

Assignment 04

CS383 Team 2

March 8, 2017

1 Figures

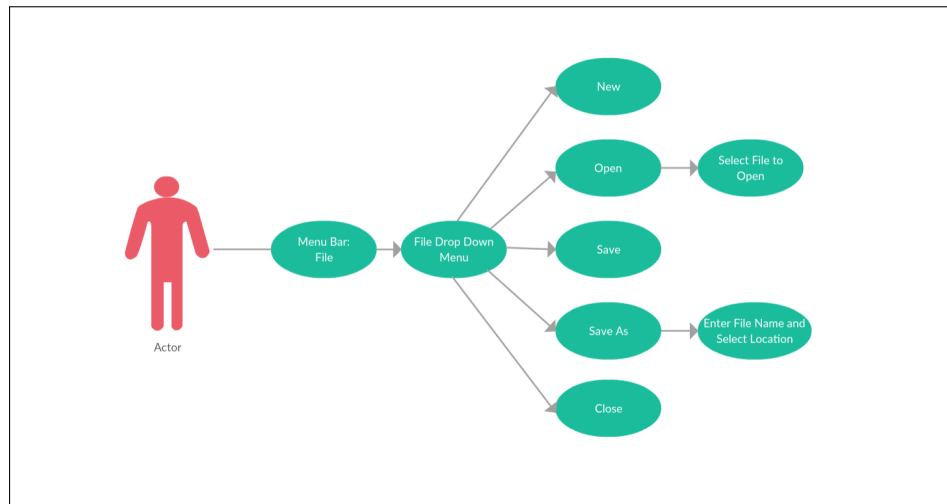


Figure 1: File manipulation

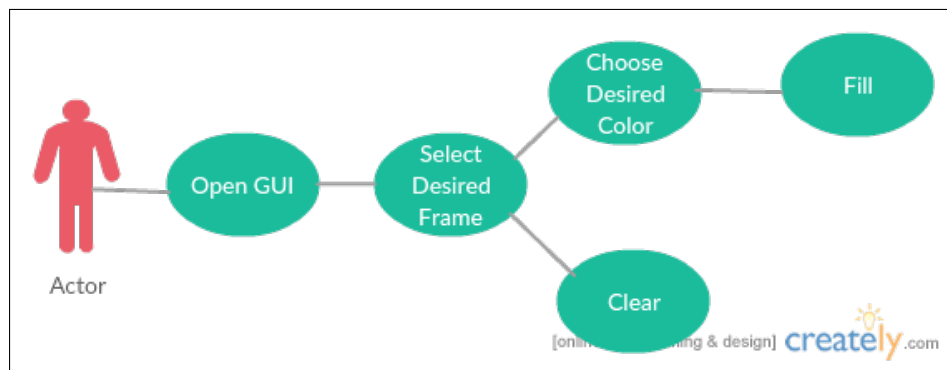


Figure 2: Fill or clear frame with current color

Figure 3: Save/copy current frame for re-use in animation

