



Dr Michael Scott

1 This algorithm places one image inside another.

Algorithm 1 Collage

Require:

the source image, image
the height of the source image, $0 \leq s_h$
the width of the source image, $0 \leq s_w$
the destination image, canvas
the height of the canvas image, $0 \leq c_h$
the width of the canvas image, $0 \leq c_w$
the target location, $0 \leq t_x < s_w, 0 \leq t_y < s_h$

```
1: procedure COLLAGE(source, canvas,  $t_x, t_y$ )
2:   for  $y=0, h; x=0, w$  do
3:     if  $x \geq t_x$  and  $y < s_w + t_x$  then
4:       if ( $y \geq t_y$  and  $y < s_h + t_y$ ) then
5:         Pixel(canvas,  $x, y$ )  $\leftarrow$  Pixel(source,  $x - t_x, y - t_y$ )
6:       end if
7:     end if
8:   end for
9: end procedure
```
