Artist9000 User Guide

Introduction

Artist 9000 is a tool to teach children how to draw 2D art. Users can draw pictures given a prompt with a 2D drawing tool and download them or send the image through an algorithm for feedback. The algorithm then guesses what the art piece is, and shows the percent accuracy of the user's drawing.

Installation guide

No additional installation is required besides the files included in the zip folder. When you unzip the file, open the 'public folder. You should see the following files in the folder:
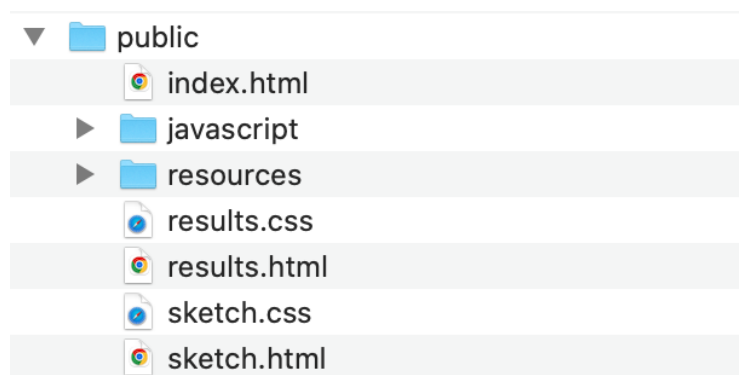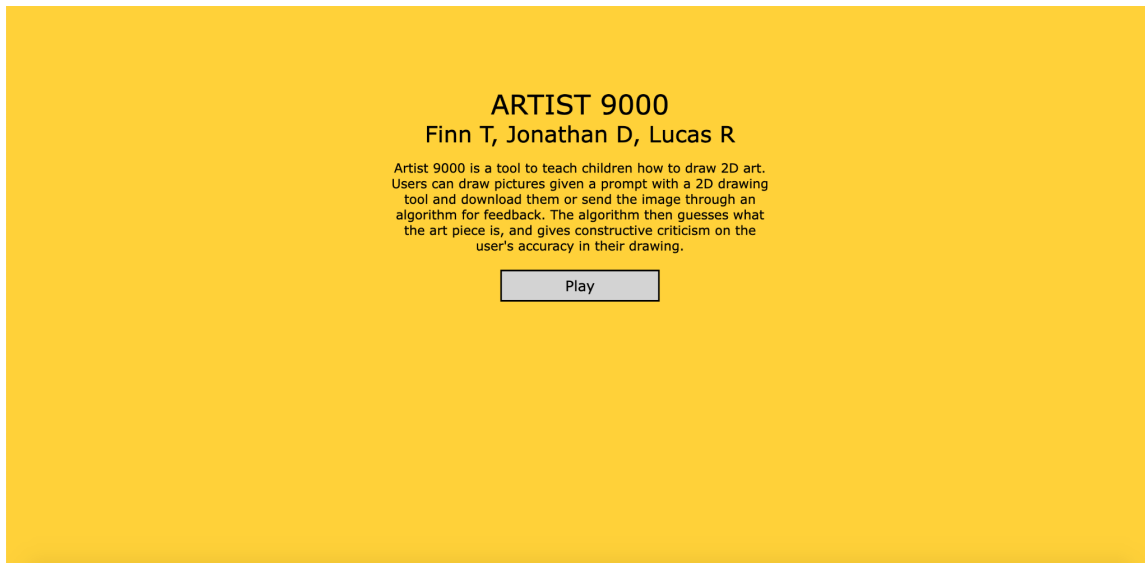

