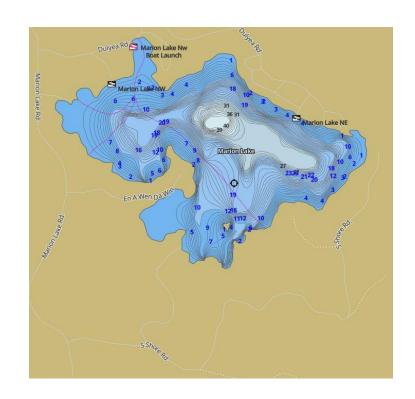
# Marion Lake

LEGO Depth Map
Instructions



# The Finished Product should look something like this...



This LEGO set is made of 36 tiles. Each tile is 16x16 studs. The top left is labeled 1-1, and while the one to the right of it is 1-2, and below it is 2-1. This pattern continues until 6-6 in the bottom right corner.

## This LEGO set requires:

- Dark Blue covering 234 studs
- Medium Blue covering 344 studs
- Light Blue covering 1868 studs
- Brown / Green covering 6770 studs

Covering a total of 9216 studs...

Tile 1-1, 1-5, 1-6, 4-1, 4-2, 5-1, 5-2, 5-5, 5-6, 6-1, 6-2, 6-3, 6-4, 6-5, 6-6

(make 15 of these)

```
3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
[3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
[3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
[3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 ]
```

## Tile 1-2

## Tile 1-3

## **Tile 1-4**

```
3 3 3 3 3 3 3 3 3 3 3 3 3 3
```

```
[2 2 2 2 2 2 2 2 2 2 2 2 3 3 3 3]
```

```
0 0 0 1 2 2 2 2 2 2 2 2 2 2 1
```

```
3 3 3 3 3 3 3 3 3 3 3
3 3 3 3 3 3 3 3
  3 3 3 3 3
```

```
0 0 0 0 0 0 2 2 2 2 2 2 2 2 2 2 2
```

```
[2 2 2 2 2 2 2 2 2 2 2 2 2 3 3 3]
2 2 2 2 2 2 2 2 3 3 3 3 3
2 2 2 2 2 2 2 3 3 3 3 3 3 3
[2 2 2 2 2 3 3 3 3 3 3 3 3 3 3
        3 3 3 3 3 3 3 3 3 3 3
 2 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
```

```
2 2 2 2 2 2 2 2 2 2 2 2 2 3 3 1
2 2 2 2 2 2 2 2 2 2 2 2 3 3 3 3 3 3
[2 2 2 2 2 2 2 2 2 2 2 3 3 3 3 3 ]
2 2 2 2 2 2 2 2 2 3 3 3 3 3 3 3 3 3 3
[2 2 2 2 2 2 2 2 3 3 3 3 3 3 3 3 3]
[2 2 2 2 2 2 2 2 3 3 3 3 3 3 3 3 3 ]
```

```
2 2 2 2 2 2 3 3 3 3 3 3 3 2 2 ]
2 2 2 2 2 2 3 3 3 3 3 3 3 3 3 3
2 2 2 2 3 3 3 3 3 3 3 3 3 3
      3 3 3 3 3 3 3 3 3 3
      3 3 3 3 3 3 3 3 3 3
      3 3 3 3 3 3 3 3
 3 3 3 3 3 3 3 3 3 3 3 3 3
      3 3 3 3 3 3 3 3
 3 3 3 3 3 3 3 3 3 3 3 3 3
      3 3 3 3 3 3 3 3
 3 3 3 3 3 3 3 3 3 3 3
   3 3 3 3 3 3 3 3 3 3
```

```
3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
```

