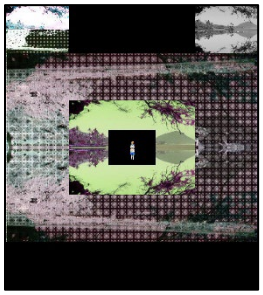
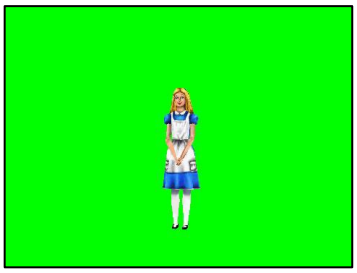
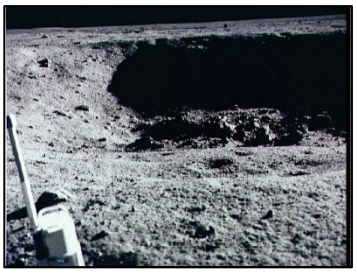
A'ria King

Completed Originals



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#A'ria King
#3/16/22
#Alices dimensional minecraft bear

def all():
  picture= makePicture(getMediaPath("JPG images/beach.jpg"))
  bg= makePicture(getMediaPath("JPG images/moon-surface.jpg"))
  h= getHeight(picture)
  w=getWidth(picture)
  canvas= makeEmptyPicture(w,h+(h/2),black)
  two_mid(picture,bg,canvas)
  Alice(canvas)
  leftT(picture,canvas)
  TTBmirror(picture)
  alien(picture)
  merge(bg,picture)
  Bright(picture)
  top(picture,canvas)
  explore(canvas)

def two_mid(picture,bg,canvas):
  scale= 2
  TTBmirror(picture)
  alien(picture)
  h= getHeight(picture)
  w=getWidth(picture)
  smallPc= makeEmptyPicture(int(w/scale),int(h/scale))
  scaled(picture,smallPc,1.0/scale)
  merge(picture,bg)
  TTBmirror(bg)
  alien(bg)
  mid(bg,canvas)
  mid(smallPc,canvas)

def mid(picture,canvas):
  targetX=(getWidth(canvas)/2)-(getWidth(picture)/2)
  for sourceX in range(0,getWidth(picture)):
    targetY=(getHeight(canvas)/2)-(getHeight(picture)/2)
    for sourceY in range(0,getHeight(picture)):
      px=getPixel(picture,sourceX,sourceY)
      cx=getPixel(canvas,targetX,targetY)
      setColor(cx,getColor(px))
      targetY=targetY + 1
    targetX=targetX + 1
#Second picture, 100 pi
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def top(picture,canvas):
  scale=4
  h= getHeight(picture)
  w= getWidth(picture)
  smallPc= makeEmptyPicture(int(w/scale),int(h/scale))
  scaled(picture,smallPc,1.0/scale)
  targetX=0
  for sourceX in range(0,getWidth(smallPc)):
    targetY=0
    for sourceY in range(0,getHeight(smallPc)):
      px=getPixel(smallPc,sourceX,sourceY)
      cx=getPixel(canvas,targetX,targetY)
      setColor(cx,getColor(px))
      targetY=targetY + 1
    targetX=targetX + 1

def leftT(picture,canvas):
  scale=4
  h= getHeight(picture)
  w= getWidth(picture)
  smallPc= makeEmptyPicture(int(w/scale),int(h/scale))
  scaled(picture,smallPc,1.0/scale)
  grayScale(smallPc)
  targetX= (getWidth(canvas)/2)+getWidth(smallPc)
  for sourceX in range(0,getWidth(smallPc)):
    targetY= 0
    for sourceY in range(0,getHeight(smallPc)):
      px=getPixel(smallPc,sourceX,sourceY)
      cx=getPixel(canvas,targetX,targetY)
      setColor(cx,getColor(px))
      targetY=targetY + 1
    targetX=targetX + 1

def merge(picture,bg):
  h= getHeight(picture)
  w= getWidth(picture)
  for x in range(0,w,2):
    for y in range(0,h,2):
      sourcePx= getColor(getPixel(picture,x,y))
      setColor(getPixel(bg,x,y),sourcePx)
  for x in range(0,w,3):
    for y in range(0,h,3):
      sourcePx= getColor(getPixel(picture,x,y))
      setColor(getPixel(bg,x,y),sourcePx)

def alien(picture):
  for pixels in getPixels(picture):
     r= getRed(pixels)
     b= getBlue(pixels)
     g= getGreen(pixels)
     setBlue(pixels,r)
     setGreen(pixels,b)
     setRed(pixels,g)

def Alice(bg):
  alice= makePicture(getMediaPath("JPG images/Alice.jpg"))
  scale=4
  h= getHeight(alice)
  w= getWidth(alice)
  smallPc= makeEmptyPicture(int(w/scale),int(h/scale))
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  scaled(alice,smallPc,1.0/scale)
  for px in getPixels(smallPc):
    x = getX(px)
    y = getY(px)
    if (getRed(px) + getBlue(px) < getGreen(px)):
      bgpx = getPixel(bg,x,y)
      bgcol = getColor(bgpx)
      setColor(px,bgcol)
  mid(smallPc,bg)

def grayScale(picture):
  for p in getPixels(picture):
    intensity = (getRed(p)+getGreen(p)+getBlue(p))/3
    setColor(p,makeColor(intensity,intensity,intensity))

def Bright(picture):
  #reference program 66(pg 152/153)
  #reference program 63(pg 148)
  for x in range(0,getWidth(picture)):
    for y in range(0,getHeight(picture)):
      px = getPixel(picture,x,y)
      color = getColor(px)
      color = makeLighter(makeLighter(color))
      setColor(px,color)

def TTBmirror(picture):
  h= getHeight(picture)
  w=getWidth(picture)
  mP =(h/2)
  for x in range(0,w):
    for y in range(0,mP):
      topPixel = getPixel(picture,x,y)
      bottomPixel = getPixel(picture,x,h - y - 1)
      color = getColor(topPixel)
      setColor(bottomPixel,color)

def BTTmirror(picture):
  h= getHeight(picture)
  w=getWidth(picture)
  mP =(h/4)
  for x in range(0,w):
    for y in range(0,mP):
      topPixel = getPixel(picture,x,y)
      bottomPixel = getPixel(picture,x,h - y - 1)
      color = getColor(bottomPixel)
      setColor(topPixel,color)

def scaled(picture,canvas,scale):
  w= getWidth(canvas)
  h= getHeight(canvas)
  srcX=0
  for x in range(0,int(w)):
    srcY=0
    for y in range(0,int(h)):
      px= getPixel(picture,int(srcX),int(srcY))
      color = getColor(px)
      npx=getPixel(canvas,x,y)
      setColor(npx, color)
      srcY= srcY+(1.0/scale)
    srcX= srcX+(1.0/scale)
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