"All colors are the friends of their neighbors and the lovers of their opposites."

Chapter 00: Introduction

Color, "the property possessed by an object of producing different sensations on the eye as a result of the way the object reflects or emits light"--according to the Dictionary app on my laptop. Here's another: "one, or any mixture, of the constituents into which light can be separated in a spectrum or rainbow, sometimes including (loosely) black and white". Whatever that means.

It is believed that color 'ought' to be separate from language, and that the more we try to define or describe color the further we are from truly experiencing it. When I started writing this book it was never my intention to emerge with a definition of what color is--rather, I was interested in understanding color and seeing whether the things we see with our eyes can be reproduced systematically. Methodically. Algorithmically. But the more I tried to develop these algorithms, the more I realized that describing color was exactly what I was trying to do.

I am at a stage in my life where I am still trying to understand how things in the world work, still trying to figure out who I am, still suffering from the occasional existential crisis. Since I am probably unqualified to articulate something on behalf of other people, this book is not about how color works for everyone. This is about how color works for me.

This is The Colorist's Cookbook.

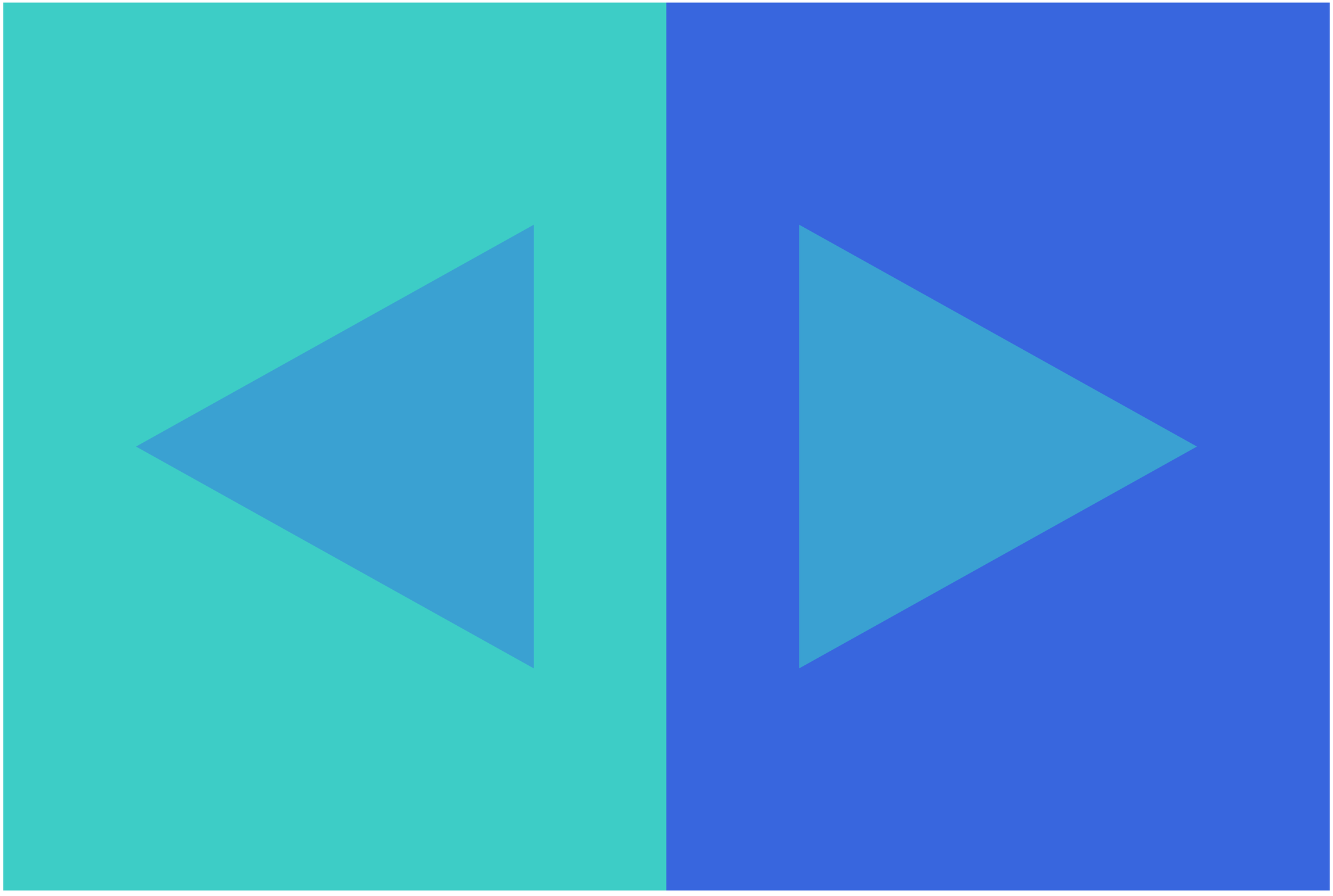
Chapter 01: 3 Colors Into 4 Part 1

Remember the dress that turned into a viral phenomenon? Not that thing Lady Gaga wore to the VMA's that one year--but the one that got famous just because people couldn't decide whether it was black and blue or white and gold? In February 2015, a woman took a picture of a dress she wanted to wear to a wedding, and released the photo on Tumblr after many of her friends disagreed over the color. The picture spread quickly across the Internet, and sparked an intense public debate about the color of the dress. It turns out that this phenomenon can be explained by the pure science of color vision. When scientists pitched in to provide insight into what was going on they found that if the dress was shown in yellow lighting the majority of people would see it as blue and black, while lighting with a blue bias caused people to view the dress as white and gold.*

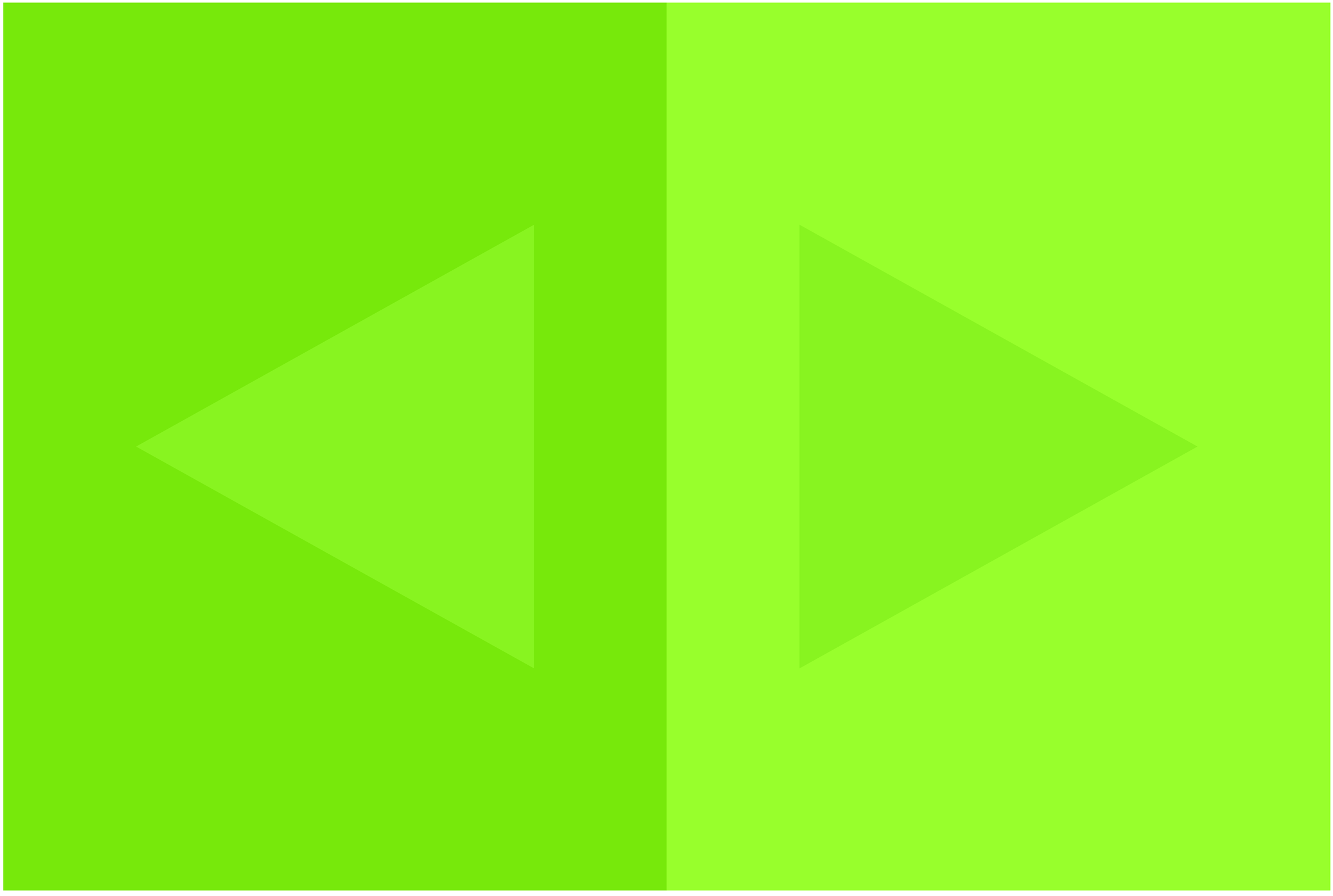
According to color theory, having a color in the background removes that color from the foreground--this is why the dress shown against yellow lighting would make it look less yellow and more blue. I won't get into the specifics of the science behind this because I'm running out of space on this page and frankly I don't fully understand it myself--but this is a very important and interesting concept in color theory that is the basis of many optical illusions. (It also really f**ked me up and made me question whether I was worthy of having perfect color vision.) This chapter is about using this very concept to make 3 colors look like 4. I hope it causes you to lose as much faith in your eyeballs as I did.

*Look up #thedress or Dressgate if my summary displeased you and you want to find out more