## Tile 5-3

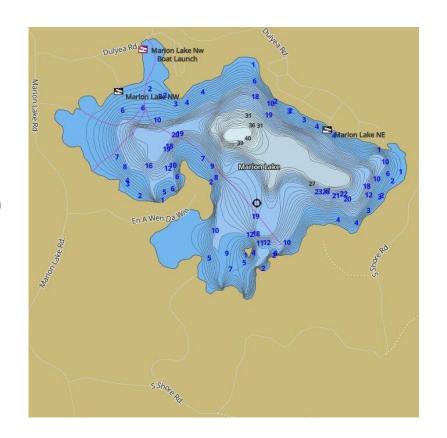
```
3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
```

## Tile 5-4

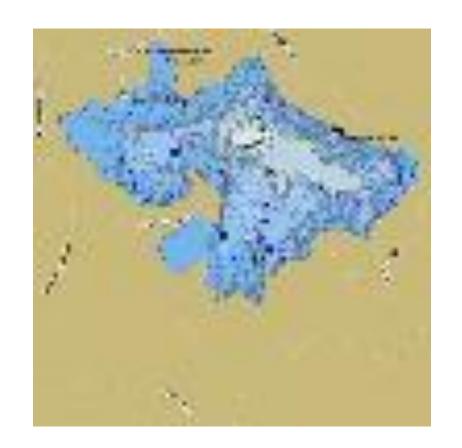


How it was made:

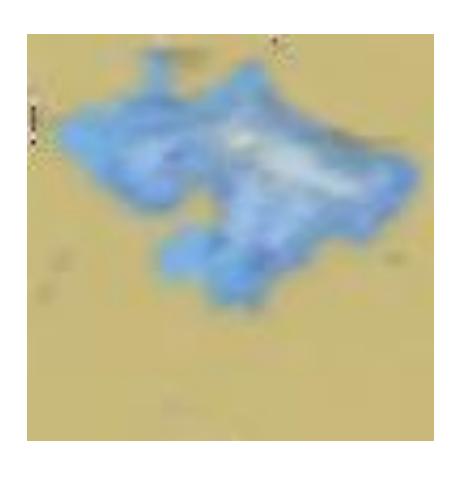
First, this square (672x672 pixel) screenshot was taken of a depth map of the lake.



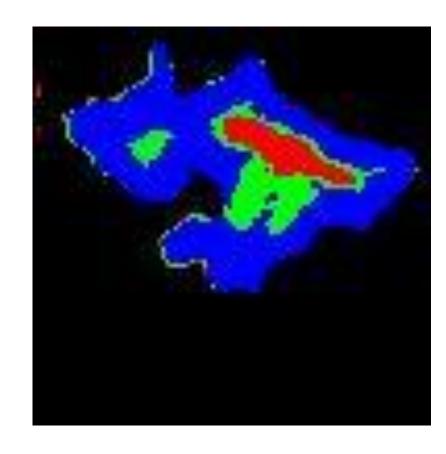
I then took every 7th pixel to construct this 96x96 pixelated image of the lake



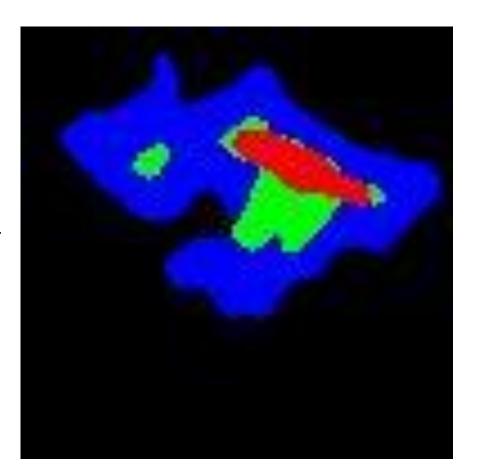
Since obviously that picture would not translate well to a lego set, I used kernel smoothing to eliminate some imperfections.



Next, I mapped each pixel to either dark blue, middle blue, light blue, or tan based on RGB proximity and changed the colors so they were easier to discern



I then changed each pixel to the most frequent pixel in its neighborhood, which removed the remaining imperfections in the map.



Lastly, I mapped the colors back to dark blue, middle blue, light blue, and green to make the map look prettier and more realistic.

