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 the 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):
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    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.
```