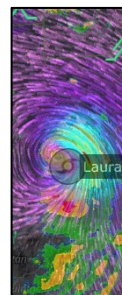
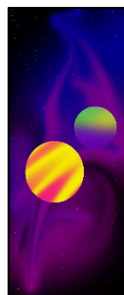
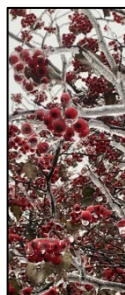
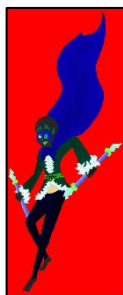
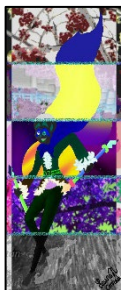


# Laura Conrad

Completed

Originals



```
#Laura Conrad
```

```
#Project 2
```

```
def collage():
```

```
    pic = makePicture(getMediaPath("ChirreRed.jpg"))
```

```
    bg = makePicture(getMediaPath("RedIce.jpg"))
```

```
    bg2 = makePicture(getMediaPath("Minecraft.jpg"))
```

```
    bg3 = makePicture(getMediaPath("Space.jpg"))
```

```
    bg4 = makePicture(getMediaPath("Fall.jpg"))
```

```
    bg5 = makePicture(getMediaPath("Weather.jpg"))
```

```
    Name = makePicture(getMediaPath("Name.jpg"))
```

```
    #Each picture was either taken by me or drawn by me
```

```
    #Chirre is a character I made, and is the MAIN photo that is manipulated throughout
```

```
    #the code.
```

```
    #RedIce and Fall are both pictures I took
```

```
    #Minecraft and Weather are both screenshots I took. One of an old minecraft world and
```

```
    #the other of a radar image from MyRadar.
```

```
    #Space and ChirreRed were both drawn by me
```

```
    Height = getHeight(pic)
```

```
    Width = getWidth(pic)
```

```
    Final = makeEmptyPicture(Width,Height)
```

```
    Copy(bg,0,(200),Final)
```

```
    Copy(bg2,200,(400),Final)
```

```
    Copy(bg3,400,(600),Final)
```

```
    Copy(bg4,600,(800),Final)
```

```
    Copy(bg5,800,(1000),Final)
```

```
    chromakey(pic,Final)
```

```
    Poster(pic,0,200,0,Width)
```

```
    Reverse(pic,200,400,0,Width)
```

```
    Shift(pic,600,800,0,Width)
```

```
    grayScale(pic,800,1000,0,Width)
```

```
    StrLine(pic,193,204)
```

```
    StrLine(pic,393,404)
```

```
    StrLine(pic,593,604)
```

```
    StrLine(pic,793,804)
```

```
    #Why call the next few again? I simply wanted to make the sides of the image more
```

```
    #interesting. I also thought it looked cool
```

```
    Poster(pic,0,Height,0,20)
```

```
    Reverse(pic,0,Height,0,20)
```

```
    Shift(pic,0,Height,0,20)
```

```
    Poster(pic,0,Height,Width-20,Width)
```

```
    Reverse(pic,0,Height,Width-20,Width)
```

```
    Shift(pic,0,Height,Width-20,Width)
```

```
    Sign(Name,pic)
```

```
    explore(Name)
```

#Each little part of code is below

```
def chromakey(source,bg):
    for px in getPixels(source):
        x = getX(px)
        y = getY(px)
        if(getRed(px)> 219 and getBlue(px)<42):
            bgpx = getPixel(bg,x,y)
            bgcol = getColor(bgpx)
            setColor(px,bgcol)

def Sign(source,bg):
    for px in getPixels(source):
        x = getX(px)
        y = getY(px)
        if(getRed(px)>200 and getBlue(px)>200 and getGreen(px)>200):
            bgpx = getPixel(bg,x,y)
            bgcol = getColor(bgpx)
            setColor(px,bgcol)
```

#The reason there are two Chromakey-like functions is because they have different colored  
#backgrounds

```
def Copy(pic, starty, endy, newPicture):
    NewY = starty
    for y in range (starty, endy):
        for x in range(0, getWidth(pic)):
            A = getPixel(pic,x,y)
            B = getColor(A)
            C = getPixel(newPicture, x, NewY)
            setColor(C,B)
        NewY=NewY+1

def Poster(pic, startx, endx, starty, endy):
    for y in range(startx, endx):
        for x in range(starty, endy):
            p = getPixel(pic, x, y)
            R = getRed(p)
            B = getBlue(p)
            G = getGreen(p)
            if(R < 64):
                setRed(p, 31)
            if (R>63 and R<128):
                setRed(p, 95)
            if (R>127 and R<192):
                setRed(p, 159)
            if (R>191 and R<256):
                setRed(p, 223)
            if(B < 64):
                setBlue(p, 31)
            if (B>63 and B<128):
                setBlue(p, 95)
            if (B>127 and B<192):
                setBlue(p, 159)
            if (B>191 and B<256):
                setBlue(p, 223)
            if(G < 64):
                setGreen(p, 31)
            if (G>63 and G<128):
                setGreen(p, 95)
            if (G>127 and G<192):
```

```

        setGreen(p,159)
    if (G>191 and G<256):
        setGreen(p,223)

def grayScale(pic, startx, endx, starty, endy):
    for y in range(startx, endx):
        for x in range(starty, endy):
            p = getPixel(pic, x, y)
            intensity = (getRed(p)+getGreen(p)+getBlue(p))/3
            setColor(p,makeColor(intensity, intensity, intensity))

def Reverse(pic, startx, endx, starty, endy):
    for y in range(startx, endx):
        for x in range(starty, endy):
            px = getPixel(pic, x, y)
            Red = getRed(px)
            Green = getGreen(px)
            Blue = getBlue(px)
            negColor = makeColor(255-Red, 255-Green, 255-Blue)
            setColor(px, negColor)

def Shift(pic, startx, endx, starty, endy):
    for y in range(startx, endx):
        for x in range(starty, endy):
            px = getPixel(pic, x, y)
            R = getRed(px)
            G = getGreen(px)
            B = getBlue(px)
            SC = makeColor(G, B, R)
            #SC is Shifted Color
            setColor(px, SC)

def StrLine(pic, Beg, End):
    import random
    NewY = Beg
    NewX = 0
    for y in range(Beg, End):
        for x in range(0, getWidth(pic)):
            if NewX >= getWidth(pic):
                NewX = 0
            C = makeColor(random.randint(0,100), random.randint(100,255), random.randint(70,255))
            D = getPixel(pic, NewX, NewY)
            setColor(D, C)
            if NewX < getWidth(pic):
                NewX = NewX+(random.randint(1,100))
        NewY=NewY+(1)

# StrLine is basically what I like to call my portal effect.
# I wanted Chirre to look like they were falling through different dimensions and being
# effected by said dimension, hence their changed look.

```