



COMP120: Creative Computing: Tinkering

## 2: Tinkering Graphics II

# Learning Outcomes

- ▶ **Explain how** conditional logic can manipulate the output of a computer program
- ▶ **Apply** mathematical knowledge to **write** computer programs that manipulate pixels in a surface
- ▶ **Trace** existing computer programs

# Distance Between Colors

Sometimes we need to measure when something is 'close enough':

- ▶ Distance between two points in the Cartesian coordinate system:

- ▶  $\sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$

- ▶ Distance between two colours in the RGB colour representation system:



$$\sqrt{(red_1 - red_2)^2 + (green_1 - green_2)^2 + (blue_1 - blue_2)^2}$$

# Activity #1: Color Distance

In pairs:

- ▶ Setup a basic project in PyGame
- ▶ Use the distance equation from the previous slide to write a function which accepts a two colours and returns the distance
- ▶ Test your solution
- ▶ Then, post your solution on Slack

# Numeric Return Values

```
def distance(colour_base, colour_comparator):  
    return sqrt( (colour_base.r - colour_comparator.r ↵  
                  )**2 + (colour_base.g - colour_comparator.g) ↵  
                  **2 + (colour_base.b - colour_comparator.b)**2 ↵  
                  )
```

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

# Expected Output: Color Distance

```
>>> print distance(WHITE, BLACK)
441.6729559300637
>>> print distance(WHITE, PINK)
113.13708498984761
>>> print distance(BLACK, PINK)
355.3519382246282
>>> print distance(MAGENTA, PINK)
192.41881404893857
```

# Activity #2: Colour Tolerance

In pairs:

- ▶ Setup a basic project in PyGame
- ▶ Implement the function `closeEnough ( colour, colour), tolerance)` that returns a boolean value
- ▶ Test your solution
- ▶ Then, post your solution on Slack

# Boolean Return Values

```
def close_enough(colour_base, colour_comparator):  
    if distance(colour_base, colour_comparator) < ←  
        50.0:  
        return True  
    else:  
        return False
```

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



# Tolerance-based Pixel Manipulation

```
def turnRed():  
    brown = makeColor(42,25,15)  
    file="/Users/guzdial/Desktop/mediasources/katieFancy ←  
        .jpg"  
    picture=loadPicture(file)  
    for pixel in getPixels(picture):  
        color = getColor(pixel)  
        if distance(color, BROWN) < 50.0:  
            red=getRed(pixel)*2  
            green=getGreen(pixel)  
            blue=getBlue(pixel)  
            setColor(pixel,makeColor(red,green,blue))  
    return picture
```

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

# Red Eye

- ▶ When the flash of the camera catches the eye just right (especially with light colored eyes), we get bounce back from the back of the retina.
- ▶ This results in 'red eye'
- ▶ We can replace the red with a color of our choosing
- ▶ First, we figure out where the eyes are (x,y)



C:\Documents and Settings\Mark Guz...



Zoom

X: 109

Y: 91

R: 129

G: 97

B: 76



# Activity #3: Red Eye

In pairs:

- ▶ Setup a basic project in PyGame
- ▶ Refer to the following documentation
  - ▶ <http://www.pygame.org/docs/ref/rect.html>
- ▶ Implement the function: `removeRedEye (picture, area, colour)`
- ▶ Test your solution
- ▶ Then, post your solution on Slack



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Zoom

X: 183

Y: 97

R: 0

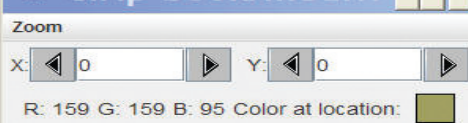
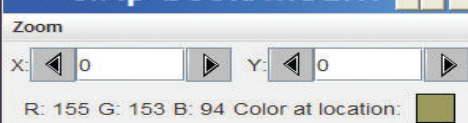
G: 0

B: 0



# Posterization

- ▶ Posterization is simply reducing the number of colours in an image
- ▶ We look for a range of colours, then map them to a single colour, e.g:
  - ▶ If red is between 63 and 128, set it to 95
  - ▶ If green is less than 64, set it to 31
- ▶ The end result is that a bunch of different colours, get set to a few colours
- ▶ Beware of naive solutions with a large number of 'if' statements



# Calculating Luminance in RGB

To do this, we may need to determine the luminance of a pixel:

- ▶ Luminance is the overall brightness of a pixel
- ▶ In RGB, it is the *mean* average value of each component:
  - ▶  $lum = (red + green + blue)/3$



# Activity #5: Black and White

In pairs:

- ▶ Setup a basic project in PyGame
- ▶ Refer to the following documentation
- ▶ Implement the function: `makeGreyscale (picture, colourCount)`
- ▶ Test your solution
- ▶ Then, post your solution on Slack

# Source Code: Black and White

```
def blackAndWhitePosterize(picture):  
    for pixel in getPixels(picture):  
        red = getRed(pixel)  
        green = getGreen(pixel)  
        blue = getBlue(pixel)  
        luminance = (red + green + blue) / 3  
        if luminance < 64:  
            setColor(pixel, BLACK)  
        else:  
            setColor(pixel, WHITE)
```

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

# Sepia Tone

- ▶ Pictures that are sepia-toned have a yellowish tint to them that we associate with older pictures.
- ▶ It's not directly a matter of simply increasing the yellow in the picture, because it's not a one-to-one correspondence:
  - ▶ Instead, colors in different ranges get mapped to other colours.
  - ▶ We can create such a mapping using IF statements
- ▶ The end result is that a bunch of different colours, get set to a few colours
- ▶ Beware of naive solutions with a large number of 'if' statements





# Sepia Tone

- ▶ First, we're calling `greyScaleNew` (the one with weights).
- ▶ We then manipulate the red (increasing) and the blue (decreasing) channels to bring out more yellows and oranges.
  - ▶ It's perfectly okay to have one function calling another.
  - ▶ Why are we doing the comparisons on the red? Why not? After greyscale conversion, all channels are the same!
- ▶ The end result is that a bunch of different colours, get set to a few colours
- ▶ Why these values? Trial-and-error: Tinker the values!

# 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.

# 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