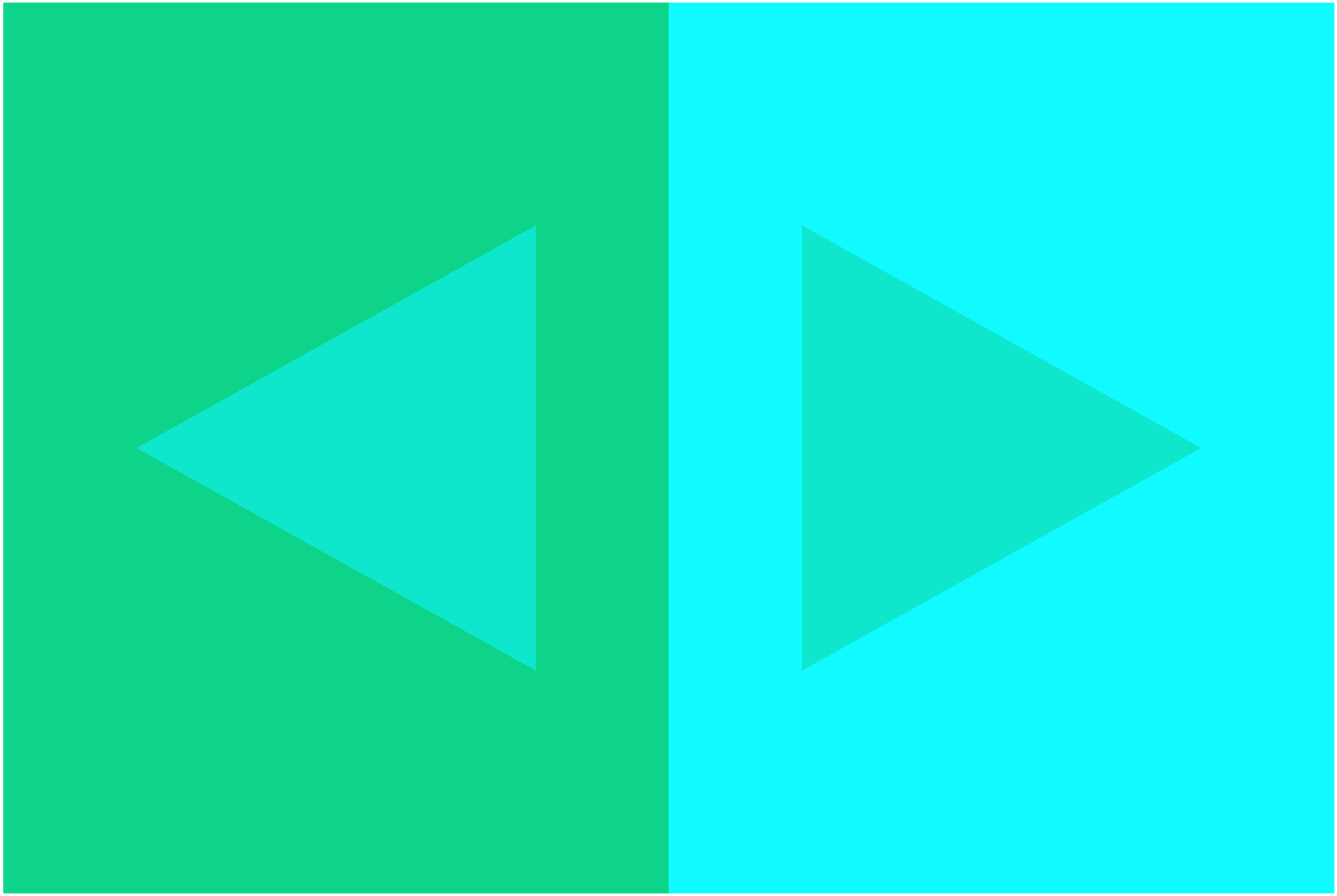
0xFF3DCDC6 0xFF3866DE 0xFF3AA1D2



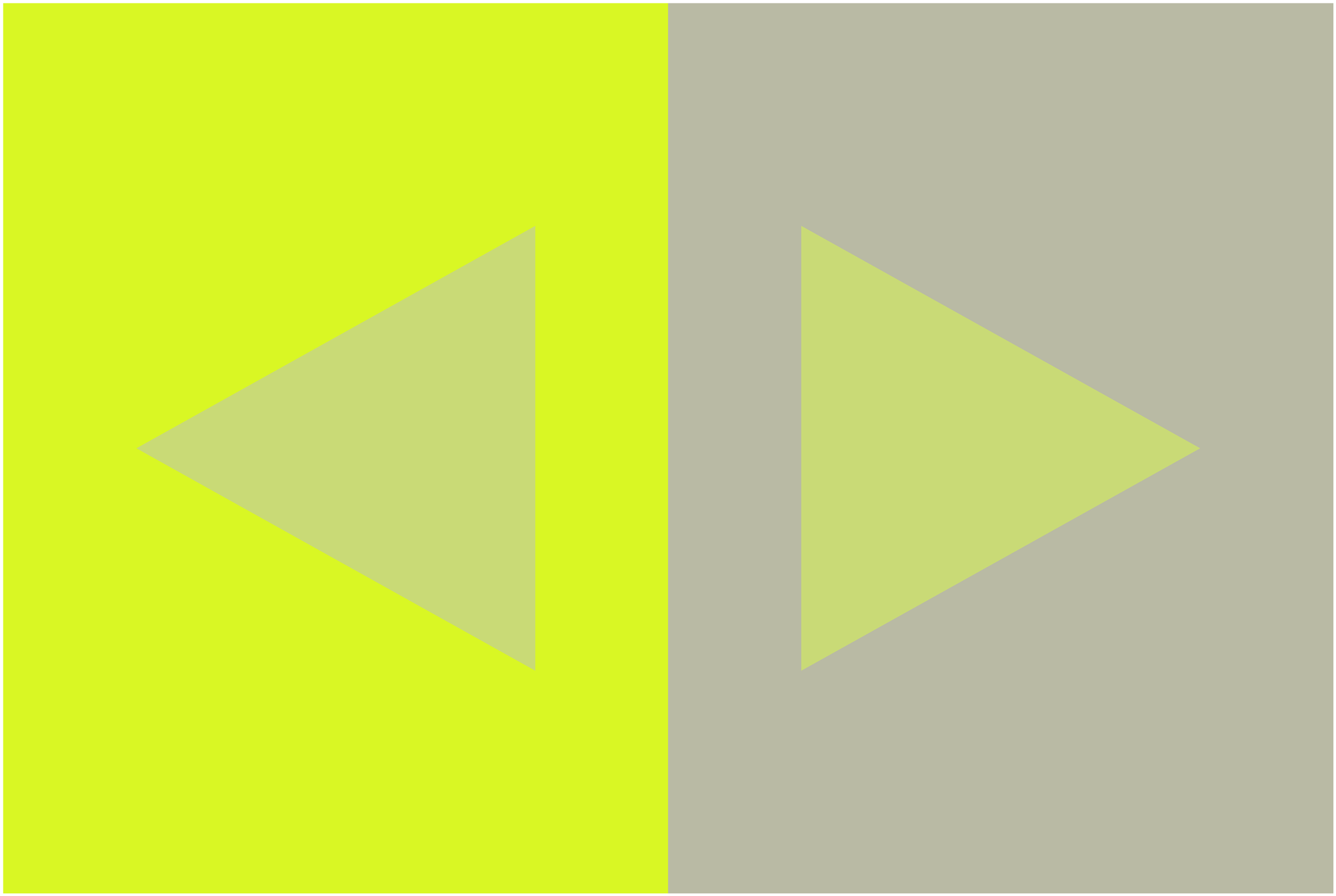
0xFF77E90B 0xFF98FF2C 0xFF88F420



0xFF0DD488 0xFF10FAFF 0xFF0EE7CC



0xFFD9F724 0xFFB9BAA4 0xFFC9DA76



```
// recipe for making 3 colors look like 4

// prepare the first color
SecureRandom random = new SecureRandom();

int min = 0;
int max = 255;
int r1 = random.nextInt(max-min+1)+min;
int g1 = random.nextInt(max-min+1)+min;
int b1 = random.nextInt(max-min+1)+min;
color col1 = color(r1, g1, b1);

// then prepare the second color
int r2 = random.nextInt(max-min+1)+min;
int g2 = random.nextInt(max-min+1)+min;
int b2 = random.nextInt(max-min+1)+min;
color col2 = color(r2, g2, b2);
// evenly mix the first two colors to create
// the 'middle' color
float mixedred = sqrt((sq(red(col1))*0.5 +sq(red(col2))*0.5));
float mixedgreen = sqrt((sq(green(col1))*0.5 +sq(green(col2))*0.5));
float mixedblue = sqrt((sq(blue(col1))*0.5 +sq(blue(col2))*0.5));

color mid = color(mixedred, mixedgreen, mixedblue);
// pre-translate the transformation matrix
// to the size of your margins
pushMatrix();
translate(margin, margin);
```

```
// arrange the first two colors beside each other
fill(col1);
stroke(col1);
rect(0,0,pgwidth/2f,pgheight);
fill(col2);
stroke(col2);
rect(pgwidth/2f,0,pgwidth/2f,pgheight);

// top with the middle color
fill(mid);
noStroke();

triangle(pgwidth*0.1,pgheight/2f,pgwidth*0.4,pgheight/4f, pgwidth*0.4,pgheight*0.75);
triangle(pgwidth*0.9,pgheight/2f,pgwidth*0.6,pgheight/4f, pgwidth*0.6,pgheight*0.75);
popMatrix();
```

Chapter 02: 3 Colors Into 4 Part II

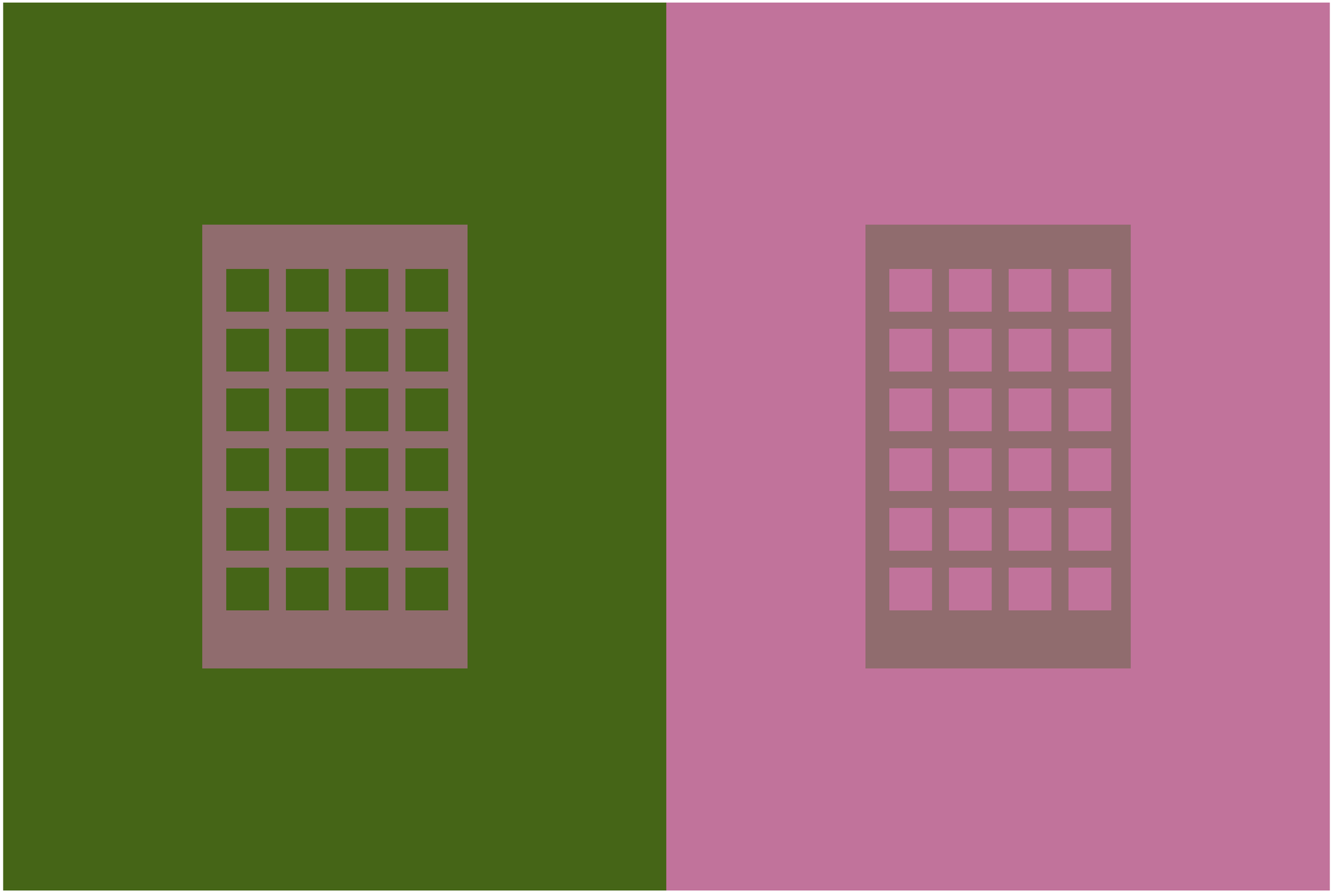
So I probably should be saying something about the next chapter, but I want to tell you a story instead. Last Tuesday, I had to go to my professor's office hours to prepare for an exam. My friend and I made our way to the back corner of the room and sat down, taking out our notes and note-taking instruments and whatever else people possess when they need to study. As more students shuffled into the small office with questions about the material, the afternoon proceeded unremarkably. Some time passed, and as the questions began to slow down I started to have a fairly unremarkable conversation with my friend about Windows computers:

"Oh, you're a Windows person?" I asked him.
"Yeah," he replied.
"Okay, I'm not judging," I lied.
And then:
"I am," chimed in my professor. "Macs are better."

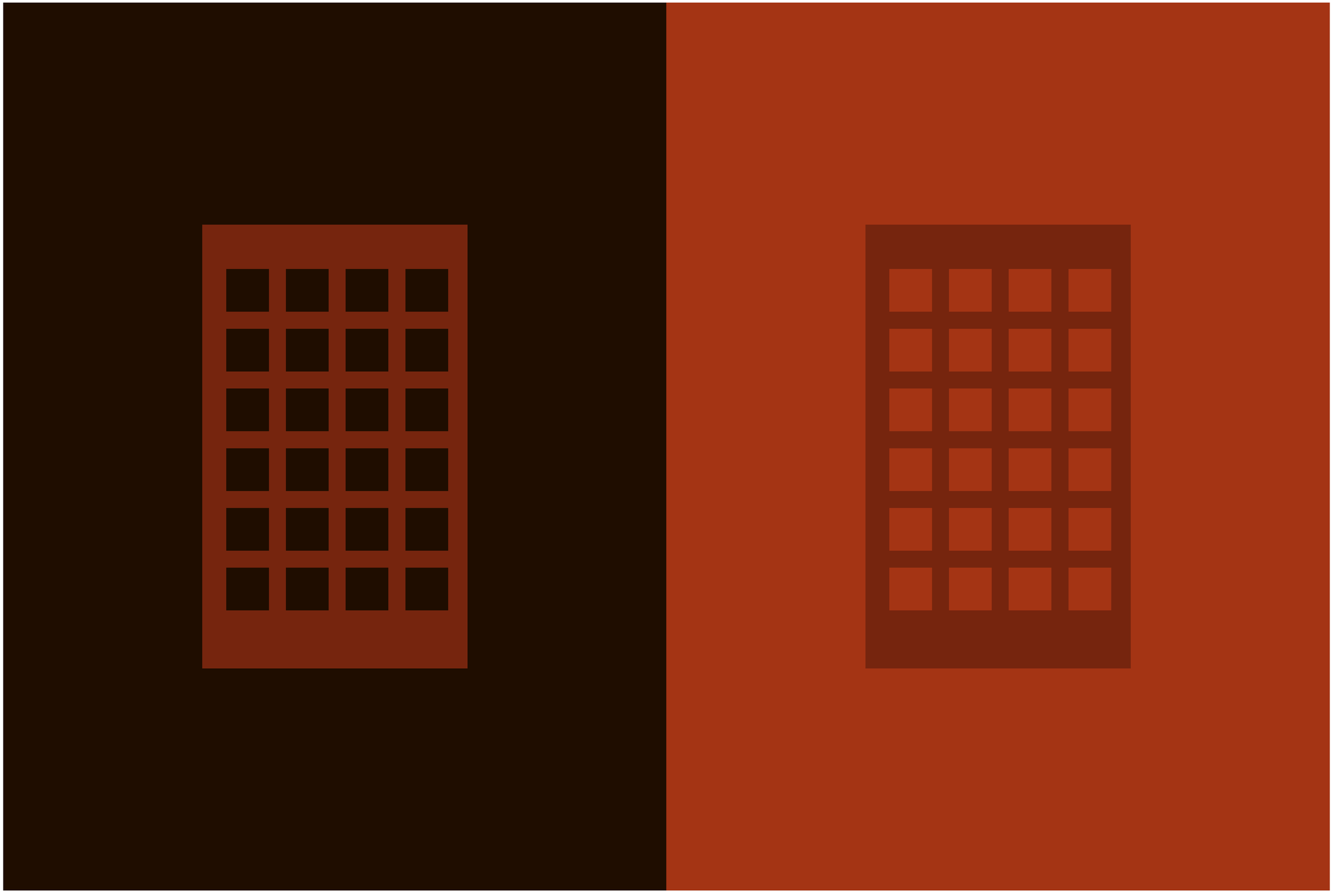
And that's when the room was thrown into a passive-aggressive debate about whether Macs were better than Windows machines (or rather, why Windows machines were better than Macs).

Now I have a confession to make: for the majority of public situations in which I am surrounded by people who are some combination of scientists/engineers/mathematicians, I generally avoid declaring myself as an art student--not out of shame but as a precautionary measure to avoid hostility and having metaphorical daggers thrown at my back. But for whatever reason, on that unremarkable Tuesday, during that unremarkable conversation, it was exactly what I did.

