

Preparation:

I want to create a program that simulates waves moving along the coast continuously down the shore. I want this project to use my photography so it would be done by using the method that we saw in class with the watercolor painting.

For prep I will do:

- Watch old lectures and youtube videos
- Study old code

Code:

It will probably have to use pixel functions along with image loading code. Possibly create an index of pixels that would scan for rgb values and copy and move along.

Crude sketch:



