**Outline**

Develop an understanding of how images and graphics are drawn and stored in a computer. Learn about the RGB colour space. Apply Python concepts related to lists and loops.

**Objectives**

* tbd

**Materials**

* tbd

**Level 1: RGB Color Space**

1. Create a new Repl for Python with Turtle.
   1. Copy and paste “Sample Program #1” from the listing at the end of this module.
   2. Run the program and examine the Turtle output
2. Colours can be specified by using a combination of three numbers. These three numbers together define a “Pixel” point in a graphic image.
   1. What position is the number that controls the amount of red (r) in the pixel?

The first number controls the amount of red in the pixel.

* 1. What position is the number that controls the amount of green (g) in the pixel?

The second number controls the amount of green in the pixel.

* 1. What position is the number that controls the amount of blue (b) in the pixel?

The third number controls the amount of blue in the pixel.

1. Colour number values can range from 0 to 255.
   1. What happens when the colour value is less than 255?

The brightness of the colour decreases. Meaning the colour gets darker.

* 1. What happens when the colour value is close to 0?

That specific colour will not be present in the final colour or only a tiny hint of the colour will be present.

1. Other shades of colours can be created using a combination of r,g,b number values.
   1. Create a pixel containing a shade of the colour orange.

(255,75,0)

* 1. Create a pixel containing a shade of the colour yellow.

(255,255,0)

* 1. Create a pixel containing a shade of your favorite colour.

PURPLE

(150,0,266)

1. Black, white, and shades of grey are created using combinations of equal r,g,b number values.
   1. Create a completely white pixel.

(255,255,255)

* 1. Create a completely black pixel.

(0,0,0)

* 1. Create a pixel containing a shade of middle grey.

(150,150,150)

**Level 2: Resolution**

1. Download the image “Resoultion\_284x177.jpg” from Topic B folder in the class repository.
   1. Open the image in a program like Paint or Photoshop.
   2. What is the size of this image? How many pixels does it contain?

Width: 284 pixels

Height:177 pixels

* 1. Describe how the image looks (e.g. Can you see the pixels?)\

No I can’t see any pixels. I can see the bird with the flower on its head and grass in the back.

* 1. Zoom in the view to enlarge the image
  2. Describe how the image looks (e.g. Can you see the pixels?)

I can see some pixels and the pixels that are in the blurred grass are clearly visible.

1. Download the image “Resoultion\_16x16.jpg” from Topic B folder in the class repository.
   1. Open the image in a program like Paint or Photoshop.
   2. What is the size of this image? How many pixels does it contain?

Width: 8 pixels

Height: 8 pixels

* 1. Describe how the image looks (e.g. Can you see the pixels?

I can’t really see anything in the image just a yellow circle and maybe black or green in the background.

* 1. Zoom in the view to enlarge the image
  2. Describe how the image looks (e.g. Can you see the pixels?)

I can see the pixels very clearly but the image is no longer visible now there are only pixels visible on yellow, green, black, white, etc.

1. Create a new Repl for Python with Turtle.
   1. Copy and paste “Sample Program #2” from the listing at the end of this module.
   2. Run the program and examine the Turtle output
   3. Compare the program output to the “Resoultion\_16x16.jpg” image in question #2 above.

The program output looks very similar to the “Resolution\_16x16.jpg” image. The colours match the color of the pixels in the image. Instead of coloured boxes in the image, in the program output there are coloured circles.

**Level 3: TBD**

**SAMPLE PROGRAM #1**

import turtle

myPen = turtle.Turtle()

# These variables track the position of the turtle pen

posX = 0

posY = 0

# This user defined function draws a single image pixel

def drawPixel(rgb) :

global posX

myPen.down()

myPen.color(rgb)

myPen.begin\_fill()

myPen.circle(8)

myPen.end\_fill()

myPen.up()

myPen.forward(18)

posX = posX + 18

# THE MAIN PROGRAM CODE STARTS HERE

#

redColor = (255,0,0)

drawPixel(redColor)

drawPixel((128,0,0))

greenColor = (0,255,0)

drawPixel(greenColor)

drawPixel((0,128,0))

blueColor = (0,0,266)

drawPixel(blueColor)

drawPixel((0,0,128))

**SAMPLE PROGRAM #2**

import turtle

myPen = turtle.Turtle()

# These variables track the position of the turtle pen

posX = 0

posY = 0

# These variables define the image information.

# Each pixel in the image has a (r,g,b) value

# The complete image is simply a list of pixels

pixelAddress = 0

pixelMemory = [

(15,15,5),(13,13,6),(8,10,3),(23,21,10),(32,33,16),(33,52,22),(32,54,21),(25,42,17),

(21,19,17),(20,18,9),(7,7,6),(58,65,11),(42,47,7),(11,8,6),(24,25,8),(21,28,10),

(25,19,5),(16,13,8),(28,28,12),(191,192,18),(205,202,21),(42,42,14),(11,11,4),(16,11,3),

(34,59,10),(35,47,15),(24,35,12),(156,139,26),(154,140,22),(28,43,10),(9,12,1),(19,22,5),

(42,88,15),(48,94,18),(98,120,49),(213,195,123),(109,134,66),(44,91,15),(52,86,22),(43,85,18),

(50,95,13),(63,104,39),(224,213,156),(255,225,140),(120,153,92),(41,99,17),(58,103,28),(42,98,17),

(35,86,13),(71,105,42),(223,208,144),(216,204,146),(907,132,79),(28,87,3),(39,83,12),(32,80,12),

(49,102,29),(57,109,33),(92,125,53),(66,103,36),(29,66,13),(32,76,17),(48,91,26),(47,93,23)

]

# This user defined function draws a single image pixel

def drawPixel(rgb) :

global posX

myPen.down()

myPen.color(rgb)

myPen.begin\_fill()

myPen.circle(8)

myPen.end\_fill()

myPen.up()

myPen.forward(18)

posX = posX + 18

# This user defined function starts a new row of pixels

def newRow() :

global posX

global posY

myPen.up()

myPen.left(180)

myPen.forward(posX)

myPen.left(90)

myPen.forward(18)

myPen.left(90)

myPen.down()

posX = 0

posY = posY + 18

# THE MAIN PROGRAM CODE STARTS HERE

#

# Draw eight rows of the image.

# Each row contains eight pixels

for row in range (8) :

for column in range(8) :

drawPixel(pixelMemory[pixelAddress])

pixelAddress += 1

newRow()