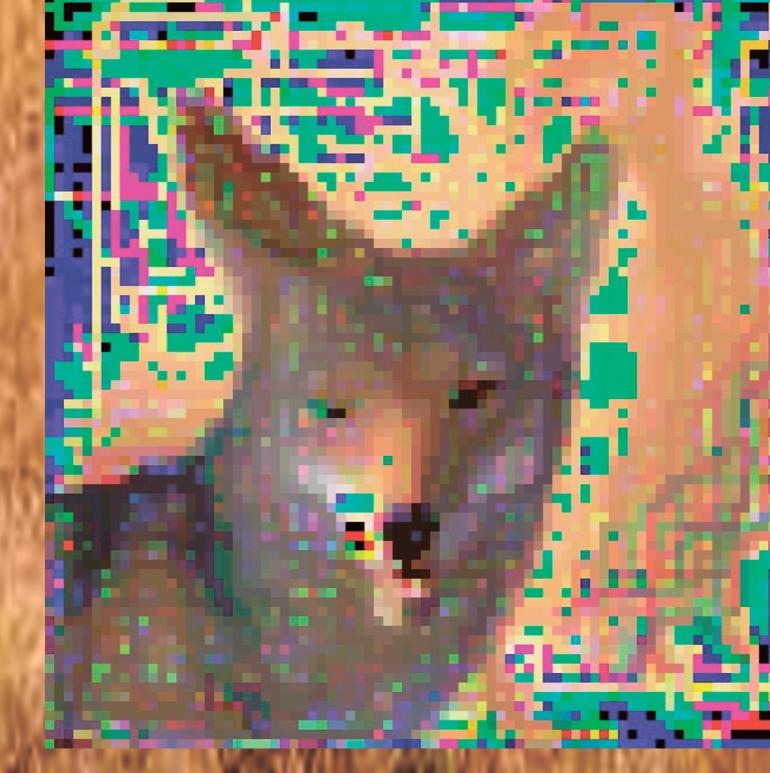
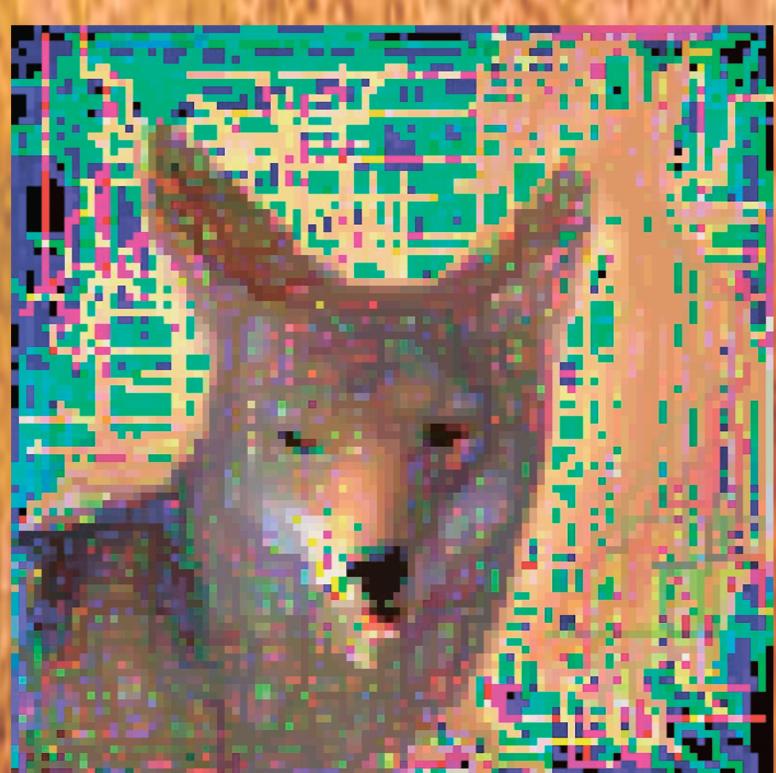
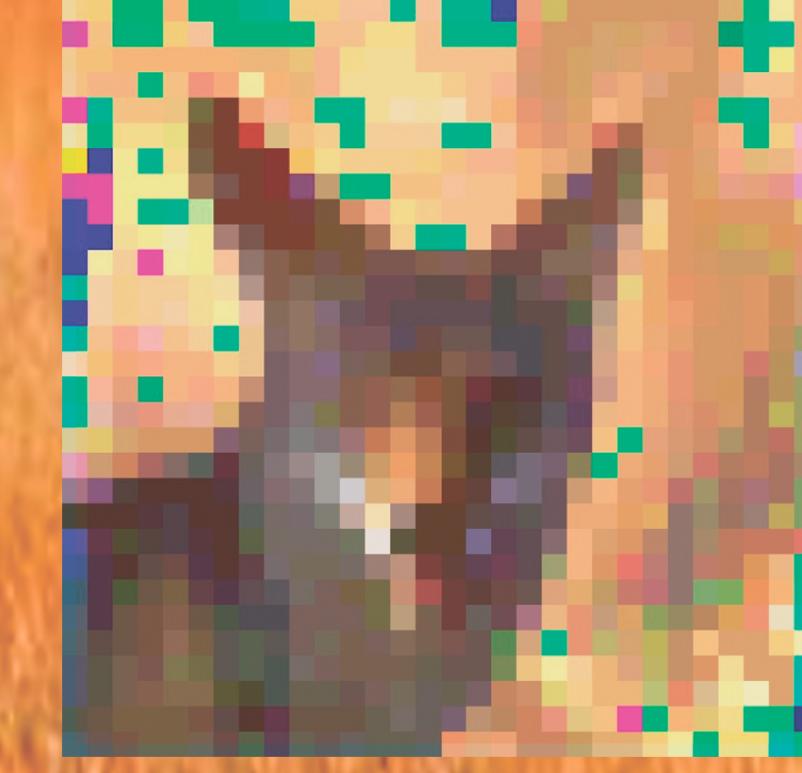
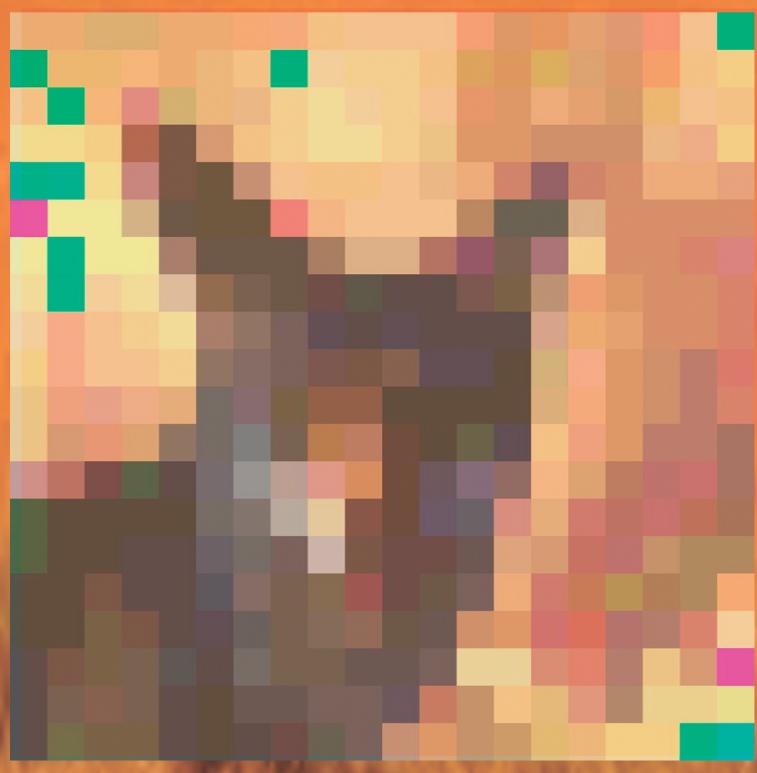


A* Obfuscator

We threshold the input image with several thresholds from the interval [0,255] for each color channel separately, and each of the produced thresholds is used as a maze for the A* algorithm. The paths it produces are combined to obtain the output image.

We have looked around and noticed that it has become too easy to store our fancy high-quality images on our ridiculously powerful devices. To solve this issue, we have developed our Obfuscator, which tackles both of these annoying problems at once, reducing the quality of our images using a demanding A* algorithm to do it.

Just kidding... No, not really. But we also love art and this is yet another way to produce it, using things that were not initially intended for it. In the end, art is "the process" not any less than it is the final result.



Feel obfuscated? Wait until you try it yourself!

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