## Tyler Newlin

## Completed



Original



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#March 9, 2020

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def collage():
  original picture = makePicture(getMediaPath("ssFrance.jpg"))
  signature = makePicture(getMediaPath("signature.jpg"))
  #Scaling the picture down so it fits within the project maximum height and width.
  scaledDown picture = scaleDown(original picture, 6)
  #Scaling down the signature a lot so it fits into the picture reasonably.
  scaledDown signature = scaleDown(signature, 22)
  #making the canvas that all of the edited parts of the picture will be copied into.
  finalCollageCanvas = makeEmptyPicture(getWidth(scaledDown picture), getHeight(scaledDown picture))
  #cropping sections of the picture to be edited.
  section one = scaledDown picture
  section two = crop(scaledDown picture, 93, 63, 838, 569)
  section three = crop(scaledDown picture, 186, 126, 745, 506)
  section four = crop(scaledDown picture, 279, 189, 652, 443)
  #Section five will be unchanged and just copied into the final collage.
  section five = crop(scaledDown picture, 372, 252, 559, 380)
  #Editiing the sections of the picture.
    #section one
 lighten(section one, 0, getWidth(section one), 0, getHeight(section one))
    #section two
 grayScale(section two, 0, getWidth(section two), 0, getHeight(section two))
    #section three
  randomToneChange(section three, 0, getWidth(section three)/3, 0, getHeight(section three))
  randomToneChange(section three, getWidth(section three)/3,(getWidth(section three)/3)*2, ↓
     0, getHeight(section three))
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randomToneChange(section three, (getWidth(section three)/3)*2, getWidth(section three), ↓
     0, getHeight(section three))
    #section four
  negative(section four, 0, getWidth(section four), 0, getHeight(section four))
  #copying edited sections into the finalCollageCanvas.
  copy(section one, finalCollageCanvas, 0, 0)
  copy(section two, finalCollageCanvas, 93, 63)
  copy(section three, finalCollageCanvas, 186, 126)
  copy(section four, finalCollageCanvas, 279, 189)
  copy(section five, finalCollageCanvas, 372, 252)
  #Signing the finished collage
  sign(scaledDown signature, finalCollageCanvas)
  explore(finalCollageCanvas)
#Below here is all of the helper functions used in the main program. I tried to make them so that they
#aren't specific to only this picture (besides the sign() function).
def copy(picture in, picture out, targetx start, targety start):
  targetx = targetx start
 for sourcex in range(0, getWidth(picture in)):
    targety = targety start
    for sourcey in range (0, getHeight (picture in)):
      color = getColor(getPixel(picture in, sourcex, sourcey))
      setColor(getPixel(picture out, targetx, targety), color)
      targety = targety + 1
    targetx = targetx + 1
  return picture out
def crop(picture in, startX, startY, endX, endY):
  picture out = makeEmptyPicture(endX-startX, endY-startY)
  targetx = 0
  for sourcex in range(startX, endX):
    targety = 0
    for sourcey in range(startY, endY):
      color = getColor(getPixel(picture in, sourcex, sourcey))
      setColor(getPixel(picture out, targetx, targety), color)
      targety = targety +1
    targetx = targetx +1
  return picture out
def scaleDown(picture in, scaleFactor):
  picture out = makeEmptyPicture(getWidth(picture in)/scaleFactor, getHeight(picture in)/scaleFactor)
  sourcex = 0
  for targetx in range(0, getWidth(picture out)):
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sourcey = 0
    for targety in range(0, getHeight(picture out)):
      srcpx = getPixel(picture in, int(sourcex), int(sourcey))
      color = getColor(srcpx)
      setColor(getPixel(picture out, targetx, targety), color)
      sourcey = sourcey + scaleFactor
    sourcex= sourcex + scaleFactor
  return picture out
def grayScale(picture in, start x, end x, start y, end y):
  for x in range(start x, end x):
    for y in range(start y, end y):
