Nathan Nickerson Tasks

= DONE

= Started, not complete

= Not started

~~~~~ASSIGNED TASKS~~~~~

-Week 1

 Set up the applet.

Load an image into the applet.

Display a loaded image into the applet.

Be able to load an image with JAI and manipulate the pixels

within the image.

* Interesting RenderedOP documentation: <http://docs.oracle.com/cd/E17802_01/products/products/java-media/jai/forDevelopers/jai-apidocs/javax/media/jai/RenderedOp.html>
* Documentation for PlanarImage: <http://docs.oracle.com/cd/E17802_01/products/products/java-media/jai/forDevelopers/jai-apidocs/javax/media/jai/PlanarImage.html>
* JAI API Tutorial (PDF)

<https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=1&ved=0CC8QFjAA&url=http%3A%2F%2Fseer.ufrgs.br%2Frita%2Farticle%2Fdownload%2Frita_v11_n1_p93-124%2F3555&ei=Y8zdUY2jDMGmigKCtoDwDQ&usg=AFQjCNEY9Ze1dtZ2x6gTj7C4vtt0QT3h1A&sig2=AgDbWpvjptsJgyzzCc_DOw>

* Remember this: Each pixel has bands. A band represents R (red), G (green), or B (blue).

Add scroll bars to the applet to see the whole image.

Start manipulating a loaded image.

Figure out what color values red eye has.

- I couldn’t find set in stone red eye RGB values.

- I played around with a color chooser and found RGB values

that would make sense for the average person. If a person

had an eye disease, the red eye color would not be red.

~~(175, 0, 0) for the darkest red.~~

~~(255, 0, 0) for the purest red.~~

~~(255, 75, 75) for the minimal red.~~

(Document under the documentation directory with red eye

sample data.)

Create a bounding box for the pixels that contain the red eye

values.

Find the eye in a picture.

Create a bounding box for the eye.

* + Make the bounding box a different color than the bounding box for red eye colors.

----------------------------Goal for week 1 ends here----------------------------

Get the original eye color.

* Check to see if it is possible there’s some color on the edge of the red.
* Check to see if the other eye is not red. If not, grab that color.

Change the redness in the eye to the original color.

----------------------------Stretch goal for week 1 end here--------------------

Week 2 -

Be able to draw in the applet.

* Hold down the left click and drag with drawing happening as the pointer moves through the applet.

Custom Brushes

* Instead of drawing a pixel, have a preset of pixels to be drawn anywhere the pointer chooses.

|  |  |  |
| --- | --- | --- |
| Date | Day | Description |
| July 8th, 2013 | Monday | * Applet Setup, Load and display image. * Experiment with JAI |
| July 9th, 2013 | Tuesday | * Experiment with JAI |
| July 10th, 2013 | Wednesday | * Experiment with JAI |
| July 11th, 2013 | Thursday | * Start Red Eye Removal |
| July 12th, 2013 | Friday | * Red Eye Removal |
| July 13th, 2013 | Saturday | * Red Eye Removal |
| July 14th, 2013 | Sunday | * Red Eye Removal |
| July 15th, 2013 | Monday | * Finish Red Eye Removal |
| July 16th, 2013 | Tuesday | * Start Drawing Tool |
| July 17th, 2013 | Wednesday | * Finish Drawing Tool |
| July 18th, 2013 | Thursday | * Start Custom Brushes |
| July 19th, 2013 | Friday | * Custom Brushes |
| July 20th, 2013 | Saturday | * Custom Brushes |
| July 21st, 2013 | Sunday | * Finish Custom Brushes |

~~~~~END OF ASSIGNED TASKS~~~~~

~~~~~UNASSIGNED TASKS~~~~~

~~~~~END OF UNASSIGNED TASKS~~~~~

~~~~~Meetings~~~~~

1st Meeting: July 10, 2013 – Need to make more realistic goals with some stretches to know if the work is good enough. Need to re-word vague tasks for example: “Dig into JAI” could be, “Be able to load an image with JAI and manipulate the pixels within the image.”

* Need to put project files into the code directory and use .gitignore to ignore any unwanted files to commit.
* No status color for this week.

2nd Meeting: July 17, 2013 -

~~~~~End of Meetings~~~~~