[whistle]The skeleton program allows the user to paint outside the boundary of the paint rectangle, then erases this region when the stroke is completed. Change this to clip brush strokes to the region as they're being painted.

[bell+whistle]A different solution to the problem of not being able to see where you're painting is to show a dimmed version of the painting on the canvas. Add a slider that allows the user to fade in or fade out the original image beneath the user's brush strokes on the canvas. (Beware, this bell and whistle is more difficult than it looks).

[bell][bell]Design a brush that can be used to stretch and pull the image as if it were rubber. See [Warp George Bush](http://mostfungames.com/warp-george-bush.htm).

[bell][bell][bell][bell]Given a source image, construct a new image that is really a mosaic of small (thumbnail) images. To do this, you need to partition the original into tiles and find new thumbnails that are reasonable matches to the tiles. Then draw the new image by substituting the thumbnails for the tiles. See, for example, Adam Finkelsteins [Web Gothic](http://www.cs.princeton.edu/~af/cool/webgothic.html). Credit will vary depending on the success of your method.

[bell][bell][bell][bell]Extend the Impressionist program to work with video. The user should be able to load a series of images from a video and set up some initial parameters, and the program should *automatically*generate an impressionistic version of the video. The video should exhibit temporal coherency.

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