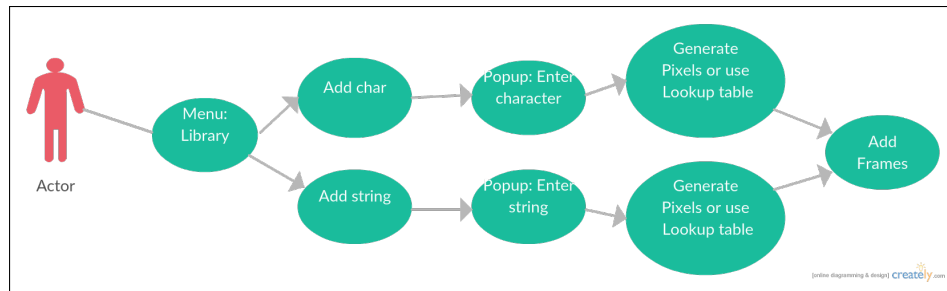


Figure 4: Add char/string from predefined set

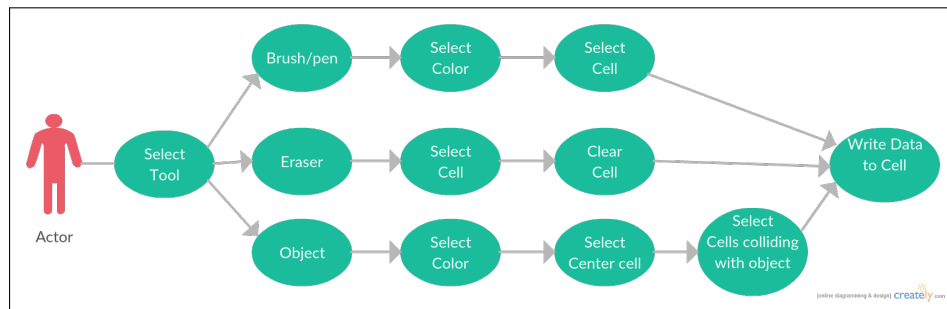


Figure 5: Add a pixel in any position in any color

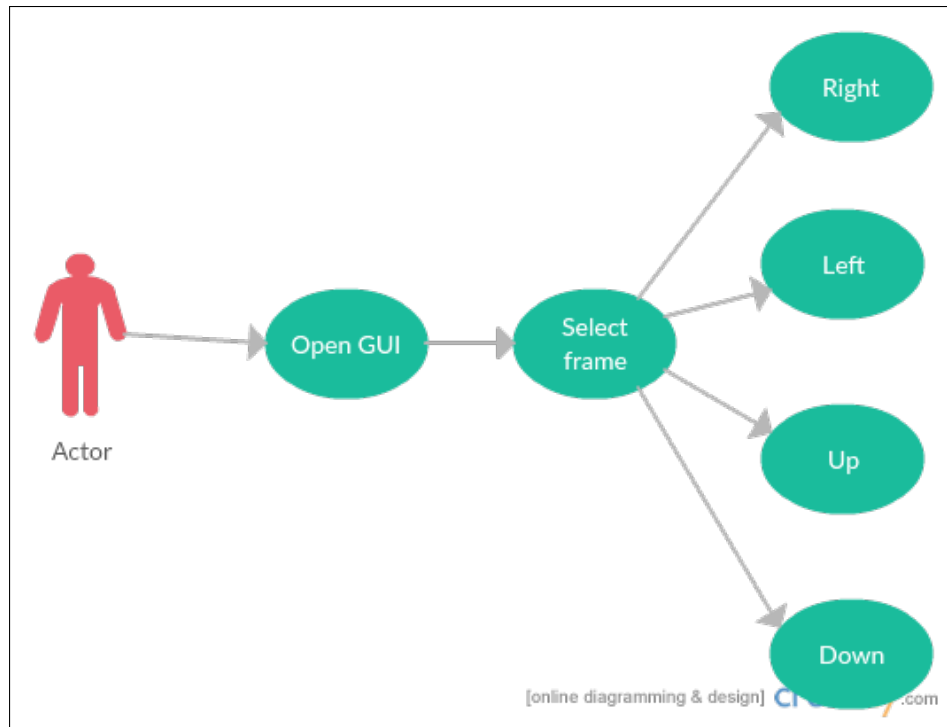


Figure 6: Move everything in frame 1 pixel in a direction

