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//pixelaion
//Lucian Novosel - 2014
//Open sourcerer on the internet of things
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```

```
PImage img;
import processing.pdf.*;
PGraphics pdf;
String inputPath = "inputImages/blowup/";
String outputPath = "outputImages/blowup/";
String imageName;
int increment = 5;
int pixel = 0;
int horz_pixels;
int vert_pixels;
int lastPixel;

void setup(){

    for(int i=0; i<39;i++){

        imageName = i + ".png";

        //Load the image and define the resolution
        img = loadImage(inputPath + imageName);
        horz_pixels = (img.width - img.width % increment)/increment;
        vert_pixels = (img.height - img.height % increment)/increment;
        lastPixel = img.height * img.width; //the last pixel from the image tha
        println("Max horizontal pixels(rendered): ", horz_pixels);
        println("Max vertical pixels(rendered):", vert_pixels);
        size(horz_pixels*increment, vert_pixels*increment); //canvas is the size
        background(255);
        smooth();

        //Create the scalable PDF
        pdf = createGraphics(horz_pixels*increment, vert_pixels*increment, PDF, o
        pdf.beginDraw();
        pdf.background(255);

        //
        int firstPixel = int(increment/2 - 1);
        println("The first sampling pixel is(picture): ", firstPixel); //
        for(int vp = 0; vp < vert_pixels; vp = vp + 1){
            pixel = firstPixel + ((vp *increment) * img.width);
            for(int hp = 0; hp < horz_pixels; hp = hp + 1){
```

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loadPixels();
println("Horizontal Pixels: ", hp, "Vertical Pixels: ", vp );
println("Pixel Location is thus: ", pixel);
float r = red(img.pixels[pixel]);
float g = green(img.pixels[pixel]);
float b = blue(img.pixels[pixel]);
renderPixel( hp, vp, r, g, b); //
pixel = pixel + increment;//update pixel here
}
}

```

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String imgPath = ("../../generatedImagesEX4/" + frame.getTitle() + ".png"
saveFrame(imgPath);
pdf.dispose();
pdf.endDraw();
}
}

```

```

void renderPixel( int horizontal_pixel, int vertical_pixel, float inpR, float
//write to the pdf and sketch
noStroke();
pdf.noStroke();
fill(inpR,inpG,inpB, 255);
pdf.fill(inpR,inpG,inpB, 255);
rect(horizontal_pixel*increment, vertical_pixel*increment, increment, inc
pdf.rect(horizontal_pixel*increment, vertical_pixel*increment, increment,
}

```