
        setColor(p2, yellow)
        setColor(p3,yellow)
        setColor(p4, yellow)
        setColor(p5, yellow)
        setColor(p6, yellow)
        setColor(p7,yellow)
        setColor(p8, yellow)
        setColor(p9, yellow)
        setColor(p10, yellow)
        setColor(p11,yellow)
        setColor(p12, yellow)
        setColor(p13, yellow)
        setColor(p14, yellow)
        setColor(p15,yellow)
        setColor(p16, yellow)
    if int == 7:
        setColor(p, cyan)
        setColor(p2, cyan)
        setColor(p3,cyan)
        setColor(p4, cyan)
        setColor(p5, cyan)
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        setColor(p6, cyan)
        setColor(p7,cyan)
        setColor(p8, cyan)
        setColor(p9, cyan)
        setColor(p10, cyan)
        setColor(p11,cyan)
        setColor(p12, cyan)
        setColor(p13, cyan)
        setColor(p14, cyan)
        setColor(p15,cyan)
        setColor(p16, cyan)
    if int == 8:
        setColor(p, magenta)
        setColor(p2,magenta)
        setColor(p3, magenta)
        setColor(p4, magenta)
        setColor(p5, magenta)
        setColor(p6,magenta)
        setColor(p7, magenta)
        setColor(p8, magenta)
        setColor(p9, magenta)
        setColor(p10,magenta)
        setColor(p11, magenta)
        setColor(p12, magenta)
        setColor(p13, magenta)
        setColor(p14,magenta)
        setColor(p15, magenta)
        setColor(p16, magenta)
    if int == 9:
        setColor(p, color)
        setColor(p2, color)
        setColor(p3, color)
        setColor(p4, color)
        setColor(p5, color)
        setColor(p6, color)
        setColor(p7, color)
        setColor(p8, color)
        setColor(p9, color)
        setColor(p10, color)
        setColor(p11, color)
        setColor(p12, color)
        setColor(p13, color)
        setColor(p14, color)
        setColor(p15, color)
        setColor(p16, color)
```

```
def text_border(bg, targety1, targety2, targetx1, targetx2, color):
    for y in range(targety1, targety2):
        for x in range(targetx1, targetx2):
            p = getPixel(bg, x, y)
            setColor(p, color)

def addWords(bg):
    str = "After all the time spent putting together your party, and the months of traveling throughout the land of
Arflifagan, you Reddy Purpy and Greeny were finally face to face with Invy"
    addText(bg, 10, 20, str, white)

def addWords2(bg):
    str = "But just when the fighting was about to start, something strange entered into the field"
    addText(bg, 10, 40, str, white)

collage()
```