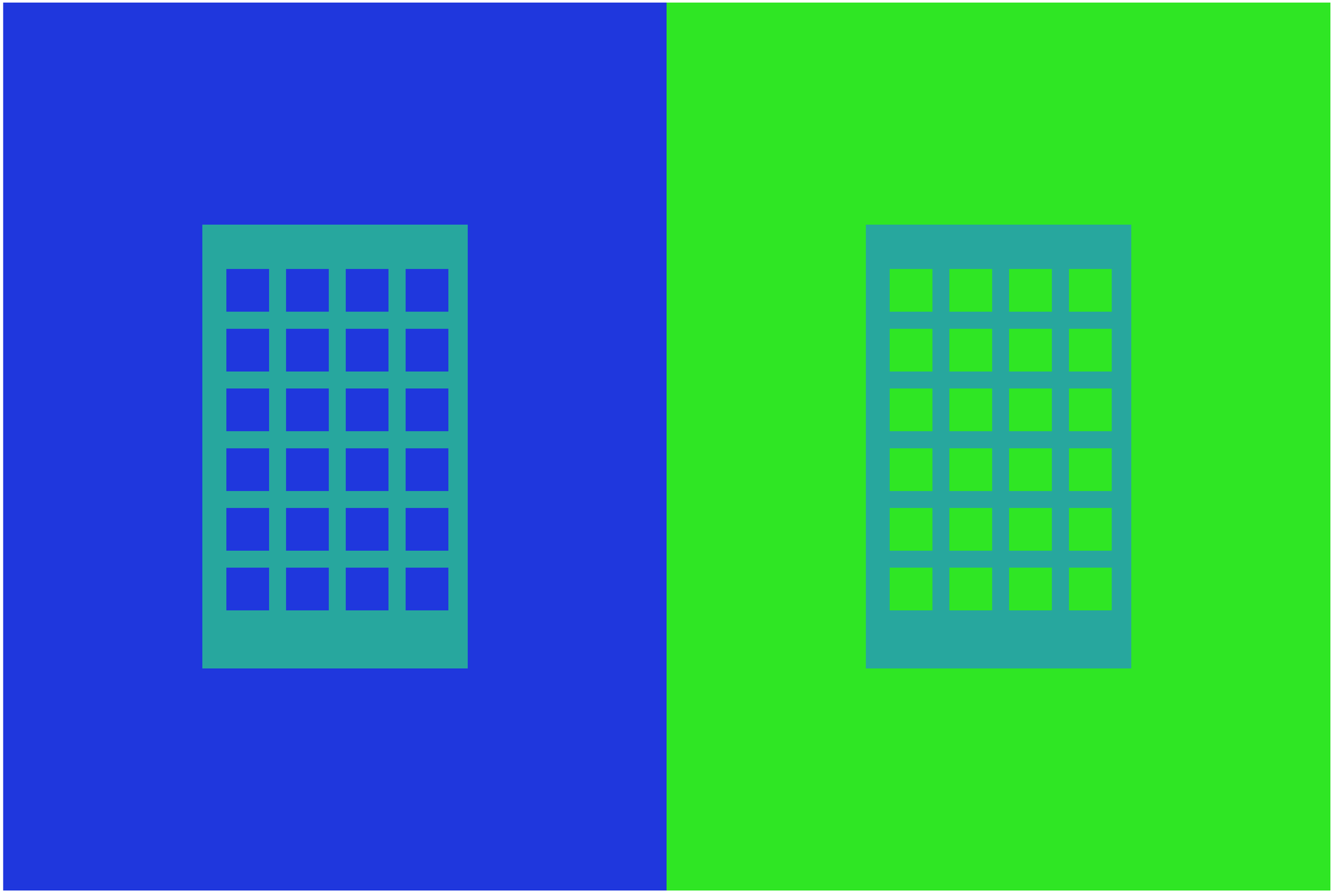
0xFF456517 0xFFC1739B 0xFF906C6E



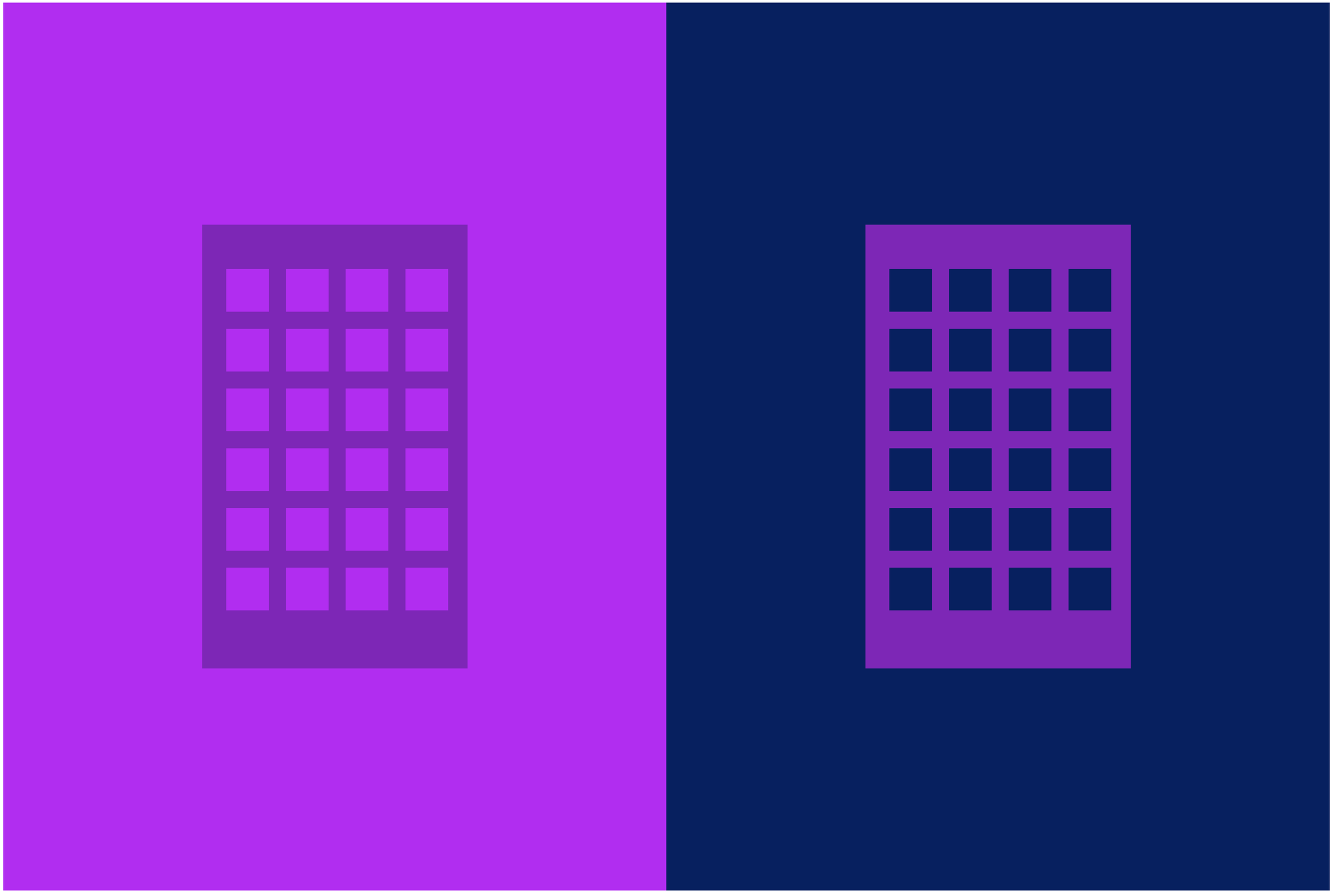
0xFF1F0D00 0xFFA43414 0xFF76250E



0xFF1F37DD 0xFF2FE624 0xFF27A79E



0xFFB12DF0 0xFF07205F 0xFF7D27B6



```
// recipe for making 3 colors look like 4...with holes!

// prepare the first color
SecureRandom random = new SecureRandom();

int min = 0;
int max = 255;
int r1 = random.nextInt(max-min+1)+min;
int g1 = random.nextInt(max-min+1)+min;
int b1 = random.nextInt(max-min+1)+min;
color col1 = color(r1, g1, b1);

// then prepare the second color
int r2 = random.nextInt(max-min+1)+min;
int g2 = random.nextInt(max-min+1)+min;
int b2 = random.nextInt(max-min+1)+min;
color col2 = color(r2, g2, b2);
// evenly mix the first two colors to create
// the 'middle' color
float mixedred = sqrt((sq(red(col1))*0.5 +sq(red(col2))*0.5));
float mixedgreen = sqrt((sq(green(col1))*0.5 +sq(green(col2))*0.5));
float mixedblue = sqrt((sq(blue(col1))*0.5 +sq(blue(col2))*0.5));

color mid = color(mixedred, mixedgreen, mixedblue);

// pre-translate the transformation matrix
// to the size of your margins
pushMatrix();
translate(margin, margin);
```

```
rectMode(CORNER);

// arrange first two colors beside each other
fill(col1);
stroke(col1);
rect(0,0,pgwidth/2f,pgheight);
fill(col2);
stroke(col2);
rect(pgwidth/2f,0,pgwidth/2f,pgheight);

// top with the middle color
rectMode(CENTER);
fill(mid);
noStroke();
rect((pgwidth)/4f,pgheight/2f,pgwidth/5f,pgheight/2f);
rect((pgwidth*3f)/4f,pgheight/2f,pgwidth/5f,pgheight/2f);

// slice holes in the middle for a more dramatic effect
// waffle aesthetic
rectMode(CORNER);
fill(col1);
for(int rows = 0; rows < 6; rows++) {
  for(int cols = 0; cols < 4; cols++) {
    rect(pgwidth * 0.168 + 140*cols, pgheight * 0.3 + 140*rows,100,100);
  }
}

fill(col2);
float rand3 = random(-350,350);
```

```
pushMatrix();

for(int rows = 0; rows < 6; rows++) {
  for(int cols = 0; cols < 4; cols++) {
    rect(pgwidth * 0.668 + 140*cols, pgheight * 0.3 + 140*rows,100,100);
  }
}
popMatrix();

popMatrix();
```

Chapter 03: 4 Colors Into 3

"I think as an art person," I started boldly. "I am naturally inclined to like Macs more," I could feel the daggers digging into my spine. "It's just--" as the daggers made their way deeper into my skin, I found myself helplessly fumbling for words--"I don't know, the colors are just...nicer?"

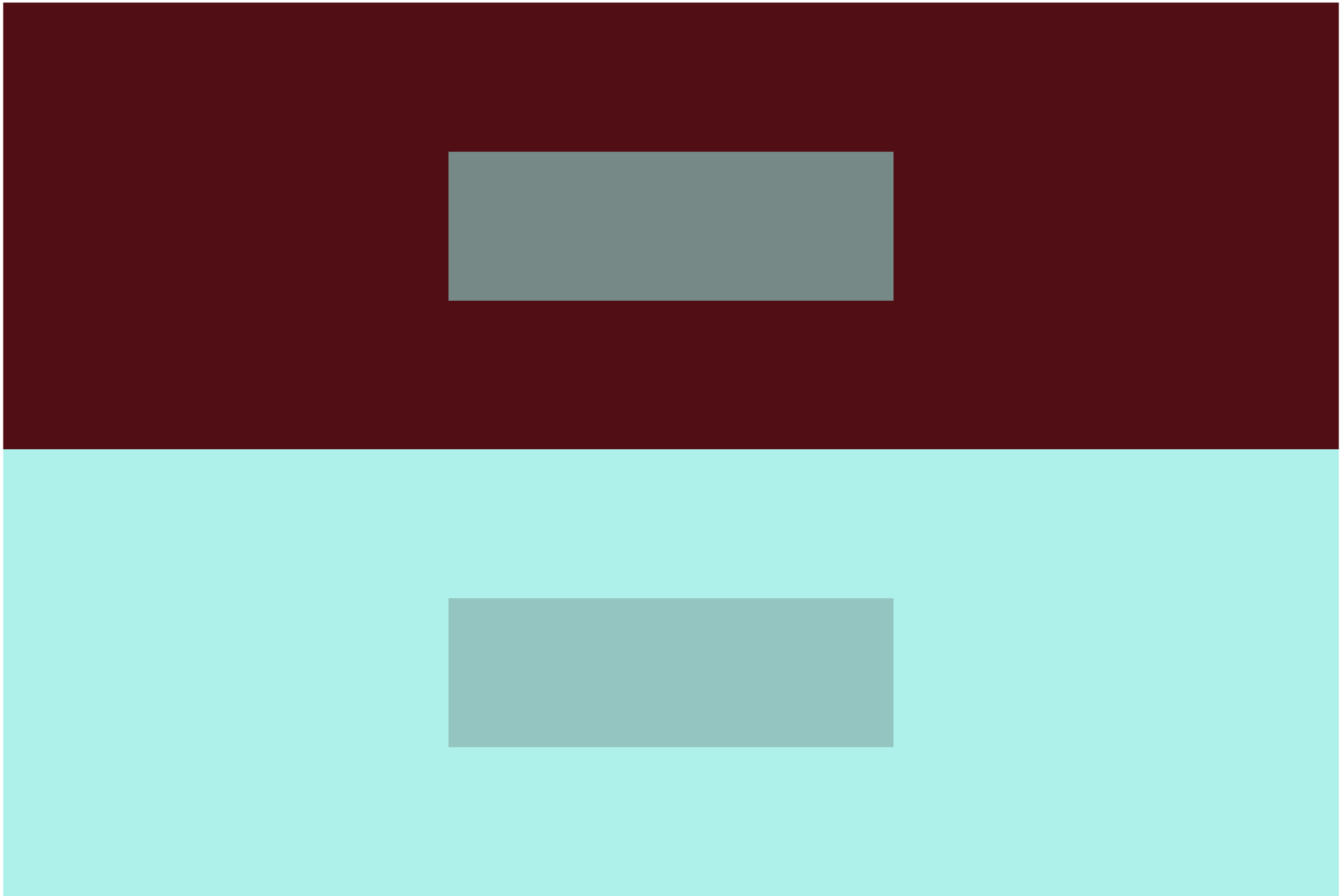
A heavy silence.

And then: "That's not a valid reason," argued the guy across the table.

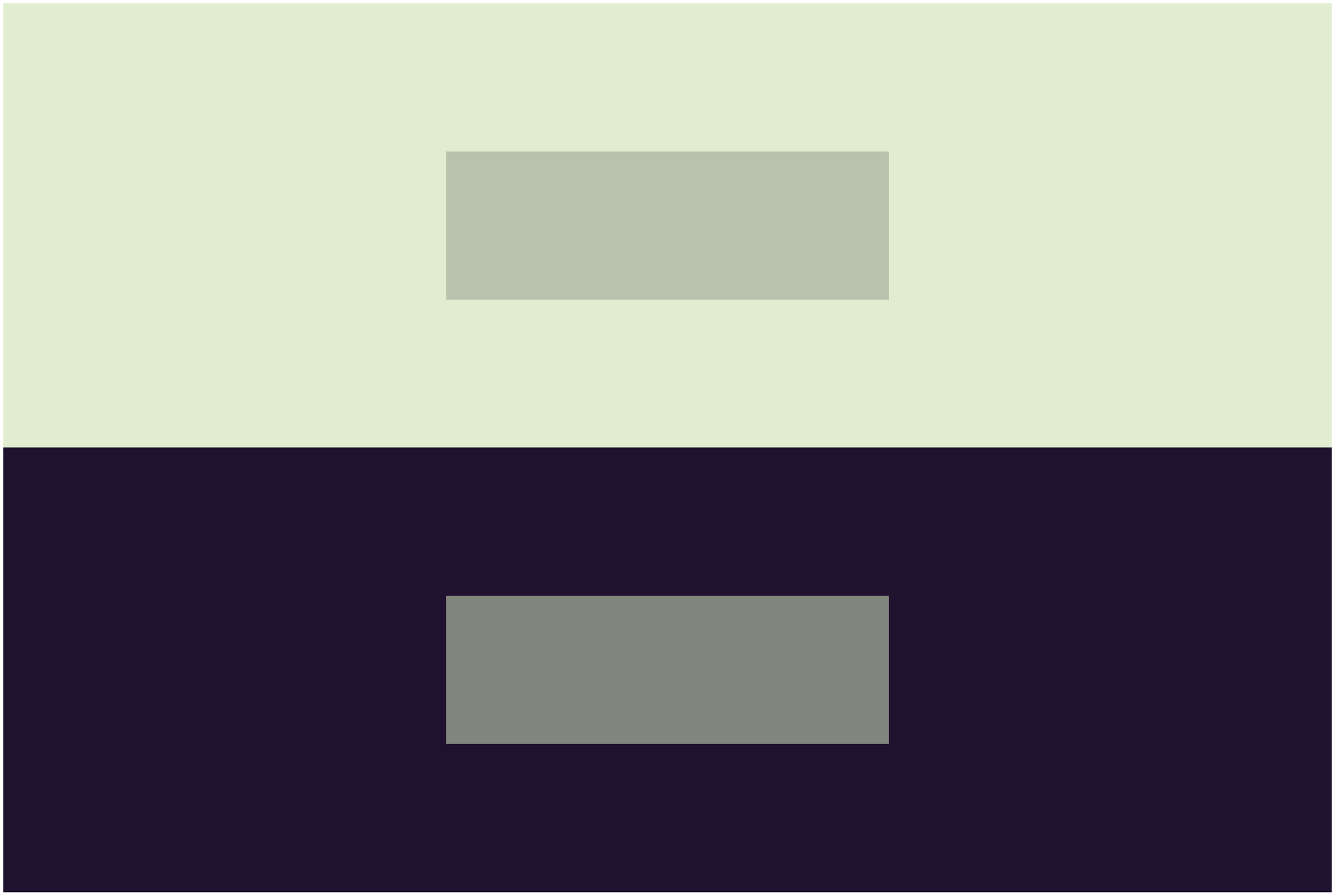
Is it?

When were colors ever 'a valid reason'?

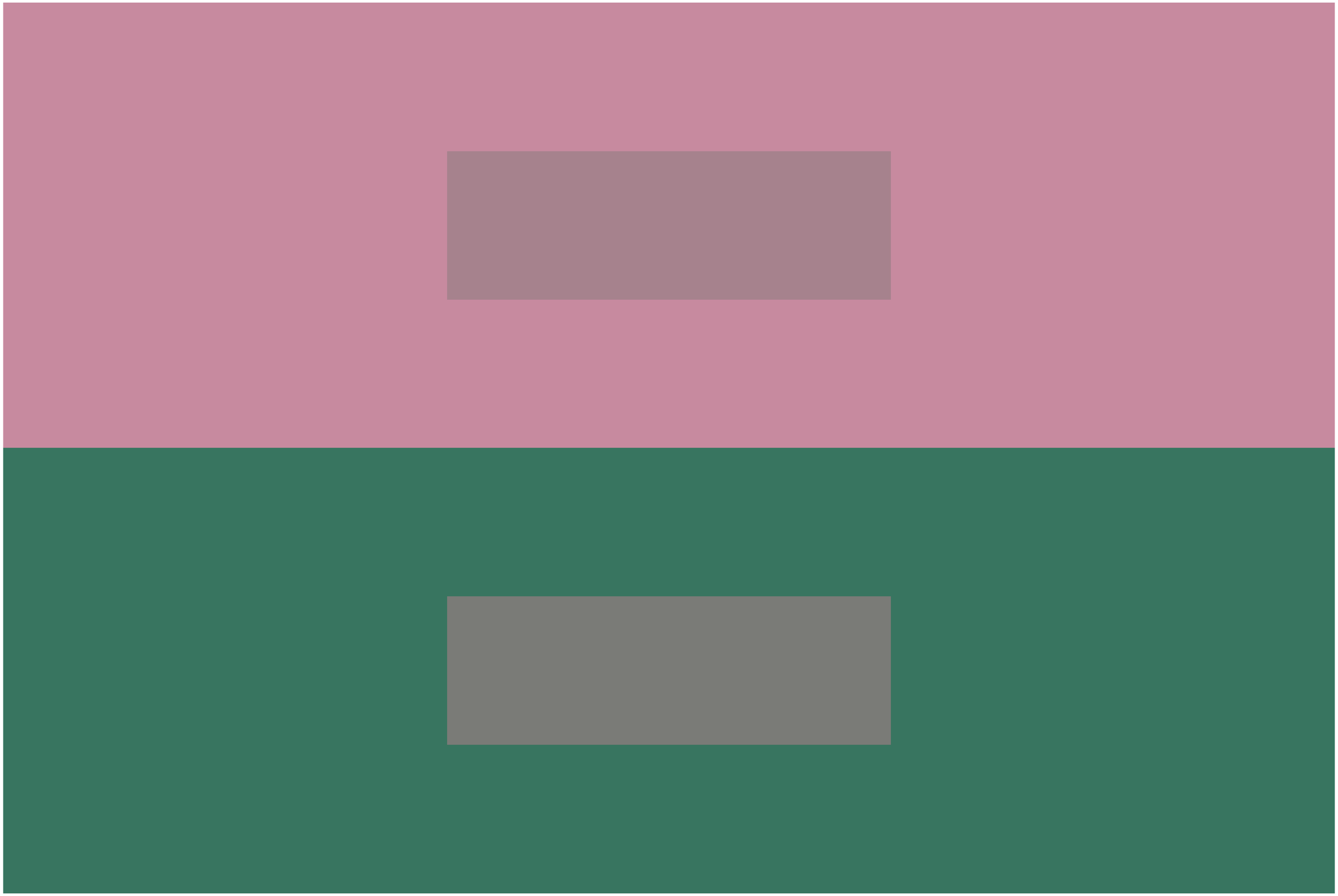
0xFF510E15 0xFFAEF1EA 0xFF768986 0xFF95C5C0



