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1. Source code

```
let img;
let grayscaleImg;
let sepiaImg;
let negativeImg;

function preload() {
  img = loadImage('img.jpeg');
}

function setup() {
  createCanvas(720, 720);
  img.resize(360, 360);

  grayscaleImg = createImage(img.width, img.height);
  sepiaImg = createImage(img.width, img.height);
  negativeImg = createImage(img.width, img.height);

  grayscaleImg.loadPixels();
  sepiaImg.loadPixels();
  negativeImg.loadPixels();

  img.loadPixels();
  for (let y = 0; y < img.height; y++) {
    for (let x = 0; x < img.width; x++) {
      let index = (x + y * img.width) * 4;
      let r = img.pixels[index];
      let g = img.pixels[index + 1];
      let b = img.pixels[index + 2];
      let gray = 0.21 * r + 0.72 * g + 0.07 * b;
      grayscaleImg.pixels[index] = gray;
      grayscaleImg.pixels[index + 1] = gray;
      grayscaleImg.pixels[index + 2] = gray;
      grayscaleImg.pixels[index + 3] = 255;

      let rSepia = min(255, (0.393 * r + 0.769 * g + 0.189 * b));
      let gSepia = min(255, (0.349 * r + 0.686 * g + 0.168 * b));
      let bSepia = min(255, (0.272 * r + 0.534 * g + 0.131 * b));
      sepiaImg.pixels[index] = rSepia;
      sepiaImg.pixels[index + 1] = gSepia;
      sepiaImg.pixels[index + 2] = bSepia;
      sepiaImg.pixels[index + 3] = 255;

      negativeImg.pixels[index] = 255 - r;
      negativeImg.pixels[index + 1] = 255 - g;
      negativeImg.pixels[index + 2] = 255 - b;
      negativeImg.pixels[index + 3] = 255;
    }
  }

  grayscaleImg.updatePixels();
  sepiaImg.updatePixels();
  negativeImg.updatePixels();

  textSize(20);
  textAlign(CENTER);
  textFont('Arial');

  image(img, 0, 0);
  text('ASLI', img.width / 2, 20);

  image(grayscaleImg, img.width, 0);
  text('GRAYSCALE', img.width + grayscaleImg.width / 2, 20);

  image(sepiaImg, 0, img.height);
  text('SEPIA', sepiaImg.width / 2, img.height + 20);
  image(negativeImg, img.width, img.height);
  text('NEGATIVE', img.width + negativeImg.width / 2, img.height + 20);
}
```

2. Hasil p5.js

