

# Chromatic typewriter: exploring alternative methods of digital 2d art creation

## Solution

A Real chromatic typewriter stamps one color per key which is very slow.

I began by implementing a digital version of the mechanical thing.

Eventually, I sped up the process to allow a user to stamp multiple colors with multiple keys at a time and get the same effect

Ui

Yellow buttons are navigation

Red buttons save

Purple buttons load

Blue buttons are settings

Ui canvas

It can Save a canvas as an image to a local folder called chromatic typewriter

It can Save 50 images for gif - can't produce a gif using app, saves 50 images locally to use 3rd party software to create gif with

Clear canvas - sets background color as last character of text brush if it's not empty

Select image as canvas resizes an image so that it fits within the drawingview and sets it as the background

Keyboard button summons the keyboard

Text brush viewer shows the current text brush. If it's too big, it says "converted image"

Full screen button removes all buttons and leaves only the drawingview. Current settings are automatically persisted when navigating between full screen and canvas editor

Bristle size picker chooses either the Bristle size if the text brush is small or pixel density if the text brush is huge.

## Ui text

It can Save a text brush as a text file

The Convert canvas to text button maps bitmap pixels to characters. It finds the lowest distance between the pixel colors and the provided keycolor map and assigns a character in place of the pixel.

The Clear text button clears the stored text brush

It can Load text from a text file as a text brush

Keyboard button also summons the keyboard

I included a Current canvas viewer

The app is available on the Google play store

So if any of you with an android device want to install it