



[[fragile] Source Code: Sepia (1)

```
def sepiaTint(picture): Convert image to greyscale makeGreyscale(picture)
loop through picture to tint pixels for p in getPixels(picture): red = getRed(p) blue = getBlue(p)
tint shadows if (red < 63): red = red*1.1 blue = blue*0.9 ...
```

Note: This source code excerpt will not work in PyGame.

[[fragile] Source Code: Sepia (2)

```
... tint midtones if (red < 62 and red < 192): red = red*1.15 blue = blue*0.85
tint highlights if (red < 191): red = red*1.08 if (red < 255): red = 255
blue = blue*0.93
```

set the new color values setBlue(p, blue) setRed(p, red)

Note: This source code excerpt will not work in PyGame.

Activity #6: Sepia Tone

In pairs:

Setup a basic project in PyGame

Refer to the following documentation

Refactor the function: `sepiaTint(picture)` to use constants rather than literals

Tinker with the values of the constants to test your solution

Then, post your solution on Slack