0xFFE0EDD0 0xFF1F122F 0xFFB8C2AC 0xFF81877C



0xFFC78A9F 0xFF387560 0xFFA6828D 0xFF7A7B77



```
// recipe for making 4 colors look like 3
// prepare the first and second colors
SecureRandom random = new SecureRandom();

int min = 0;
int max = 255;
int r1 = random.nextInt(max-min+1)+min;
int g1 = random.nextInt(max-min+1)+min;
int b1 = random.nextInt(max-min+1)+min;
color col1 = color(r1, g1, b1);

// the second color is opposite from the first color
color col2 = color(255 - red(col1),
                   255 - green(col1),
                   255 - blue(col1));

// evenly mix the first two colors to create
// the 'middle' color
float mixedred = sqrt((sq(red(col1))*0.5 +sq(red(col2))*0.5));
float mixedgreen = sqrt((sq(green(col1))*0.5 +sq(green(col2))*0.5));
float mixedblue = sqrt((sq(blue(col1))*0.5 +sq(blue(col2))*0.5));

color mid = color(mixedred, mixedgreen, mixedblue);

float c1_weight = 0.35;
float c2_weight = 0.65;

// calculate a weighted average of the first color and middle color
mixedred = sqrt((sq(red(col1))*c1_weight +sq(red(mid))*c2_weight));
```

```
mixedblue = sqrt((sq(blue(col1))*c1_weight +sq(blue(mid))*c2_weight));

color mixed1 = color(mixedred, mixedgreen, mixedblue);

// calculate a weighted average of the second color and middle color
mixedred = sqrt((sq(red(col2))*c1_weight +sq(red(mid))*c2_weight));
mixedgreen = sqrt((sq(green(col2))*c1_weight +sq(green(mid))*c2_weight));
mixedblue = sqrt((sq(blue(col2))*c1_weight +sq(blue(mid))*c2_weight));

color mixed2 = color(mixedred, mixedgreen, mixedblue);

// pre-translate the transformation matrix
// to the size of your margins
pushMatrix();
translate(margin, margin);
  rectMode(CORNER);

  // arrange opposing colors beside each other
  fill(col1);
  stroke(col1);
  rect(0,0,pgwidth,pgheight/2);
  fill(col2);
  stroke(col2);
  rect(0,pgheight/2,pgwidth,pgheight/2);

  // top with the middle colors
  fill(mixed1);
  noStroke();
```

```
fill(mixed2);
rect((pgwidth)/3,  (pgheight*2)/3, pgwidth/3, pgheight/6);


popMatrix();
```

Chapter 04: 5 Colors Into 3

You may have noticed that some of the studies you've seen so far work pretty effectively, while others don't seem to work at all.

You may be waiting for me to provide you with some sort of explanation for that.

You may be stopping and asking yourself, 'Is this really ART???'

You may be debating whether you should just skip this useless expository text or read on.

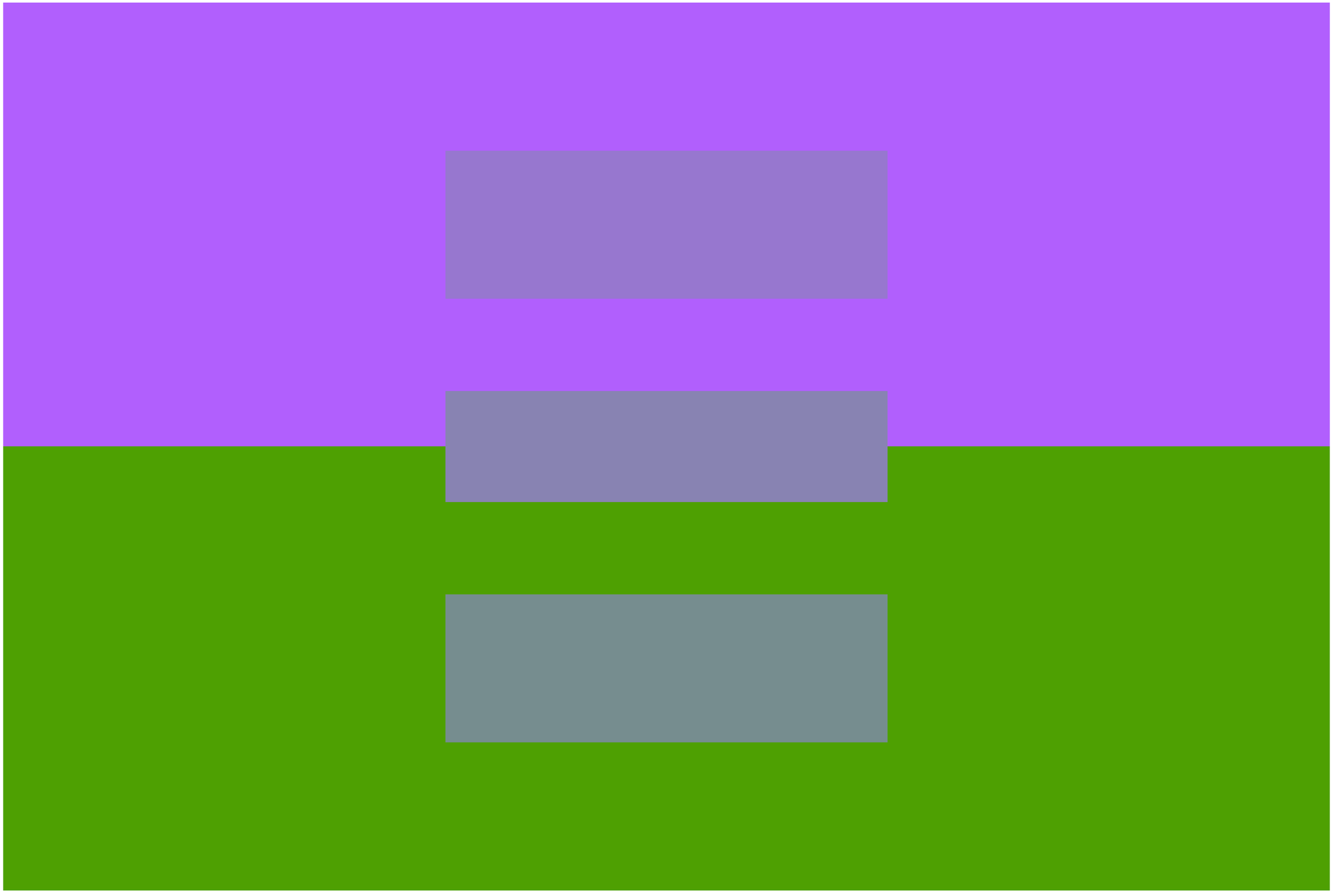
You may be sitting on your living room couch right now--winding and rewinding your mind--trying to pull yourself back to the time when you were able to feel the warm sun on your face without having to worry about getting burned later, when Tuesdays were good and you didn't miss the tingle of someone else's breath on your skin.

You may be wondering what that previous sentence has to do with anything.

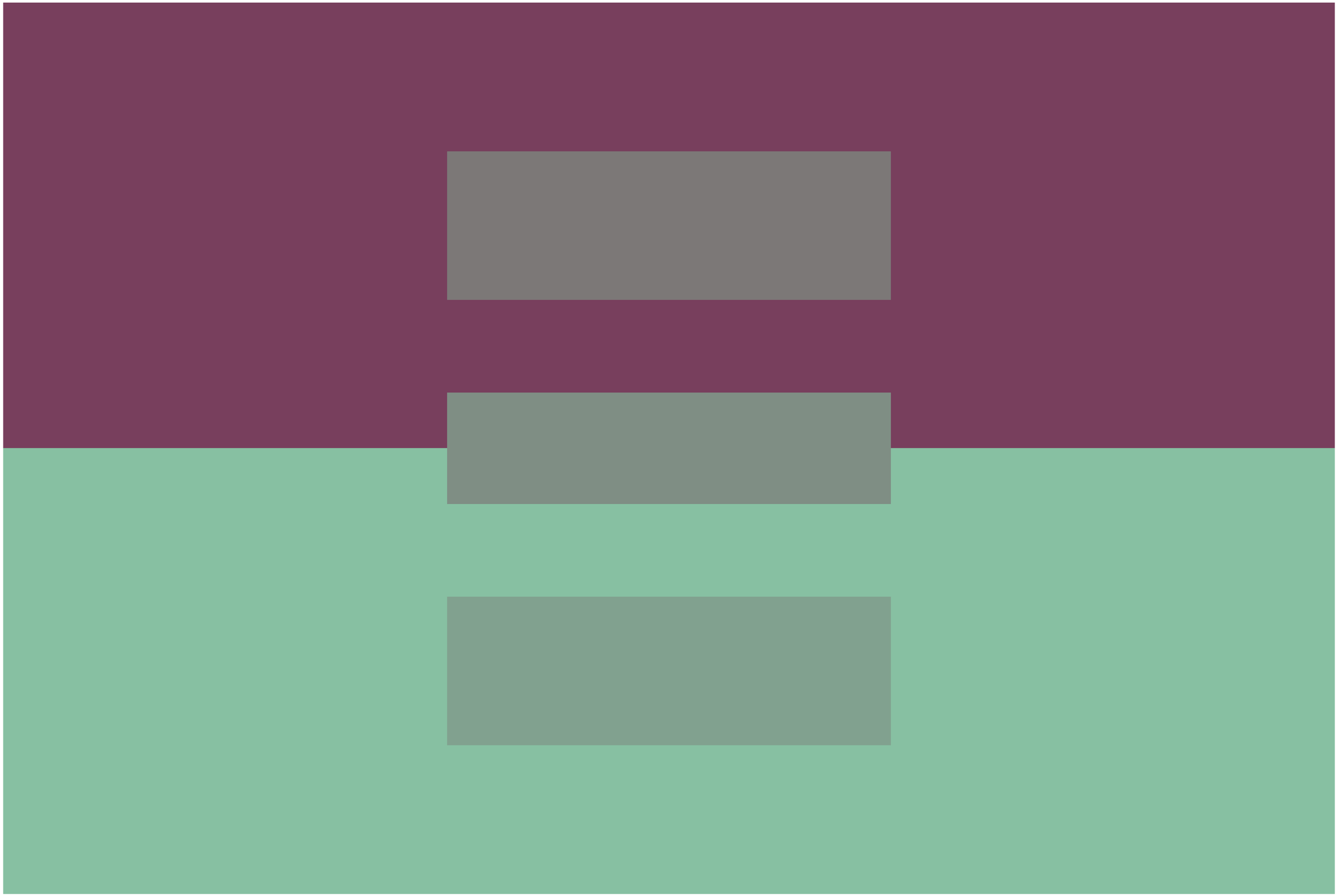
You may not even care. But even if you don't, thanks for caring enough to read on.

0xFF80895F 0xFF7F76A0 0xFF7F8277 0xFF7F7F83 0xFF7F7B8D

0xFFB15FFD 0xFF4EA002 0xFF9777CF 0xFF8883B2 0xFF768D8F



0xFF783F5D 0xFF87C0A2 0xFF7C7877 0xFF7F8E84 0xFF81A18F



```
// recipe for making 5 colors look like 3
// prepare the first and second colors
SecureRandom random = new SecureRandom();

int min = 0;
int max = 255;
int r1 = random.nextInt(max-min+1)+min;
int g1 = random.nextInt(max-min+1)+min;
int b1 = random.nextInt(max-min+1)+min;
color col1 = color(r1, g1, b1);

// the second color is opposite from the first color
color col2 = color(255 - red(col1),
                   255 - green(col1),
                   255 - blue(col1));

// evenly mix the first two colors to create
// the 'middle' color
float mixedred = sqrt((sq(red(col1))*0.5 +sq(red(col2))*0.5));
float mixedgreen = sqrt((sq(green(col1))*0.5 +sq(green(col2))*0.5));
float mixedblue = sqrt((sq(blue(col1))*0.5 +sq(blue(col2))*0.5));

color mid = color(mixedred, mixedgreen, mixedblue);

float c1_weight = 0.35;
float c2_weight = 0.65;

// calculate a weighted average of the first color and middle color
mixedred = sqrt((sq(red(col1))*c1_weight +sq(red(mid))*c2_weight));
```

```
mixedblue = sqrt((sq(blue(col1))*c1_weight +sq(blue(mid))*c2_weight));

color mixed1 = color(mixedred, mixedgreen, mixedblue);

// calculate a weighted average of the second color and middle color
mixedred = sqrt((sq(red(col2))*c1_weight +sq(red(mid))*c2_weight));
mixedgreen = sqrt((sq(green(col2))*c1_weight +sq(green(mid))*c2_weight));
mixedblue = sqrt((sq(blue(col2))*c1_weight +sq(blue(mid))*c2_weight));

color mixed2 = color(mixedred, mixedgreen, mixedblue);

// pre-translate the transformation matrix
// to the size of your margins
pushMatrix();
translate(margin, margin);
  rectMode(CORNER);

  // arrange opposing colors beside each other
  fill(col1);
  stroke(col1);
  rect(0,0,pgwidth,pgheight/2);
  fill(col2);
  stroke(col2);
  rect(0,pgheight/2,pgwidth,pgheight/2);

  // top with the middle colors
  fill(mixed1);
  noStroke();
```

```
fill(mixed2);
rect((pgwidth)/3,  (pgheight*2)/3, pgwidth/3, pgheight/6);

fill(mid);
rect(pgwidth/3, pgheight*0.4375, pgwidth/3, pgheight/8);

popMatrix();
```

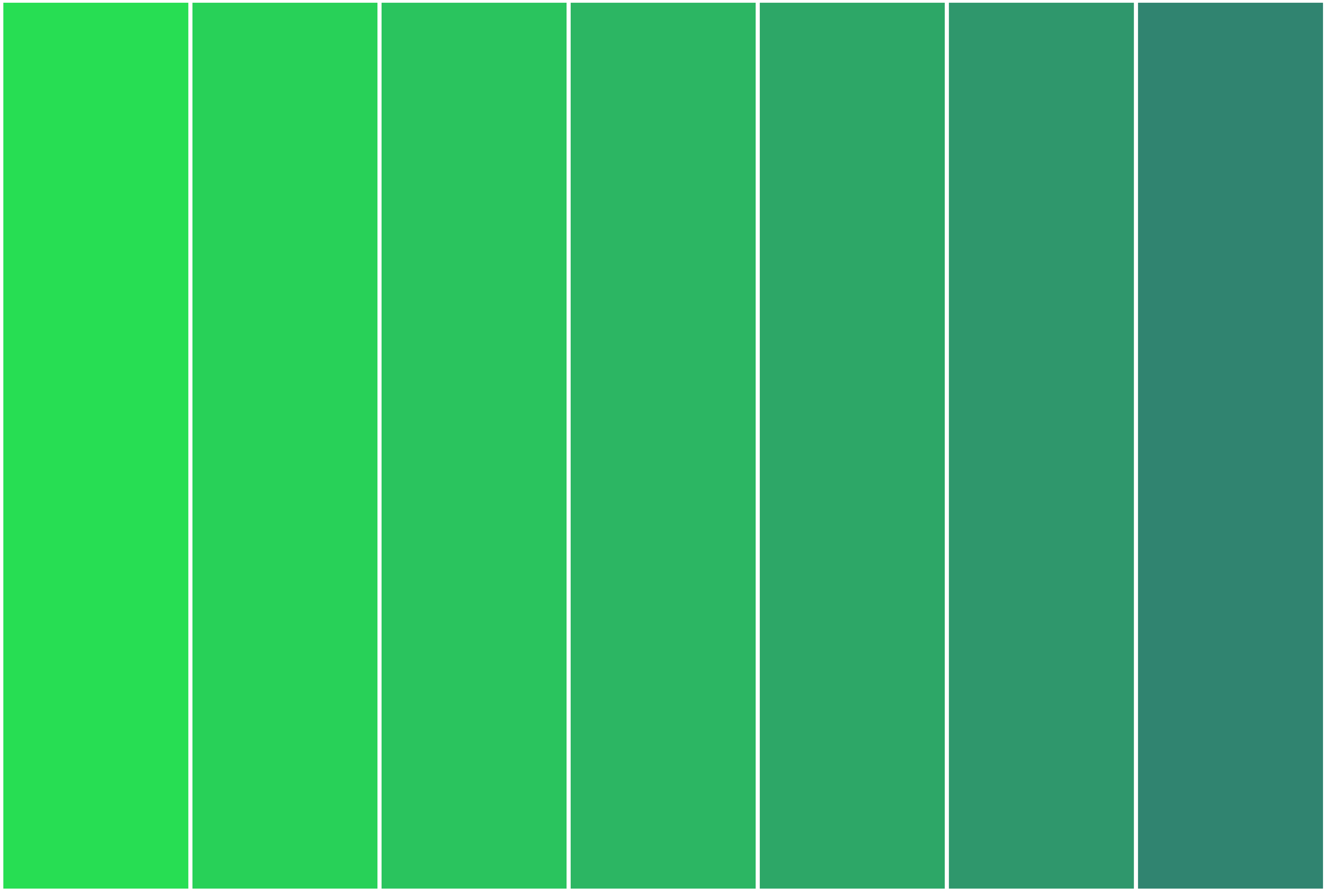
Chapter 05: Color Modulation

If you've been keeping up with the code segments (which you should--I painstakingly included them for a reason!), you could probably observe that a large portion of the studies boils down to just a bunch of math. This is because in computerland, colors (and all other things) are just numbers. Consider this: since every color is expressed as a number, then for a encoding scheme with 6 hexadecimal* numbers the value of colors ranges from 0 to 16,777,215--that gives us a total of 16,777,216 possible colors! Does that mean there are 16 million colors that exist in the world?

