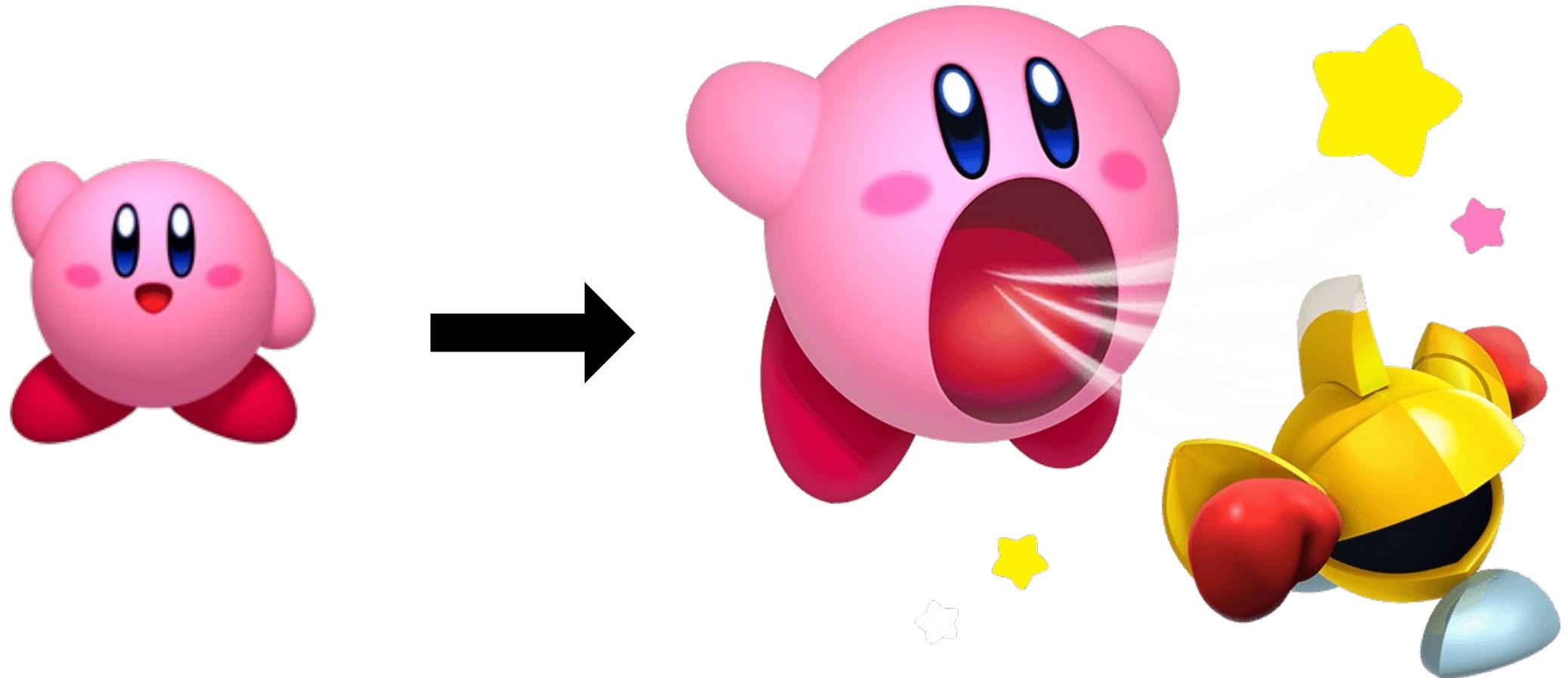


A vibrant collage of Kirby and Mario characters in various costumes and settings. In the top left, Kirby wears a purple diving helmet and goggles, spraying water from his nose. Next to him is a pink pony-like character with a blue flower crown. In the center, a small blue character with a green hat and bubbles is floating. On the right, a large, close-up view of Kirby's face shows his pink skin, large white eyes with blue pupils, and a red mouth. At the bottom, Kirby is shown in his classic yellow and red form, holding a sword that is on fire. Mario is also present in the bottom left, wearing his signature red cap and holding an umbrella.

P#7 Kerby

by faceOSC
20201127 이창현

Idea



SOURCE : <https://www.nintendo.co.kr/switch/ah26a/pc/>

Process

- Get the position of the mouth, eyes, nose, etc. via faceOSC.
- Based on this information, draw a Kirby.
- Initially, create a single mob.
- If the size of the mouth is larger than a certain size, the mob will shrink and be sucked into the mouth.
- A hat is created based on the mob being sucked in.
- When the key is pressed, the hat disappears and a new mob is randomly generated.

Code

```
78 void setup() {
79   size(1000, 700);
80   frameRate(120);
81
82   back = loadImage("back.png");
83   back.resize(1000, 700);
84
85   eye = loadImage("eye.png");
86   beam = loadImage("beam.png");
87   fire = loadImage("fire.png");
88   sand = loadImage("sand.png");
89   waddledoo = loadImage("waddledoo.png");
90   burningleo = loadImage("burningleo.png");
91   sandran = loadImage("sandran.png");
92
93   beam.resize(kerby, kerby);
94   fire.resize(kerby, kerby);
95   sand.resize(kerby, kerby);
96   eye.resize(10,20);
97
98   oscP5 = new OscP5(this, 8338);
99   oscP5.plug(this, "found", "/found");
100  oscP5.plug(this, "poseScale", "/pose/scale");
101  oscP5.plug(this, "posePosition", "/pose/position");
102  oscP5.plug(this, "poseOrientation", "/pose/orientation");
103  oscP5.plug(this, "mouthWidthReceived", "/gesture/mouth/width");
104  oscP5.plug(this, "mouthHeightReceived", "/gesture/mouth/height");
105  oscP5.plug(this, "eyeLeftReceived", "/gesture/eye/left");
106  oscP5.plug(this, "eyeRightReceived", "/gesture/eye/right");
107  oscP5.plug(this, "eyebrowLeftReceived", "/gesture/eyebrow/left");
108  oscP5.plug(this, "eyebrowRightReceived", "/gesture/eyebrow/right");
109  oscP5.plug(this, "jawReceived", "/gesture/jaw");
110  oscP5.plug(this, "nostrilsReceived", "/gesture/nostrils");
111
112  // 몸 이미지 배열 초기화
113  mobs = new PImage[]{waddledoo, burningleo, sandran};
114  // 모자 이미지 배열 초기화
115  hats = new PImage[]{beam, fire, sand};
116
117 }
118 }
```

```
245 void drawMob() {
246   // 몸 이미지가 현재 몸을 중심으로 그려지도록 위치 조정
247
248
249   if (mouthHeight > 5) {
250     mobSize_d = 0.6;
251   }
252   else{
253     mobSize_d = 0;
254   }
255
256   mobX = mobX-mobSize_d*5/2;
257   mobY = 10-mobSize;
258   mobSize = mobSize - mobSize_d;
259   if(mobSize > 0){
260     image(mobs[checkmob], mobX,mobY, mobSize,mobSize);
261   }
262   if(mobSize<0){
263     cheakhat = checkmob;
264     image(hats[cheakhat],0-kerby/2+5,0-(kerby*5/4));
265     textSize(10);
266     text("press [SPACE] to create new MOB!",-60, 60);
267   }
268
269 }
```

Screenshot



My screenshot application does not working...