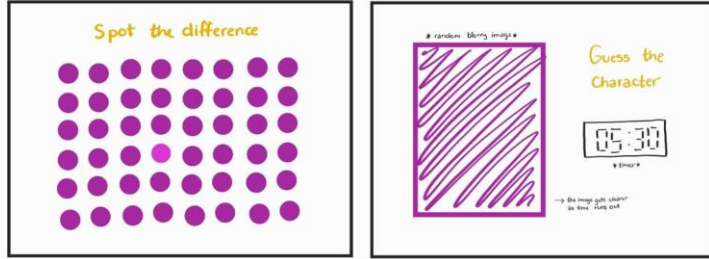
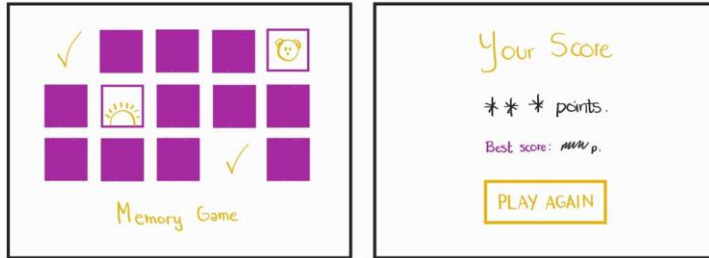


Idea N°2: Mental test minigames

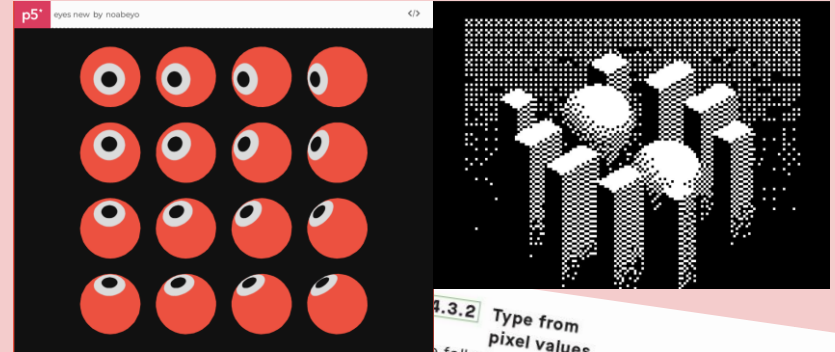


* different interactive activities *

* mostly using images *



* Scores can be stored *

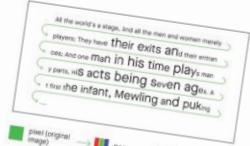


4.3.2 Type from pixel values

The following text image is ambiguous. It can be read for its meaning, or viewed at a distance and perceived as a picture. The pixels from the image each letter depends on the gray values of the pixels in the original image and thereby creates an additional message.

*P_4_3_2_01

A character string is processed letter by letter → P_3_1_1_9_3_1_2 and constructed row by row in the normal writing direction. Before a character is drawn, its position in display coordinates is matched to the corresponding position in the original image in pixel coordinates. Only a subset of the original pixels is used—merely those for which a corresponding character position exists. The color of the selected pixel can now be converted into its gray value and the gray value used to modulate the font size, for example.



P_4_3_2_01

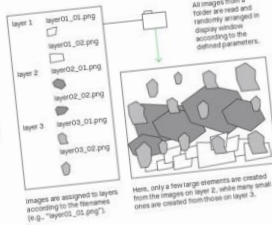
P.4.2.1 Collage from image collection

Your archive of photographs and material. This program assembles a folder of images. The cropping of the source images is especially picture fragments are re-



P.4.2.1.01

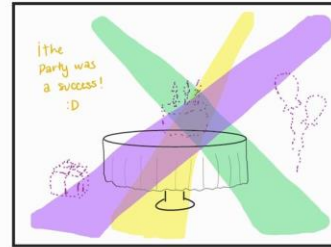
All the pictures in a folder are read dynamically and assigned to one of several layers. This allows the semantic groups to be treated differently. The individual layers also have room for experimentation with rotation, position, and size when constructing the collage. Note the layer order; the first level is drawn first and is thus in the background.



P.4.2.3.01 illustration: Andes and forests. The image consists of three levels: Krags of paper are on layer 1, cutouts of the sky on layer 2, and plants and street elements on layer 3.

Andes composition is immediately created when the images on a level are switched or the parameters are changed.

Idea N°3: Game Idea :)



* can be various scenarios
like different levels *