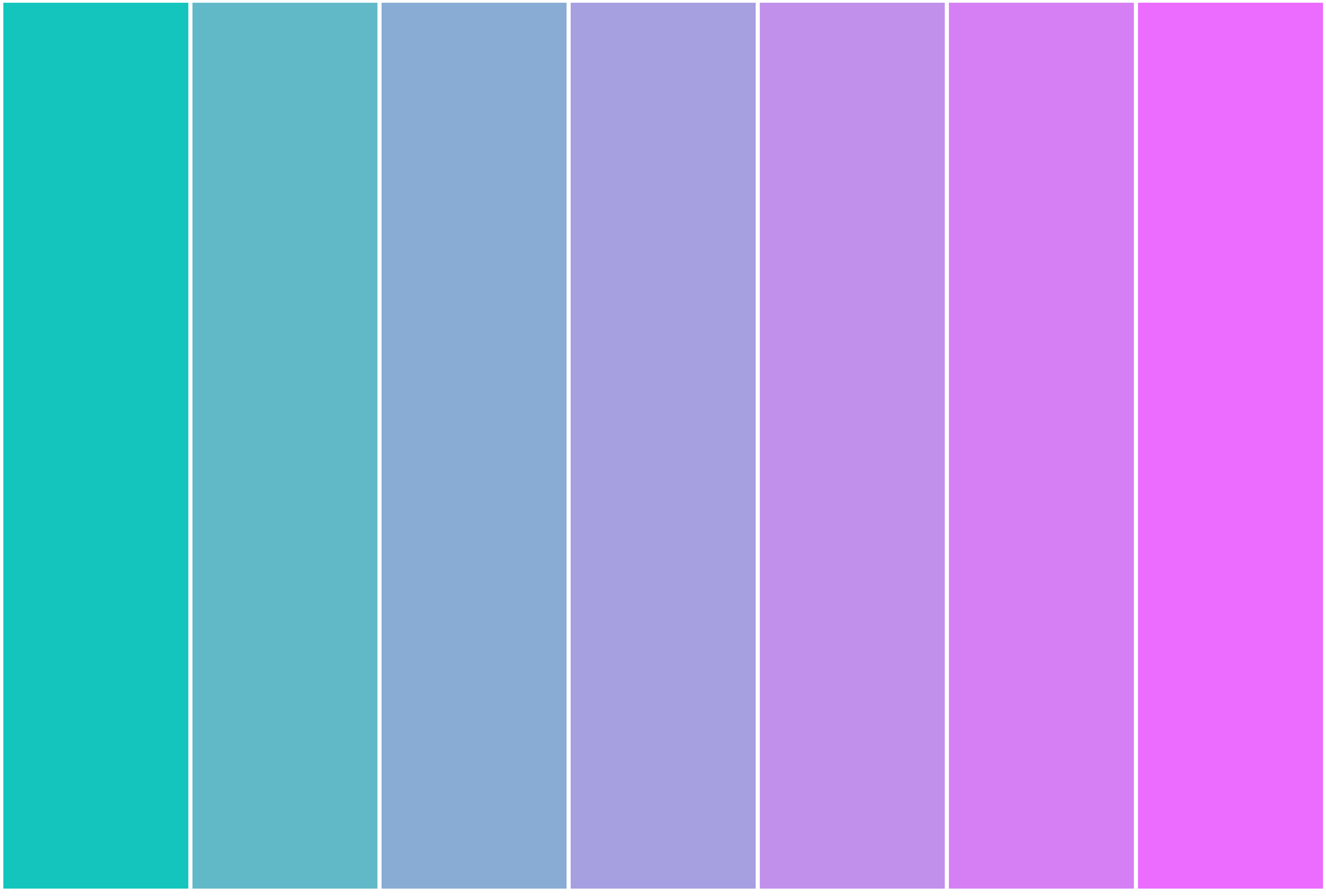
Well...no. It turns out that humans, on average, can only see about 10 million colors in a single viewing condition--so computers really encode 6 million more colors than necessary. So is the answer 10 million, then? Remember that the 10 million refers to the number of colors we can see in a SINGLE viewing condition. How many possible viewing conditions are there? And how do we take into account that color perception can differ from one person to another? That means the real answer is infinity. Now the question is: is the number of colors that exist in the world countably infinite, or uncountably infinite?** I suck at discrete math, so maybe someone else can answer this question for me.

*this is just a way of saying base-16, which is a very common numerical system for computers. Normal people think in base-10.
**for those who are not familiar with these terms: in mathland there are two infinities, the uncountable and countable. If that isn't weird enough, it has also been proven that the uncountable infinity is 'bigger' than the countable infinity.