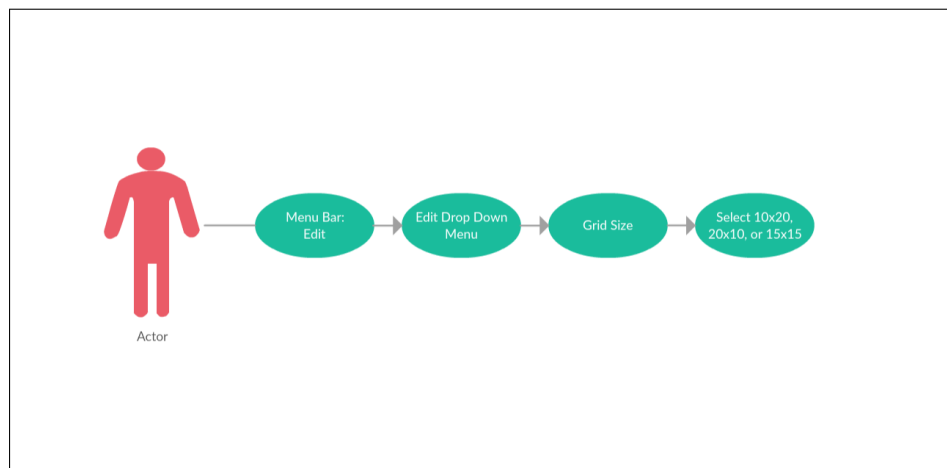


Figure 7: Choose grid size for the file

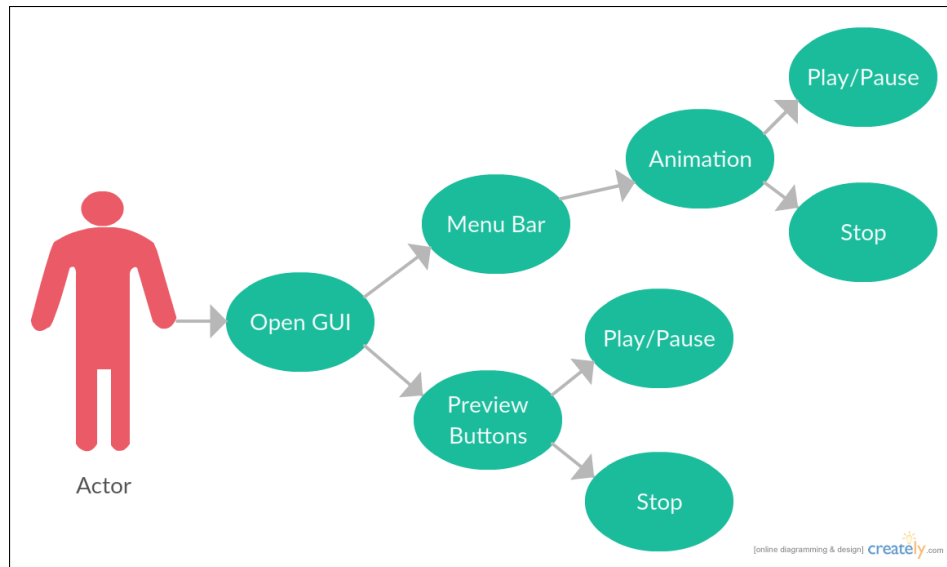


Figure 8: Preview play/pause/stop animation

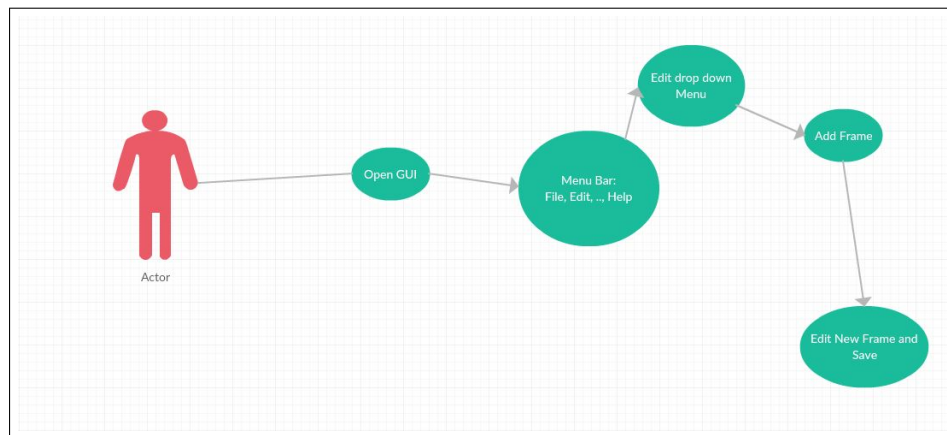


Figure 9: Create new frame

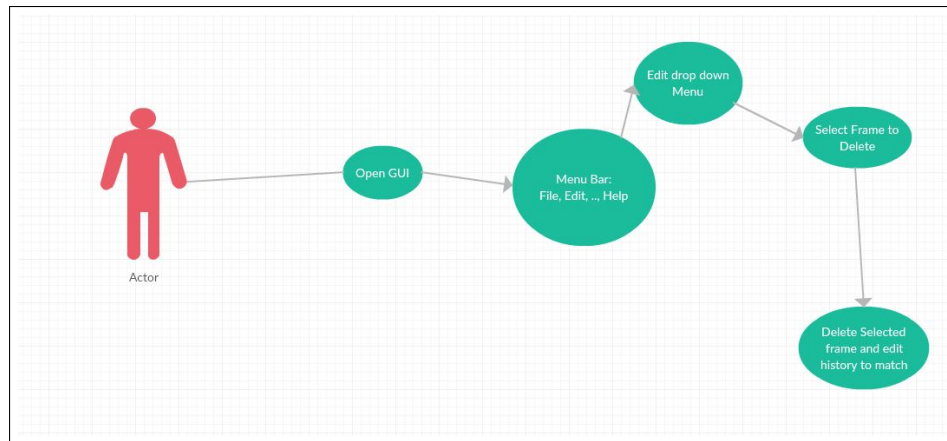


Figure 10: Delete a frame

