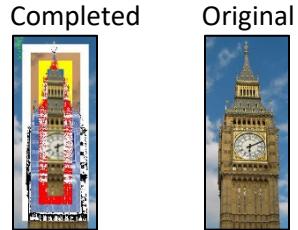


Charles Dager



#Charles Dager, October 4 2023

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#Main Collage function
#adds crops of edited photos of Big Ben on top of each other to create cascading effect
def collage():
    original = makePicture(getMediaPath("bigben.jpg"))
    canvas = duplicatePicture(original)
    signature = scaleAny(makePicture(getMediaPath("signature.jpeg")), 0.15)
    copyPicture(crop(grayPosterize(original), 20), canvas, int((getWidth(canvas)-(getWidth(original)-40))/2), ←
        int((getHeight(canvas)-(getHeight(original)-40))/2))
    copyPicture(crop(negative(original), 40), canvas, int((getWidth(canvas)-(getWidth(original)-80))/2), ←
        int((getHeight(canvas)-(getHeight(original)-80))/2))
    copyPicture(crop(redYellowShift(original, 3), 60), canvas, int((getWidth(canvas)-(getWidth(original)-120))/2), ←
        int((getHeight(canvas)-(getHeight(original)-120))/2))
    copyPicture(crop(blurMore(original), 80), canvas, int((getWidth(canvas)-(getWidth(original)-160))/2), ←
        int((getHeight(canvas)-(getHeight(original)-160))/2))

    explore(chromakey(signature, canvas))

#copies one pic on top of another
def copyPicture(picture_in, picture_out, targetX, targetY):
    for sourceX in range(0,getWidth(picture_in)):
        target_y = targetY
        for sourceY in range(0, getHeight(picture_in)):
            color = getColor(getPixel(picture_in, sourceX, sourceY))
            setColor(getPixel(picture_out, targetX, target_y), color)
            target_y = target_y + 1
        targetX = targetX + 1

#blurring function
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def blurMore(source):
    target=duplicatePicture(source)
    for x in range(2, getWidth(source)-2):
        for y in range(2, getHeight(source)-2):
            top = getPixel(source,x,y-1)
            left = getPixel(source,x-1,y)
            bottom = getPixel(source,x,y+1)
            right = getPixel(source,x+1,y)
            center = getPixel(target,x,y)
            top1 = getPixel(source,x,y-2)
            left1 = getPixel(source,x-2,y)
            bottom1 = getPixel(source,x,y+2)
            right1 = getPixel(source,x+2,y)
            newRed=(getRed(top)+ getRed(left) + getRed(bottom) + getRed(right)+ getRed(center)+getRed(top1)+ ←
                     getRed(left1) + getRed(bottom1) + getRed(right1))/9
            newGreen=(getGreen(top) + getGreen(left) + getGreen(bottom)+getGreen(right)+getGreen(center)+ ←
                      getGreen(top1) + getGreen(left1) + getGreen(bottom1)+getGreen(right1))/9
            newBlue=(getBlue(top) + getBlue(left) + getBlue(bottom) + getBlue(right)+ getBlue(center)+getBlue(top1) + ←
                      getBlue(left1) + getBlue(bottom1) + getBlue(right1))/9
            setColor(center, makeColor(newRed, newGreen, newBlue))
    return target

#posterized the pic to only include white and black
def grayPosterize(pic):
    grayCanvas = makeEmptyPicturegetWidth(pic), getHeight(pic))
    for p in getPixels(pic):
        r = getRed(p)
        g = getGreen(p)
        b = getBlue(p)
        luminance = (r+g+b)/3
        if luminance < 92:
            setColor(getPixel(grayCanvas, getX(p), getY(p)), black)
        if luminance >= 92:
            setColor(getPixel(grayCanvas, getX(p), getY(p)), white)
    return(grayCanvas)

#returns a negative of given pic
def negative(pic):
    negativeCanvas = makeEmptyPicturegetWidth(pic), getHeight(pic))
    for px in getPixels(pic):
        red=getRed(px)
        green=getGreen(px)

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blue=getBlue(px)
negColor=makeColor(255-red, 255-green, 255-blue)
setColor(getPixel(negativeCanvas, getX(px), getY(px)), negColor)
return(negativeCanvas)

#changes colors to red and yellow, as well as shifts every other line to different direction by given amount
def redYellowShift(pic, shift):
    crazyCanvas = makeEmptyPicture(getWidth(pic), getHeight(pic))
    towerBrown = makeColor(140, 100, 80)
    skyBlue = makeColor(70, 120, 150)
    targetX = 0
    for sourceX in range(0, getWidth(pic)):
        targetY = 0
        for sourceY in range(0, getHeight(pic)):
            color = getColor(getPixel(pic, sourceX, sourceY))
            if distance(color, towerBrown) < 60:
                setColor(getPixel(crazyCanvas, targetX, targetY), red)
            elif distance(color, skyBlue) < 50:
                setColor(getPixel(crazyCanvas, targetX, targetY), yellow)
            targetY = targetY +1
        targetX = targetX + 1
    final = duplicatePicture(crazyCanvas)
    for x in range(0, getWidth(crazyCanvas)-shift):
        for y in range(0, getHeight(crazyCanvas), 2):
            color = getColor(getPixel(crazyCanvas, x, y))
            setColor(getPixel(final, x + shift, y), color)
    for x in range(shift, getWidth(crazyCanvas)):
        for y in range(1, getHeight(crazyCanvas), 2):
            color = getColor(getPixel(crazyCanvas, x, y))
            setColor(getPixel(final, x - shift, y), color)
    return(final)

#crops given pixel amount off of each side of border
def crop(pic, borderCut):
    cropCanvas = makeEmptyPicture(getWidth(pic)-(2*borderCut), getHeight(pic)-(2*borderCut))
    targetX = 0
    for sourceX in range(borderCut, getWidth(pic)-borderCut):
        targetY = 0
        for sourceY in range(borderCut, getHeight(pic)-borderCut):
            color = getColor(getPixel(pic, sourceX, sourceY))
            setColor(getPixel(cropCanvas, targetX, targetY), color)
            targetY = targetY +1
        targetX = targetX + 1

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return(cropCanvas)

#copies the signature onto the final canvas
def chromakey(source, canvas):
    black = makeColor(0, 0, 0)
    for sourceX in range(0, getWidth(source)):
        for sourceY in range(0, getHeight(source)):
            color = getColor(getPixel(source, sourceX, sourceY))
            if distance(color, black) < 190.0:
                setColor(getPixel(canvas, sourceX, sourceY), green)
    return canvas

#used to scale down signature pic
def scaleAny(picIn, scaleFactor):
    picOut = makeEmptyPicture(int(getWidth(picIn)*scaleFactor), int(getHeight(picIn)*scaleFactor))
    sourceX = 0
    for targetX in range(0,int((getWidth(picIn))*scaleFactor)):
        sourceY = 0
        for targetY in range(0,int((getHeight(picIn)*scaleFactor))):
            color = getColor(getPixel(picIn,int(sourceX),int(sourceY)))
            setColor(getPixel(picOut,targetX,targetY), color)
            sourceY = sourceY + 1.0/scaleFactor
        sourceX = sourceX + 1.0/scaleFactor
    return picOut

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