0xFF27DE53 0xFF28D158 0xFF2AC45E 0xFF2CB663 0xFF2DA767 0xFF2F976C 0xFF308470



0xFF13C5BC 0xFF61B9C8 0xFF88ACD4 0xFFA69FE0 0xFFC090EA 0xFFD67FF5 0xFFEB6CFE



0xFF8EF70B

0xFF96F114

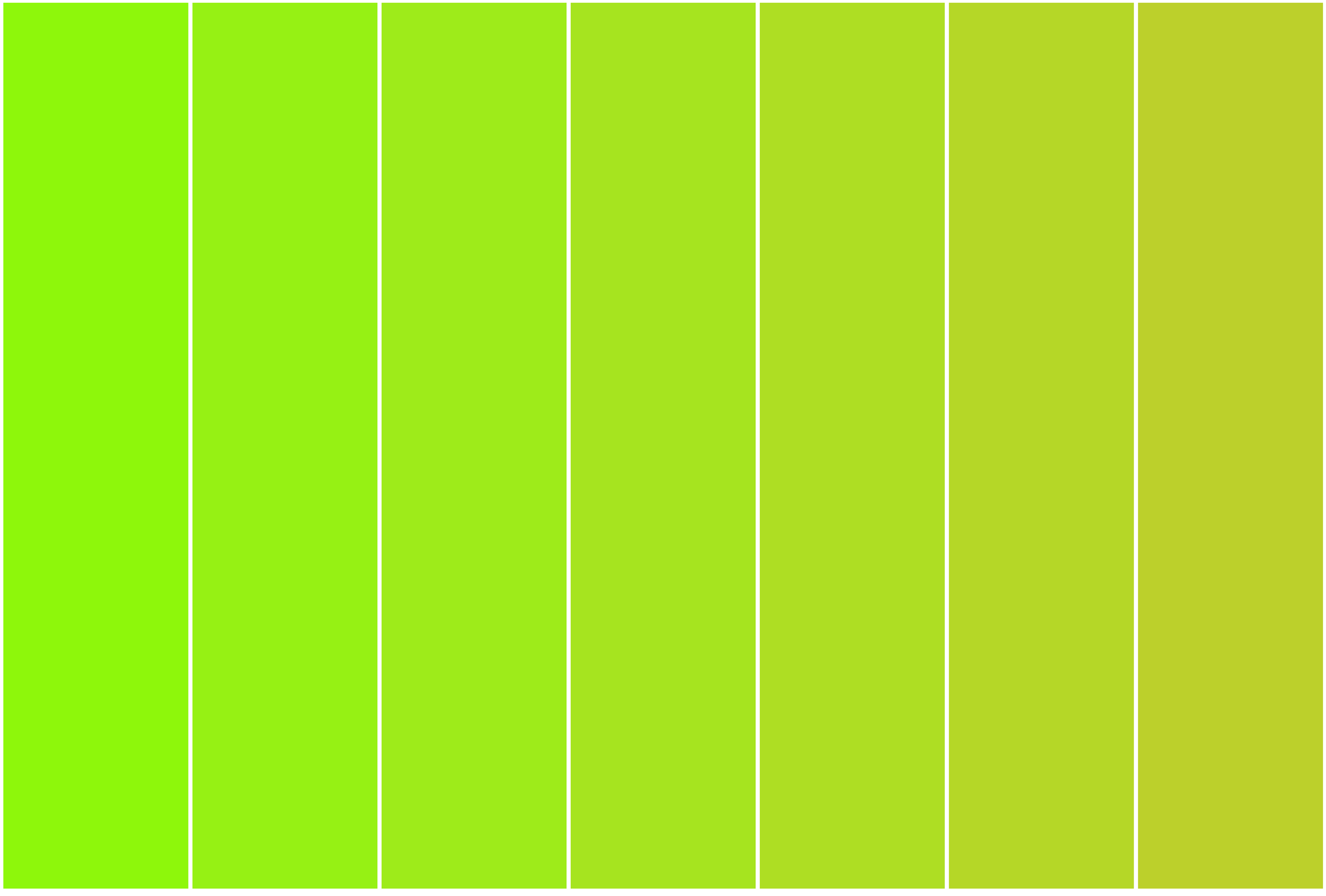
0xFF9EEB1A

0xFFA6E41F

0xFFAEDE23

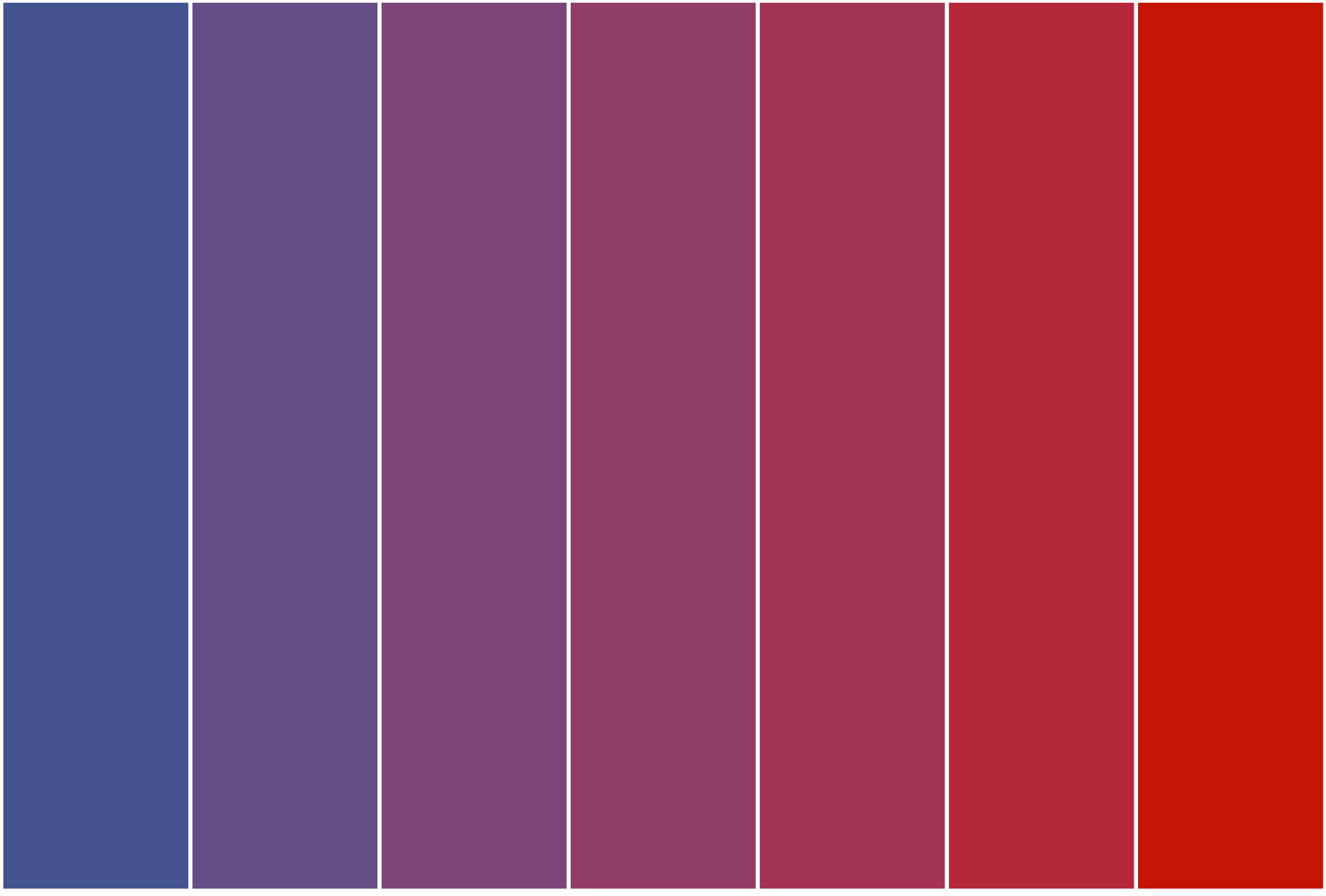
0xFFB5D727

0xFFBCD02B

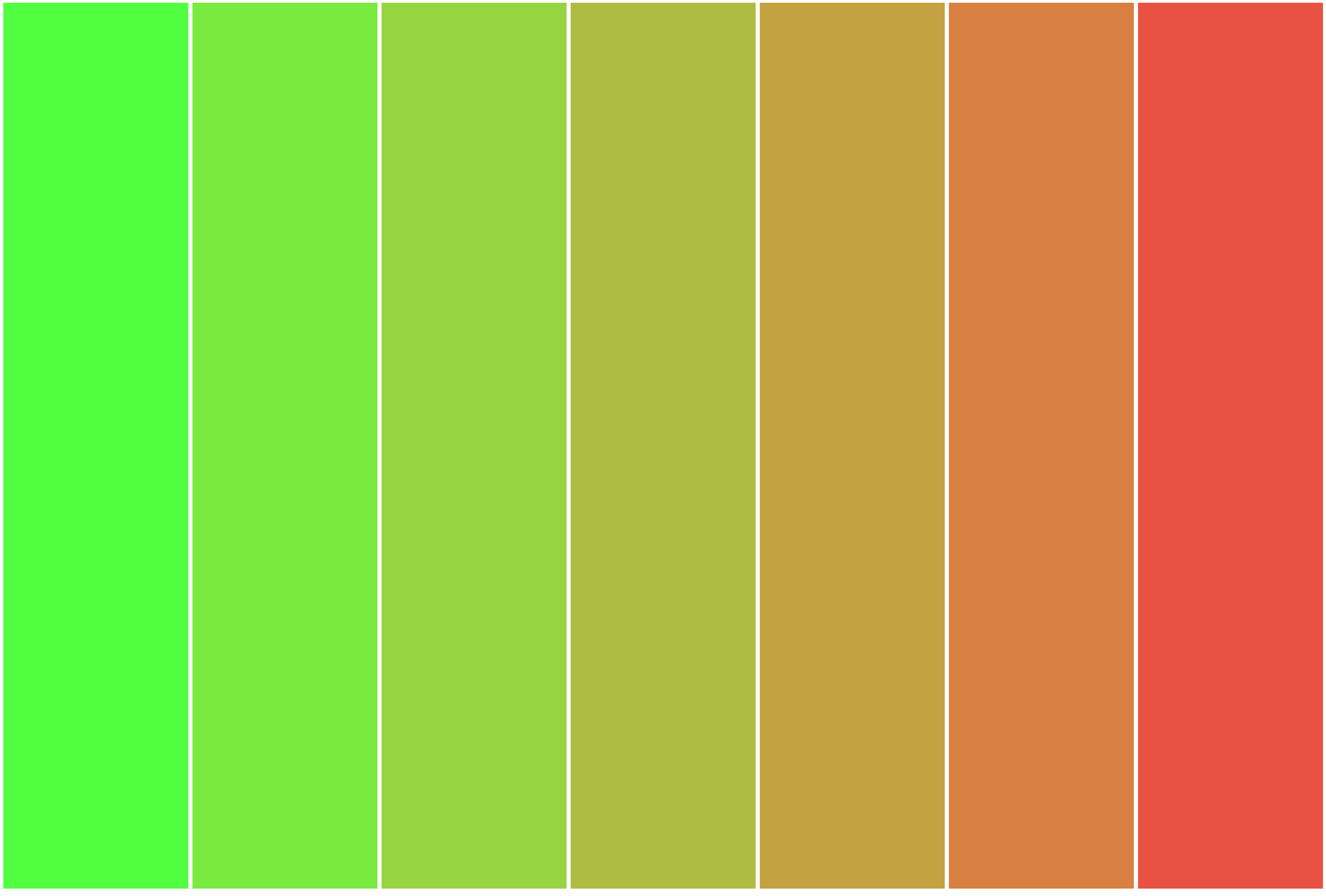


41

0xFF435392 0xFF644C85 0xFF7D4477 0xFF913C67 0xFFA33354 0xFFB4273B 0xFFC31502



0xFF52FF40 0xFF79EB40 0xFF96D540 0xFFAEBD41 0xFFC4A241 0xFFD78041 0xFFE95242

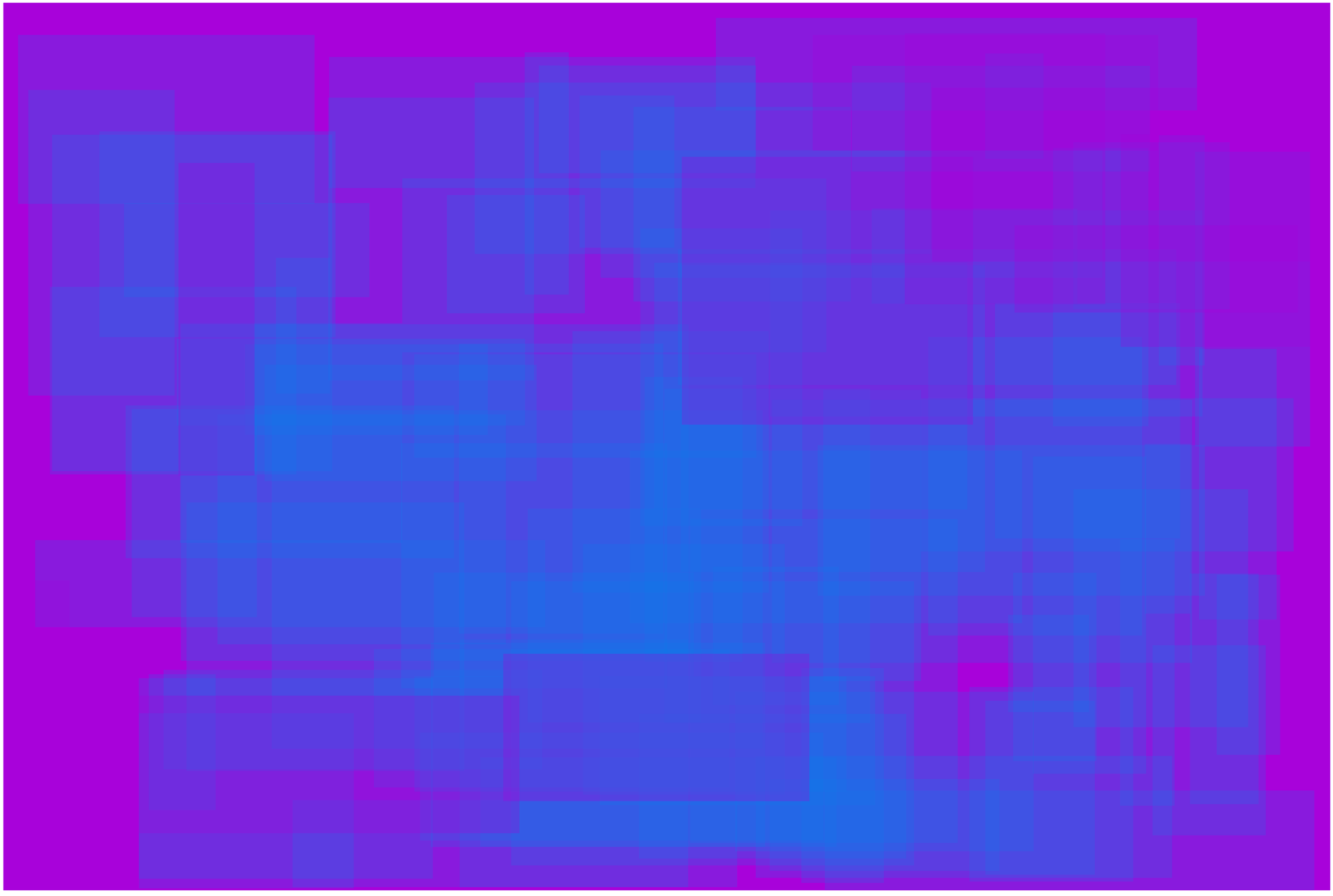


```
// recipe for color modulation

SecureRandom random = new SecureRandom();

// prepare the first color
int min = 0;
int max = 255;
int r1 = random.nextInt(max-min+1)+min;
int g1 = random.nextInt(max-min+1)+min;
int b1 = random.nextInt(max-min+1)+min;
color col1 = color(r1, g1, b1);

// then prepare the second color
int r2 = random.nextInt(max-min+1)+min;
int g2 = random.nextInt(max-min+1)+min;
int b2 = random.nextInt(max-min+1)+min;
color col2 = color(r2, g2, b2);

// make preliminary calculations
float numsteps = 7;
float step =  (1.0)/(numsteps-1);
float c1_weight = 1; // the starting weight for the first color
float c2_weight = 0;  // the starting weight for the second color
float gapsize = 10;
float rectwidth = pgwidth/numsteps - gapsize;

pushMatrix();
translate(margin, margin);
noStroke();
```

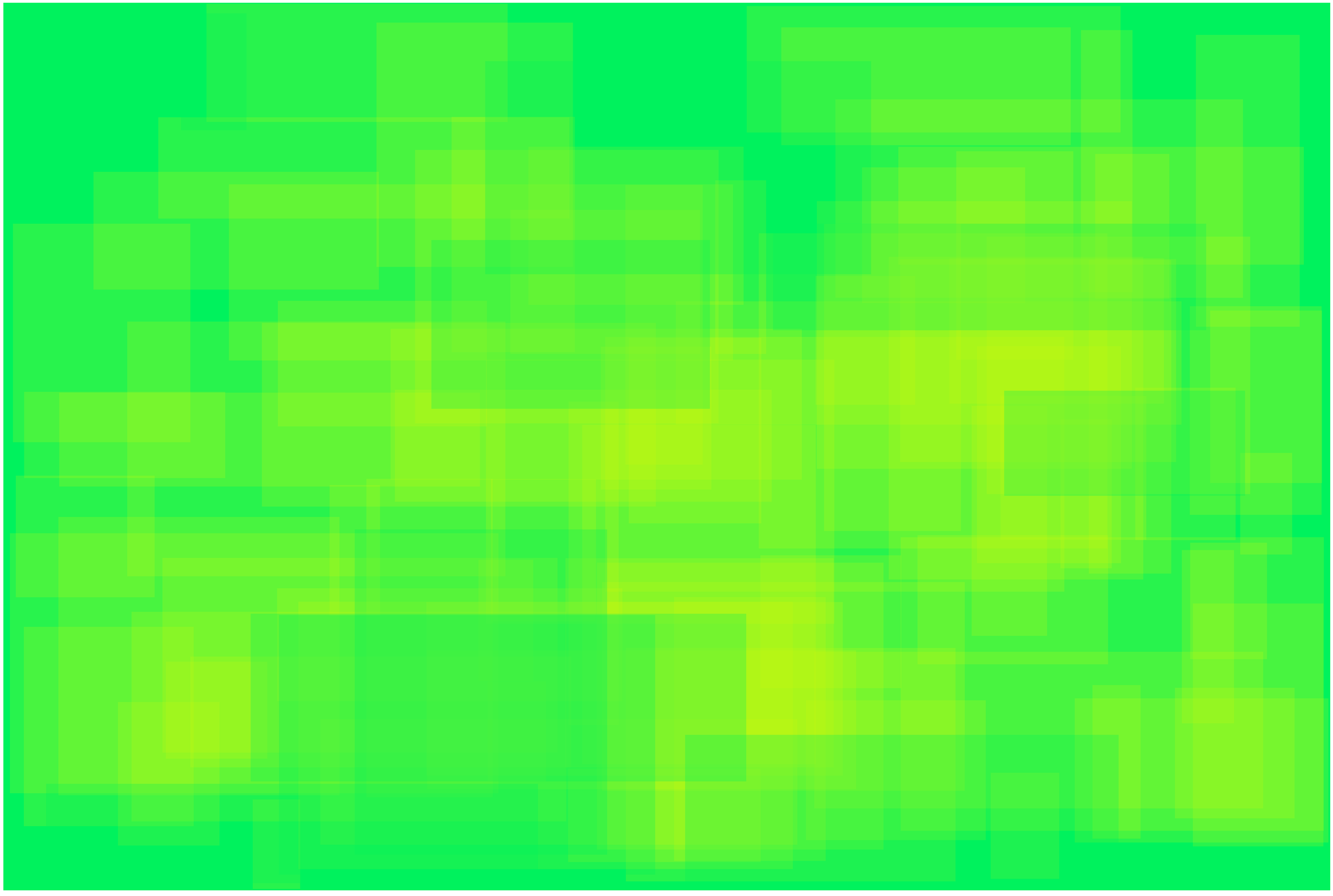
```
for(int i = 0; i < numsteps; i++) {
  // get a weighted average of the red, green, blue channels
  float mixedred = sqrt((sq(red(col1))*c1_weight +sq(red(col2))*c2_weight));
  float mixedgreen = sqrt((sq(green(col1))*c1_weight +sq(green(col2))*c2_weight));
  float mixedblue = sqrt((sq(blue(col1))*c1_weight +sq(blue(col2))*c2_weight));

  // prepare the color strip
  color stripcol = color(mixedred, mixedgreen, mixedblue);
  fill(stripcol);
  float posx = (rectwidth + gapsize)*i;

  // lay down the color strip
  rect(posx, 0, rectwidth, pgheight);

  text("0x"+hex(stripcol), posx, height*0.05 - margin);
  c1_weight -= step;
  c2_weight += step;

}

popMatrix();
```