      pixel = getPixel(picture in, x, y)
      newRed = getRed(pixel) * 0.299
      newGreen = getGreen(pixel) * 0.587
      newBlue = getBlue(pixel) * 0.114
      luminance = newRed+newGreen+newBlue
      setColor(pixel, makeColor(luminance, luminance, luminance))
  return picture in
def randomToneChange(picture in, start x, end x, start y, end y):
  import random
  effect choices = [0,1,2,3]
  effect choice = random.choice(effect choices)
  if (effect choice == 0):
    sepiaTint(picture in, start x, end x, start y, end y)
  if (effect choice == 1):
   blueTint(picture in, start x, end x, start y, end y)
 if (effect choice == 2):
    redTint(picture in, start x, end x, start y, end y)
  if (effect choice == 3):
    greenTint(picture in, start x, end x, start y, end y)
def sepiaTint(picture in, start x, end x, start y, end y):
  grayScale(picture in, start x, end x, start y, end y)
  for x in range(start x, end x):
    for y in range(start y, end y):
     pixel = getPixel(picture in, x, y)
      red = getRed(pixel)
     blue = getBlue(pixel)
      if (red < 63):
        red = red*1.1
        blue = blue*0.9
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if (red > 62 \text{ and } red < 192):
       red = red*1.15
       blue = blue*0.85
      if (red > 191):
       red = red*1.08
      if (red > 255):
        red = 255
        blue = blue*0.93
      setBlue(pixel, blue)
      setRed(pixel, red)
  return picture in
def blueTint(picture in, start x, end x, start y, end y):
  grayScale(picture in, start x, end x, start y, end y)
  for x in range(start x, end x):
    for y in range(start y, end y):
      pixel = getPixel(picture in, x, y)
      blue = getBlue(pixel)
      red = getRed(pixel)
      green = getGreen(pixel)
      setRed(pixel, red*0.5)
      setGreen(pixel, green*0.5)
      setBlue(pixel, blue*1.5)
  return picture in
def redTint(picture in, start x, end x, start y, end y):
  grayScale(picture in, start x, end x, start y, end y)
  for x in range(start x, end x):
    for y in range(start y, end y):
      pixel = getPixel(picture in, x, y)
      blue = getBlue(pixel)
      red = getRed(pixel)
      green = getGreen(pixel)
      setRed(pixel, red*1.5)
      setGreen(pixel, green*0.5)
      setBlue(pixel, blue*0.5)
  return picture in
def greenTint(picture in, start x, end x, start y, end y):
  grayScale(picture in, start x, end x, start y, end y)
  for x in range(start x, end x):
    for y in range(start y, end y):
      pixel = getPixel(picture in, x, y)
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blue = getBlue(pixel)
      red = getRed(pixel)
      green = getGreen(pixel)
      setRed(pixel, red*0.5)
      setGreen(pixel, green*1.5)
      setBlue(pixel, blue*0.5)
  return picture in
def negative (picture in, start x, end x, start y, end y):
  for x in range(start x, end x):
    for y in range(start y, end y):
      pixel = getPixel(picture in, x, y)
      red = getRed(pixel)
      green = getGreen(pixel)
      blue = getBlue(pixel)
      negColor =makeColor(255-red, 255-green, 255-blue)
      setColor(pixel, negColor)
  return picture in
def lighten (picture in, start x, end x, start y, end y):
  for x in range(start x, end x):
    for y in range(start y, end y):
      pixel = getPixel(picture in, x, y)
      color = getColor(pixel)
      color = makeLighter(makeLighter(makeLighter(color)))
      setColor(pixel, color)
  return picture in
#I made this function specific to my collage so it is located in the place I wanted.
def sign(picture in, picture out):
  for x in range(0, getWidth(picture in)):
    backgroundX = x - 2
    for y in range(0, getHeight(picture in)):
      backgroundY = v + 488
      pixel = getPixel(picture in, x, y)
      if (getRed(pixel) < 100 and getGreen(pixel) < 90 and getBlue(pixel) < 90):
        background pixel = getPixel(picture out, backgroundX, backgroundY)
        setColor(background pixel, black)
  return picture out
```

→ means the line is continued on the next line.