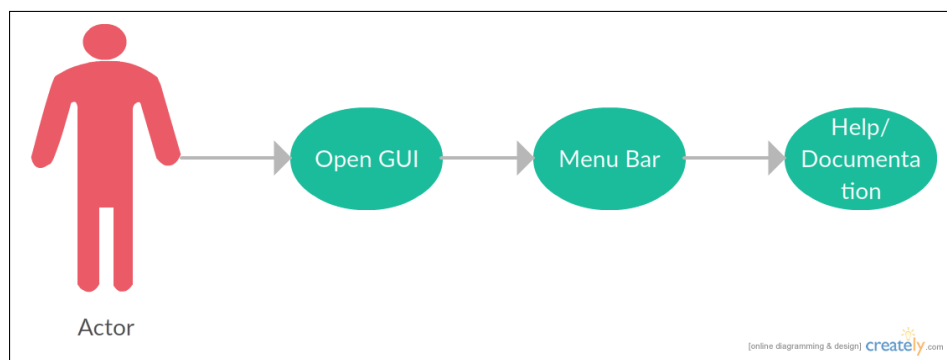


Figure 11: Open help/documentation text

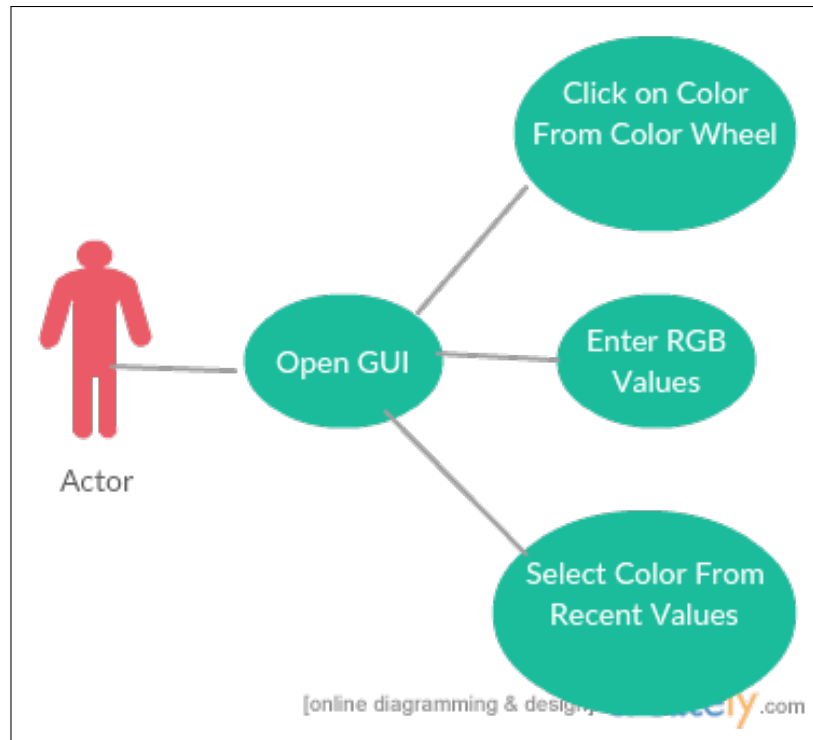


Figure 12: Chose a color on the colorwheel

Figure 13: Insert a saved frame

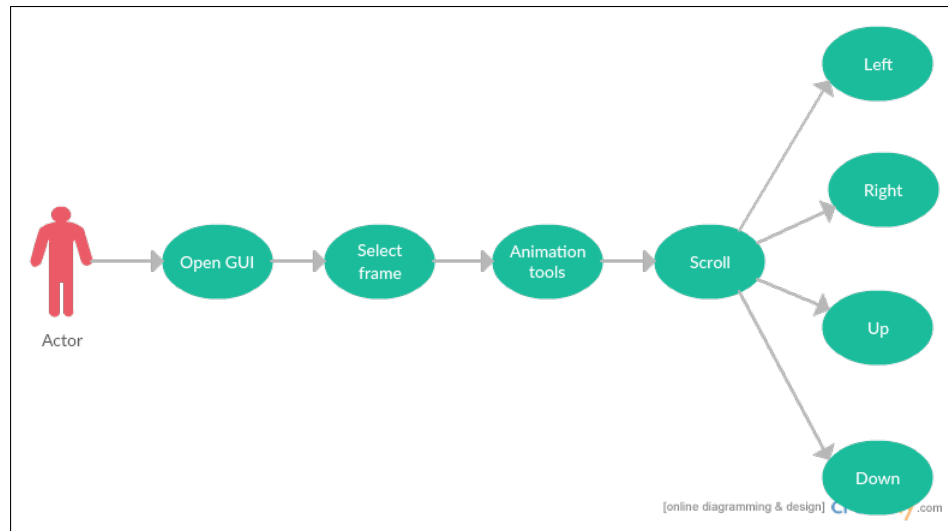


Figure 14: Scroll everything across entire frame