Updates

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Overview:
When continuing our project we reconsidered what kinds of distortions we were able to do based on Java's limitations. Otherwise, our vision of the project changed little and we added additional features since the prototype demo, such as deep frying, super deep frying, and random distortions. Working out the OpenCV program earlier really helped automate the image editing. Also, our page inheritance structure from before was useful and efficient for changing state variables/pages.

Update 1: Implemented Deep Fry Distortions
Using a 3x3 kernel, we sharpened the image with a ConvolveOP, and then placed lazer eyes at the user's eye coordinates.

Update 2: Implemented Random Distortion
Using Python's np.random.randint(), we shifted each pixel a random (+- 50 pixels for each x and y) amount to get a randomly distorted profile

Update 3: Implemented the Save Button
The save button allows the user to save a distorted image to their own computer. They select the desired directory destination of the file and it is saved as "distortedProfile.png" in that location. This is implemented using JFileChooser's getCurrentDirectory() and related methods.

Update 4: Implemented the Restart Button
This button returns the user to the greeting page from the image page.