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.

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

values.

* For the bounding box, an annotation class in the JAI API can put annotations over an image.

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.

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| 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.

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