To run the program: Open the index.html file on either Firefox or Chrome and **make sure to disable all extensions.**
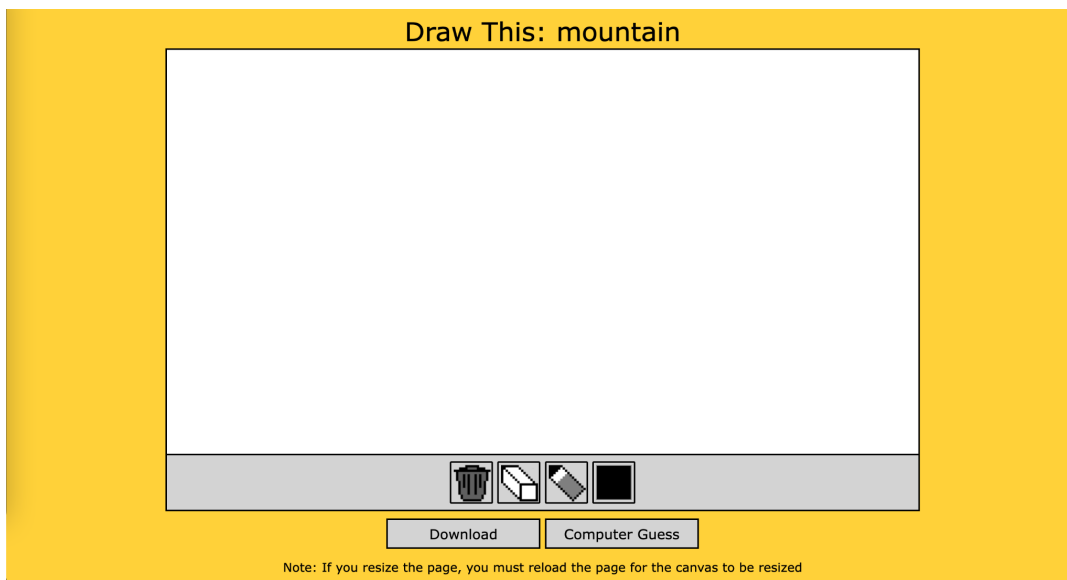
Features

Index Page

When you run the index.html you should be taken to the index page:

The index page has the title, a short description of the project, and the play button. The play button will redirect you to the main part of the program, the game.

Sketch Page
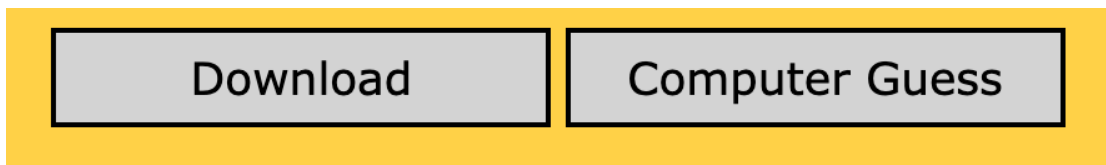
The game looks like this:

To start drawing on the canvas, click on one of the buttons in the bottom part of the screen. By default, the pen button will be selected which allows you to draw on the canvas. To erase part of

your drawing, click on the white eraser button which is the second button. To change the color of your drawing, click on the 4th button, which by default will be a black square. To delete your entire drawing, click on the trash can button, which is the first button.


Once you are satisfied with your drawing, you may choose to download your image if you are particularly pleased with the product. Do this by clicking on the 'Download' button. To see what the algorithm thought of your drawing, click on the 'Computer Guess' button. There you will be redirected to the results page (Note: It will take a long time).

Results Page

The results page looks like this:
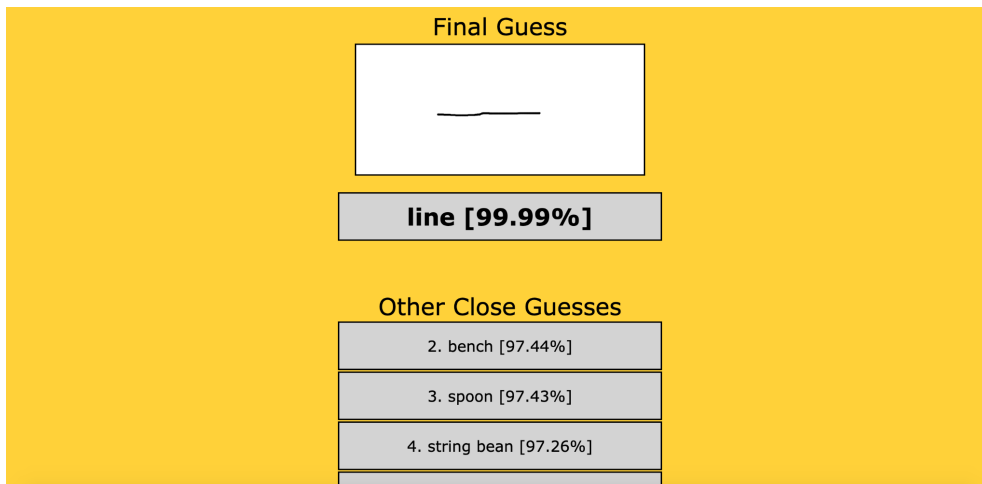
It includes a recap of your drawing, the final guess of your drawing by the algorithm, and the other top 10 closest results.