On Load Up:

Program will ask for a picture (.jpg, .png, etc.) to be chosen from the file /program1/ using a file browser. The program will then load up the buffer for the picture with the matching dimensions of the picture i.e. if the picture is 620x980 the buffer will be 620x980.

Key Functions:

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| INPUT | FUNCTION |
| Mouse Click | Will place one selected brush shape to the screen with correct color. |
| Mouse Drag | Will drag the selected brush shape across the screen with the correct colors. |
| C Key | Will clear the screen completely. |
| I Key | Will increment the brush size by 1. |
| D Key | Will decrement the brush size by 1. |
| S Key | Will change (cycle through) the brush shape between circle, square, and triangle. Circle is default. |
| F Key | Will fill the screen with the selected brush shape. F must be held down so that the fill will continue until completed. |

Using the Program:

Once the image is loaded in and the buffer screen appears you can then proceed to use the program. Any click on and or drag on the buffer will start painting to the screen using the default shape (circle) with the default size of 10. You can cycle through the brush shapes by using the S Key which will cycle through circle, square, and triangle as stated. You are then also able to increase and decrease the size of the brush using the I Key to increase the size of your brush as well as using the D Key to decrease the size of your brush. The current size of your brush will be shown in the console as well as the current shape being used. The smallest size of your brush available is 1. To fill in the screen the F Key is used. The fill function uses the current brush shape and current brush size to fill in the screen. It will randomly place the shapes which will eventually fill up the screen by holding down the F Key. The larger the size of your brush the faster the image will be filled in but at the cost of clarity of the image. If you would like to clear what you have painted so far and restart the painting of your image then you can use the C Key and it will completely clear the buffer.

Write Up on Image:

The image chosen for the program is a picture of a sports car on asphalt with the sunset horizon in the background. This image was chosen because cars have always been a passion of mine. Another reason I chose this picture is because I felt the curves of the car would be best conveyed using the circle brush for it as well as the interior of the car. The interesting part of this image is the reflection of the sun on the side of the car I was interested to see how this would show up with this program, whether the reflection would be shown vividly or if it would just distort the picture of the car. The part of this picture I like the most is still the reflection of the sun off the side of the car besides the use of this picture in the program is that the reflection adds a sense to it of adventure in my opinion something sort of like freedom.