Chapter 06: Bridging Colors

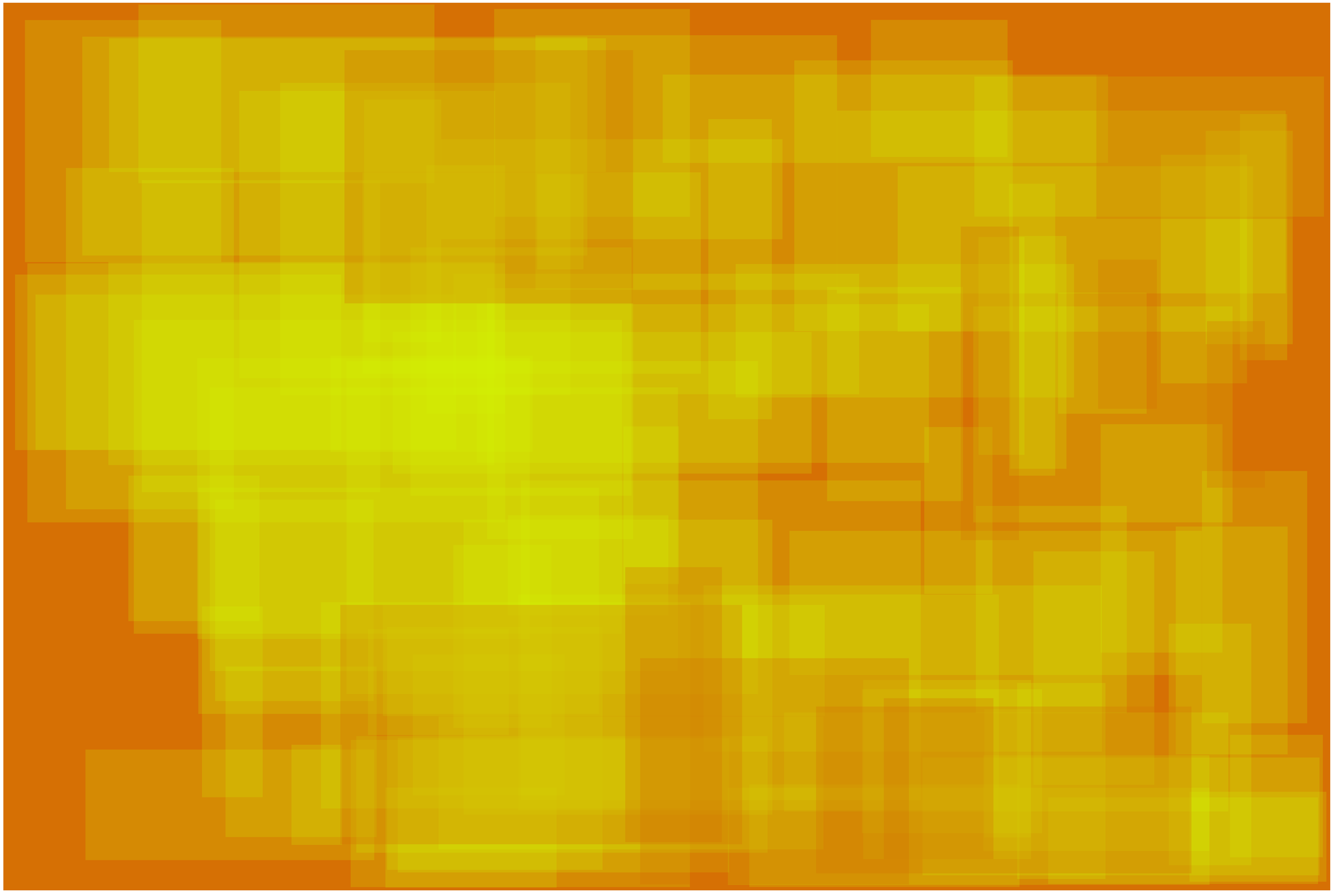
0xFF0B7FEC 0xFFA802DA



0xFFCFFB0E 0xFF00F25D



0xFFD2F604 0xFFD67004

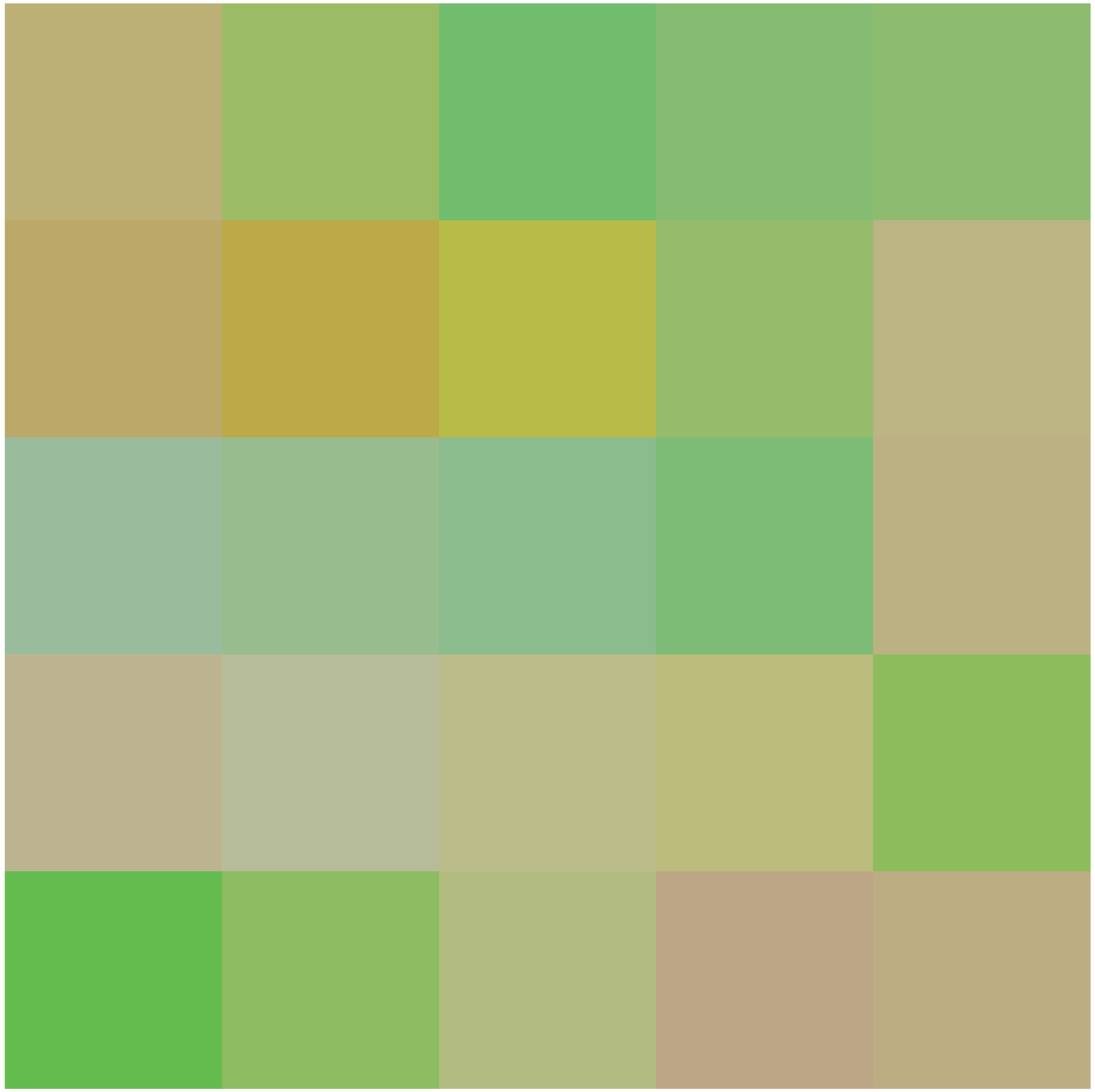


```
// recipe for using bridging colors

// switch working color mode to HSB
// before preparing the foreground color
colorMode(HSB,360,100,100);
SecureRandom random = new SecureRandom();

int min = 0;
int max = 360;
int h1 = random.nextInt(max-min+1)+min;

color col1 = color(h1, random(90,100), random(80,100));

rectMode(CORNER);
pushMatrix();
translate(margin, margin);
noStroke();

// glaze with the background color, which is opposite from the foreground color
// with a touch of randomness
color bg = color((hue(col1)+180+h2)%360, random(90,100), random(80,100));
fill(bg);
rect(0, 0, pgwidth,pgheight);

// randomly add 90 slices of the foreground color
for(int i = 0; i < 90; i++) {
  float posX = random(0, pgwidth-200);
  float posY = random(0, pgheight-200);
```

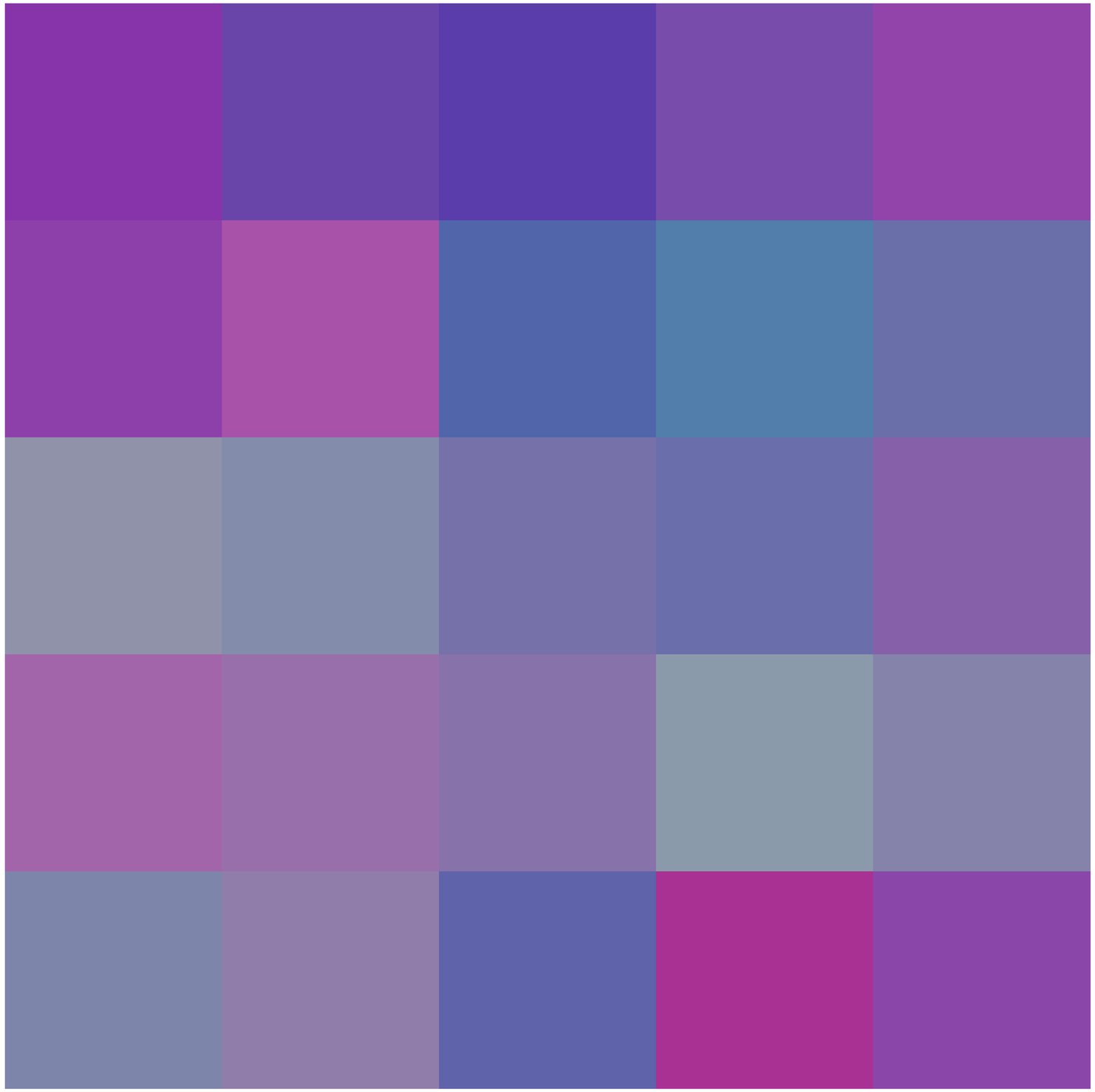
```
  float recth = random(200, min(800, pgheight-posY));

  // the slices can overlap with each other,
  // but they must be thin
  // like prosciutto
  fill(col1, 50);
  rect(posX, posY, rectw,recth);

}

// for balance, top with a few thin slices of the background color
for(int i = 0; i < 10; i++) {
  float posX = random(0, pgwidth-200);
  float posY = random(0, pgheight-200);

  float rectw = random(100, min(1200, pgwidth-posX));
  float recth = random(200, min(800, pgheight-posY));

  fill(bg,70);
  rect(posX, posY, rectw,recth);

}

popMatrix();
colorMode(RGB);
```

Chapter 07: Same Value Studies

value: 74



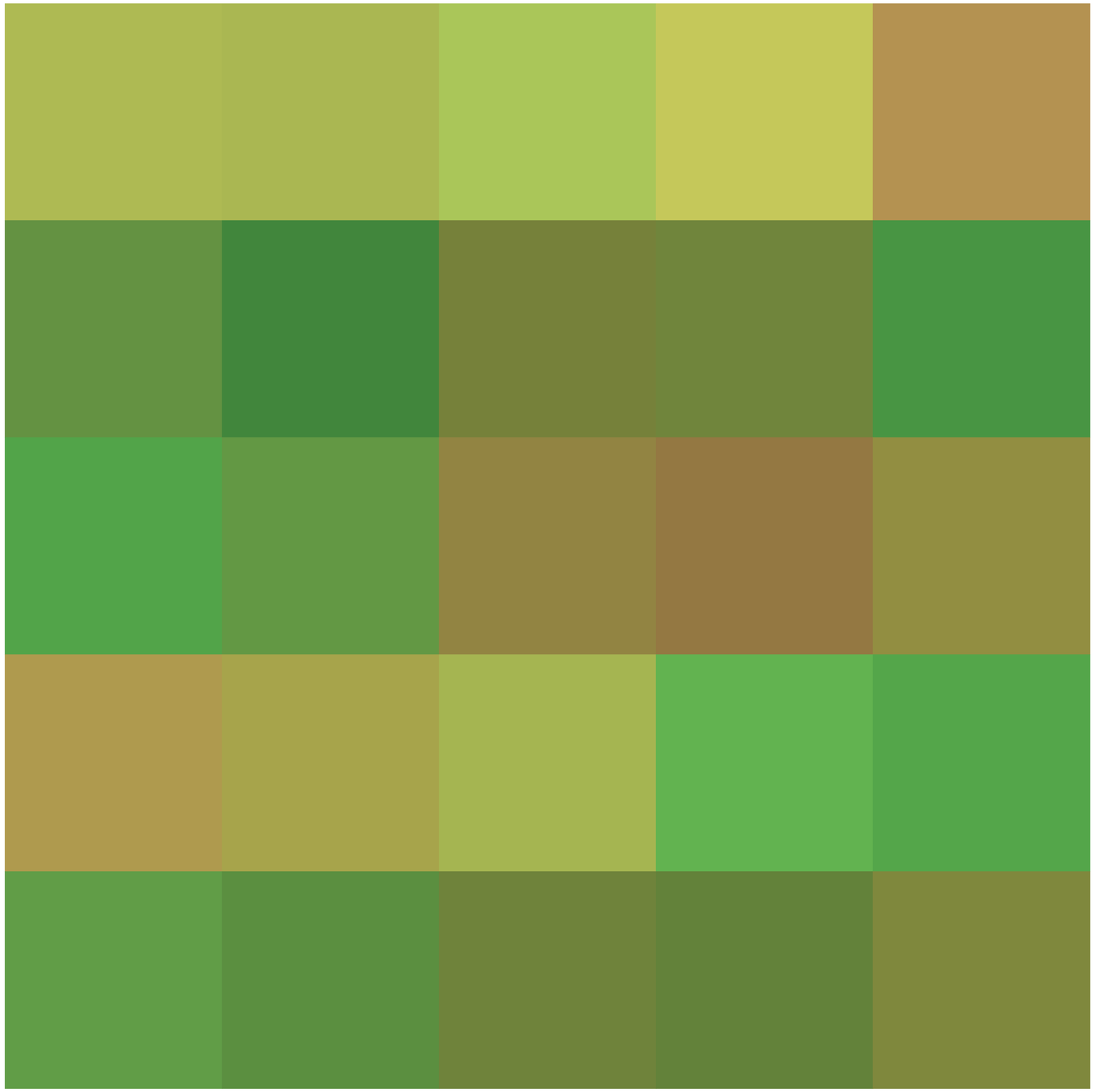
value: 67



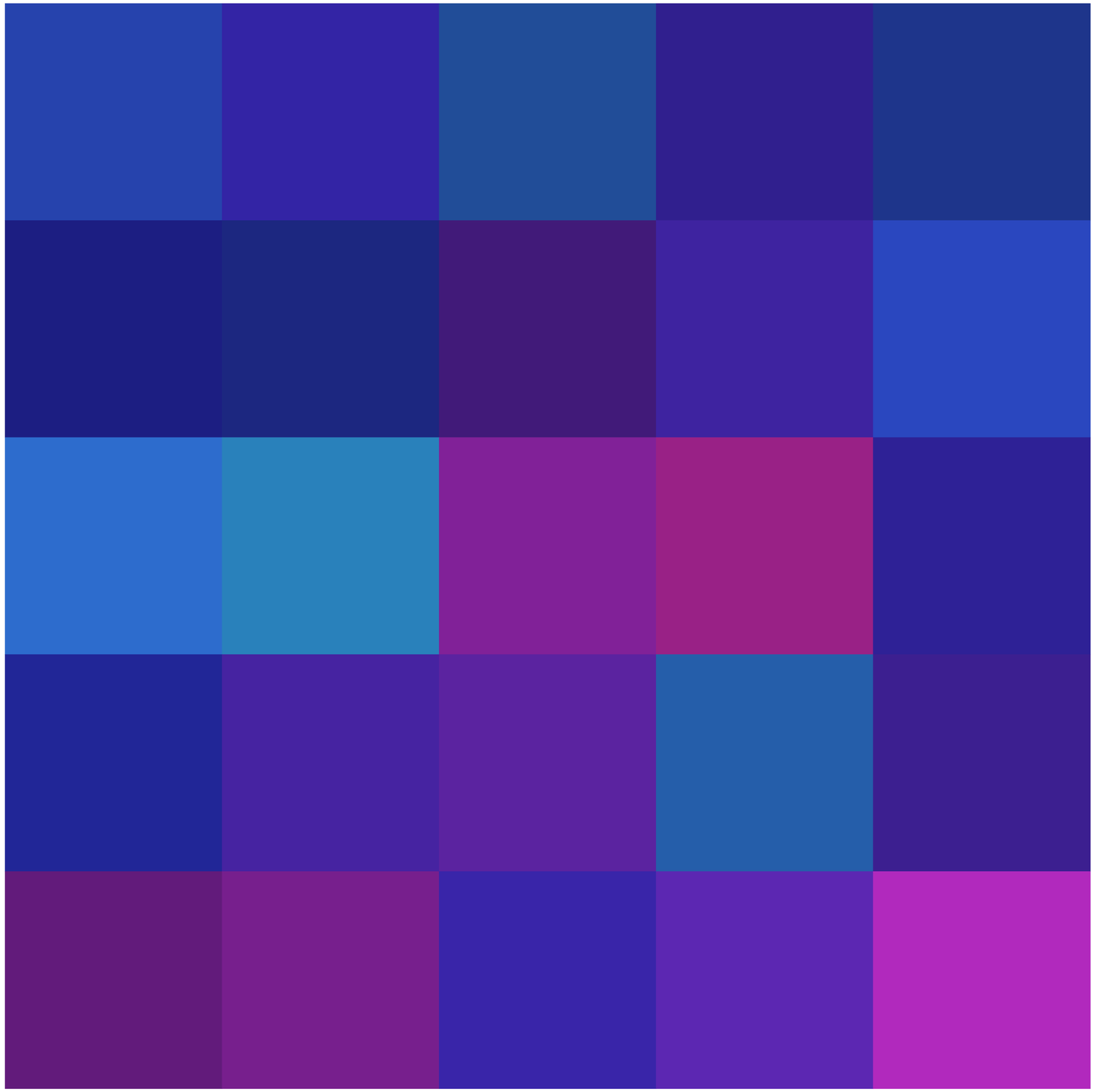
```
// recipe for same value studies (a la Johannes Itten)

// switch working color mode to HSB
// before preparing the foreground color
colorMode(HSB,360,100,100);
SecureRandom random = new SecureRandom();

int min = 20;
int max = 100;
int value = random.nextInt(max-min+1)+min;

rectMode(CORNER);
pushMatrix();
translate(margin + 500, margin);
noStroke();

  // sprinkle squares in a matrix, randomly
  for(int row = 0; row < 5; row++) {
    for(int col = 0; col < 5; col++) {
      color squarecol = color(random.nextInt(361), random.nextInt(71)+30, value);

      fill(squarecol);
      stroke(squarecol);
      rect(400*col, 400*row, 400, 400);
    }

  }

  popMatrix();
```

