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Java Glitch Art Creator

The purpose of this Java application is to process digital images. Glitch art is defined as the practice of using digital or analog errors for aesthetic purposes by either corrupting digital data or physically manipulating electronic devices. The overall objective of the application will be to digitally process images to produce glitch art.

The scope of this application envelops an input image, the processing Java file itself, and the output image file — generated by the java application. The running of this application will simply affect the local file system, where the java app points at the input image and the app also points to a directory for the output image. By utilizing the file system as an I/O method the app becomes reusable and can rely solely on the OS GUI rather than moving files around via the terminal.

The program will use the buffered image class. This class combines a couple of constructors that describe the parameters of the image, such as: width, height, color model, image types. Many methods exist which return data from the image. This may include the image data itself, the color model, image size, and image type.

The program will read the data of the image and, using user input as parameter, purposefully corrupt the image file — thus creating the glitch art. Additionally Java's digital imaging processing resources have the ability to apply filters to the images.

The image processing class is capable of accepting a source and a destination. These read/write methods, as previously stated, will be referenced to by the program and will be the location of the input and output. Additionally the user will be able to define some input parameters such as the amount of the desired effect or which effect to even use.

Overall the app will create random image manipulations to reach a desired aesthetic effect.