Reed Stwalley

Completed





```
##Reed Stwalley
##3/10/24
def collage():
  pic = makePicture(getMediaPath("Night Sky Copy.jpg"))
  width = getWidth(pic)
  height = getHeight(pic)
  slice width = width / 5
  empty canvas=makeEmptyPicture(slice width*5, height)
  ##original piece is the first piece in my picture
  original piece = crop(pic, 0, 0, slice width, height)
  copy(original piece,empty canvas,0,0)
  ##blurred piece is the fourth piece in my picture
  blurred piece = crop(pic, slice width*3, 0, slice width*4, height)
  blurred piece = blur(blurred piece)
  copy(blurred piece,empty canvas,slice width*3,0)
  ##edge detected piece is the fifth piece in my picture
  edge detected piece = crop(pic, slice width*4,0, slice width*5, height)
  edgedetect(edge detected piece, 2)
  copy (edge detected piece, empty canvas, slice width*4,0)
  ##negative piece is the second piece in my picture
  negative piece = crop(pic,slice width,0,slice width*2,height)
  negative (negative piece)
  copy (negative piece, empty canvas, slice width, 0)
  ##sepia tinted piece is the third piece in my picture
  sepiatinted piece = crop(pic,slice width*2,0,slice width*3,height)
  sepiaTint(sepiatinted piece)
  copy(sepiatinted piece, empty canvas, slice width*2,0)
  explore(empty canvas)
```

```
def blur(pic):
  target = duplicatePicture(pic)
  for x in range (1, getWidth(pic)-1):
    for y in range (1, getHeight(pic)-1):
      top = qetPixel(pic, x, y-1)
      left = qetPixel(pic, x-1, y)
      bottom = qetPixel(pic,x,y+1)
      right = getPixel(pic,x+1,y)
      center = getPixel(target,x,y)
      newRed = (getRed(top)+getRed(left)+getRed(bottom)+getRed(right)+getRed(center))/5
      newGreen = (getGreen(top)+getGreen(left)+getGreen(bottom)+getGreen(right)+getGreen(center))/5
      newBlue = (getBlue(top)+getBlue(left)+getBlue(bottom)+getBlue(right)+getBlue(center))/5
      setColor(center, makeColor(newRed, newGreen, newBlue))
  return target
def luminance(pixel):
  r = getRed(pixel)
  q = getGreen(pixel)
  b = getBlue(pixel)
  return (r+q+b)/3
def edgedetect(pic, threshold):
  for px in getPixels(pic):
    x = getX(px)
    y = getY(px)
    if y < getHeight(pic) - 1 and x < getWidth(pic) - 1:
      botrt = qetPixel(pic, x+1, y+1)
      thislum = luminance(px)
      brlum = luminance(botrt)
      if abs(brlum-thislum) > threshold:
        setColor(px,red)
      if abs(brlum-thislum) <= threshold:</pre>
        setColor(px,orange)
def copy(pic, empty canvas, targX, targY):
  targetX =targX
  for picX in range(0, getWidth(pic)):
    targetY=targY
    for picY in range(0, getHeight(pic)):
      color = getColor(getPixel(pic,picX,picY))
      setColor(getPixel(empty canvas, targetX, targetY), color)
      targetY = targetY + 1
    targetX = targetX + 1
```

```
def crop(pic, startX, startY, endX, endY):
  empty canvas = makeEmptyPicture(endX - startX, endY - startY)
  targetX = 0
  for picX in range(startX,endX):
    targetY= 0
    for picY in range(startY, endY):
      color = getColor(getPixel(pic,picX,picY))
      setColor(getPixel(empty canvas, targetX, targetY), color)
      targetY = targetY + 1
    targetX = targetX + 1
  return empty canvas
def negative (pic):
  for px in getPixels(pic):
    red=getRed(px)
    green=getGreen(px)
    blue=getBlue(px)
    negColor=makeColor(255-red, 255-green, 255-blue)
    setColor(px, negColor)
def grayScaleNew(pic):
  for p in getPixels(pic):
    intensity=(getRed(p)+getGreen(p)+getBlue(p))/3
    setColor(p, makeColor(intensity, intensity, intensity))
def sepiaTint(pic):
  grayScaleNew(pic)
  for p in getPixels(pic):
    red = getRed(p)
    blue = getBlue(p)
    if (red > 63):
      red = red*1.1
      blue= blue*0.9
    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(p, blue)
    setRed(p, red)
```