Chapter 08: Same Saturation Studies

saturation: 55



saturation: 78



Appendix: Palettes

artist:
James Jean

0xFFDCCECB

0xFFBBA49C

0xFF957668

0xFF654339

0xFF3B221F

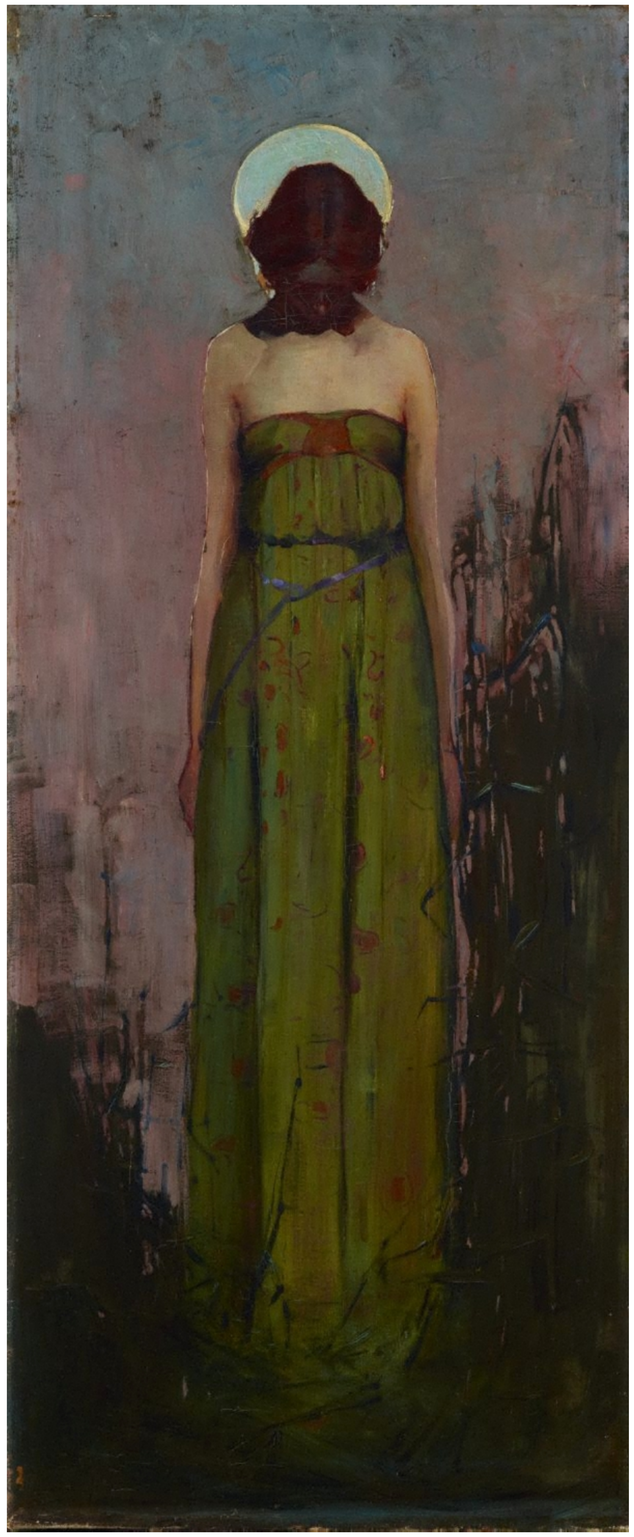
0xFF1B0F10

0xFFF2EDEB

artist:
Gustav Klimt

0xFFB48261
0xFF8A5C44
0xFFDAA36A
0xFFF2C171
0xFF694533
0xFF342523
0xFF161011
0xFFCFB7AB
0xFFBCA296
0xFF937F78

artist:
Sydney Long



0xFF69605B

0xFF514E44

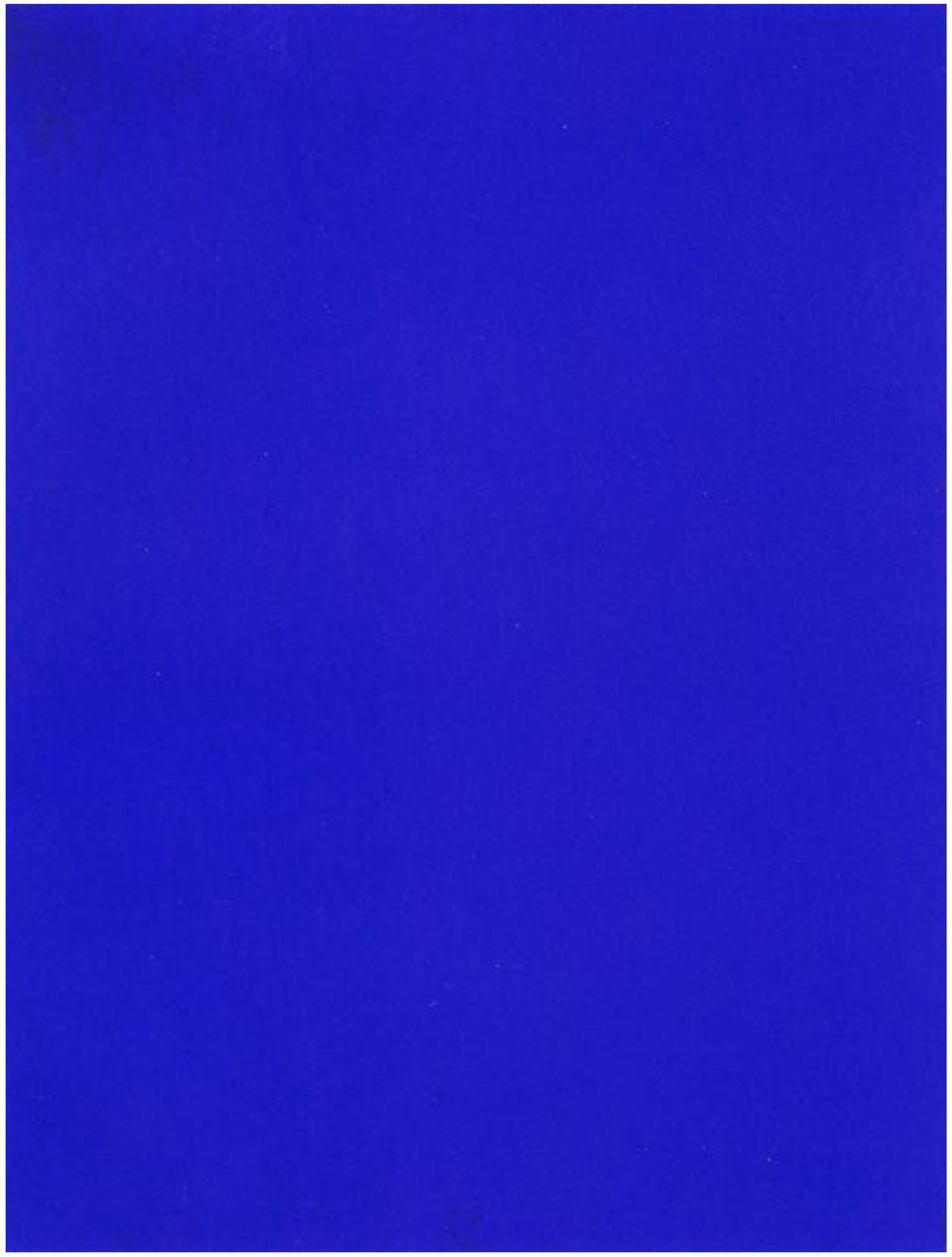
0xFF96876D

0xFF2F211A

artist:
Alphonse Mucha

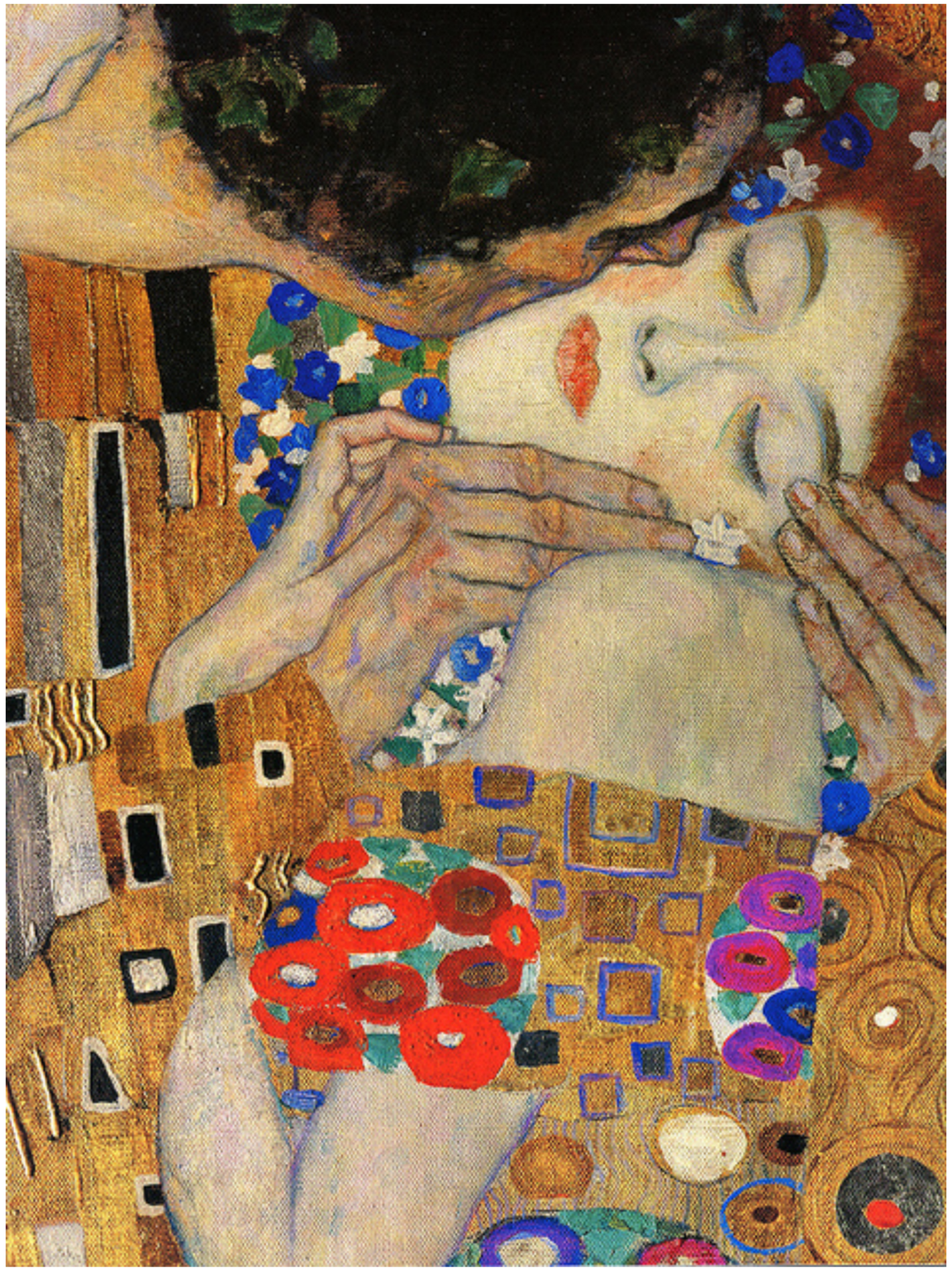
0xFFFBFAFB
0xFF526246
0xFF221317
0xFF4A242B
0xFF623130
0xFF894C2B
0xFFB2632D
0xFFD27529
0xFFE78C32
0xFFD9691B
0xFFBC4F17

artist:
Yves Klein



0xFF201BC4

artist:
Gustav Klimt



0xFFC6A676
0xFFE3CD9E
0xFF947150
0xFF604939
0xFF35332A
0xFF151616
0xFFB0763F
0xFFE07331
0xFFAB9D82
0xFF874223
0xFF122E91

artist:
Sean Soong

0xFF0F1819

0xFF2E3B38

0xFF5E4A3A

0xFF4E6F6D

0xFF888D7E

0xFFBDCCBD

0xEE81583C

0xFF203C3D

0xFFA19C86

artist:
Cy Twombly

0xFFD5D2CC

0xFF9E766B
0xFF784B45

0xFFD9DAD4

0xFF4F3936

0xFF352826

0xFF1A1313
0xFFC86C7F
0xFFA83640

0xFF662527

0xFF8F2627

artist:
Alphonse Mucha

0xFFEAC6A9
0xFFCE996F
0xFFB16E44
0xFF6F2A0D
0xFF40140A
0xFE1A0806
0xFF933812
0xFFB55527
0xFFD17C4A
0xFFE79469

artist:
Tatsuyuki Tanaka

0xFFAF9888
0xFFD4C0B7
0xFF8B7667
0xFF624E41
0xFF423126
0xFF211811
0xFF0F0E08

```
ArrayList<Pixel> colors = new ArrayList<Pixel>();
float tolerance = 50.0;
int totalCount = 0;
float proptolerance = 0.005;
PImage[] images = new PImage[folderimages];
String[] names = new String[folderimages];

// recipe for palette grabber
public class Pixel {
  public ArrayList pixelgroup;
  public int count;
}

float colorDist(color c1, color c2) {
  float r = red(c1) - red(c2);
  float g = green(c1) - green(c2);
  float b = blue(c1) - blue(c2);

  return sqrt(sq(r) + sq(g) + sq(b));
}

void addPixel(color currpix) {
  Pixel p = new Pixel();
  // head of  the color group
  p.pixelgroup = new ArrayList();
  p.pixelgroup.add(currpix);
  p.count = 1;
  colors.add(p);
  totalCount++;
```

```
boolean notBlackorWhite(color col)  {
  return ((col != 0.0) && (col != 255.0));
}

void palettePage(int imgindex)  {
  totalCount = 0;

  // rinse palette before use
  for(int i = colors.size()-1; i >= 0 ; i--)  {
     colors.remove(i);
  }
  PImage sourceimg = images[imgindex];

  sourceimg.resize(0,  (int)pgheight);
  int iwidth = sourceimg.width;
  int iheight = sourceimg.height;
  color temp = sourceimg.get(0,0);
  float palettepos = sourceimg.width + 50;

  // extract colors from image
  // and add them to the palette
  for(int i = 0; i < iheight; i++)  {
    for(int j = 0; j < iwidth; j++)  {
      color currpix = sourceimg.get(i,j);

      if(notBlackorWhite(currpix))  {
        if(colors.size()  == 0)  {
          addPixel(currpix);
```

```
else {
  int idx;
  boolean foundMatch = false;
  int prevIdx = 0;
  float minDist = 0.0;

  // look through existing colors in the palette
  for(idx = 0; idx < colors.size(); idx++) {
    float currDist = colorDist(currpix, (Integer) colors.get(idx).pixelgroup.get(0));
    // if the color is in the palette
    if(currDist < tolerance) {
          // increase the count for the palette color closest to
          // the current pixel
          if(foundMatch && (currDist < minDist)) {
  colors.get(idx).count++;
  colors.get(prevIdx).count--;
  colors.get(idx).pixelgroup.add(currpix);

  prevIdx = idx;
  minDist = currDist;
}
else if(!foundMatch) {
  colors.get(idx).count++;
  colors.get(idx).pixelgroup.add(currpix);
  totalCount++;
  foundMatch = true;
  prevIdx = idx;
  minDist = currDist;
```

```
            }
        }

        if(!foundMatch) {
          addPixel(currpix);

        }

      }
    }
  }
}

int netCount = totalCount;
for(int idx = 0; idx < colors.size(); idx++) {
  float prop = colors.get(idx).count / ((float)totalCount);

  if(prop < proptolerance) {
    netCount -= colors.get(idx).count;
  }
}
rectMode(CORNER);
float ypos = 0f;

pushMatrix();
// place image a little to the right of your margins
translate(margin + 700, margin);
image(sourceimg, 0,0);
// place palette beside image
```

```
float prop = colors.get(i).count / ((float)netCount);

// if there is enough of the color in the image, display it
if(prop >= proptolerance) {
  float rheight = pgheight*prop;
  float totred = 0;
  float totgreen = 0;
  float totblue = 0;

  // calculate an average value of the colors in each group
  int groupsize = colors.get(i).pixelgroup.size();
  for(int j = 0; j < groupsize; j++) {
    Pixel thepixel = colors.get(i);
    color currcolor = (Integer) thepixel.pixelgroup.get(j);
    totred += red(currcolor);
    totgreen += green(currcolor);
    totblue += blue(currcolor);
}
color paletteColor = color(totred/groupsize, totgreen/groupsize,totblue/groupsize);

stroke(paletteColor);
fill(paletteColor);
rect(palettepos, ypos, 300, rheight);

// top it off with the hex value for the colors
textFont(mainFont, 40);
fill(paletteColor);
text("0x"+hex(paletteColor), palettepos + 350, ypos+30);
```

```
      }
    }

    popMatrix();

}
```

A special thanks to
Clayton Merrell
and Bob Bingham
and Rafael Abreu-Canedo
for your guidance and support.