

# Day 1: RGB and Synesthesia

Exercises

# RBG and Synesthesia

- Learning Objectives:
  - Sensorial:
    - Be able to identify the color of a pixel based on its “sound” .
  - Technical:
    - Getting familiar with Python and IPython notebooks.
    - Image manipulations.
    - Improve the code for an easier synesthesia training.

# Activities

1. Download the required files:

[https://github.com/ttamayo/Tech\\_synesthesia.git](https://github.com/ttamayo/Tech_synesthesia.git)

2. Intro to Python and RGB:

A. Fill the notebook called:

Computation\_with\_IPython\_notebooks.ipynb

3. Intro to Synesthesia:

A. Fill the notebook called:

RGB\_and\_Synesthesia.ipynb

4. Create your own function:

A. Complete the python script:

RGB\_Synesthesia\_EMPTY.py

B. Change the image and try to guess the color of a region.

You might want to start with an image with few colors, and gradually increment its complexity.

# Hyper-spectral images and Synesthesia

## Learning Objectives:

- Sensorial:
  - Be able to identify the hyper spectral components of a pixel based on its “sound”.
- Technical:
  - Usage of python dictionaries.
  - Manipulation of Hyperspectral information.
  - Improve the code for an easier synesthesia training.
  - Explore different ways of data compression beyond a single channel.

# Activities

1. Hyper spectral images:

A. Complete the notebook called:

`Explore_Hyperspectral_Image.ipynb`

2. Create your own function:

A. Explore the script.

B. Add more wavelengths in a single channel.

C. Add more channels and modify the current ones.

# Notes:

- Files are on a repository in GitHub:

PATH:

Folders:

A. Intro\_python

B. Day1\_Synesthesia

- You can only save data on C:\Saved Data directory

# Install libraries in your own computer.

If you want to try the scripts and notebooks in your own computer you can follow these instructions in Mac:

- Get python and some modules
  1. Go to <https://www.continuum.io/downloads#osx>
  2. Download graphical installer python 2.7 version.
  3. Open a terminal.
  4. Type:
    - pip install pygame
    - pip install imageio
    - pip install pydub
    - pip install jupyter

- Run jupyter notebook:

1. In a terminal type:  
  
jupyter notebook

It will open the default browser.

2. Select from the documents the desired file .pynb
- Using IPython.

Every time you open a notebook the kernel should be Python 2, or Python or Python[default] (it would depend on how many python installation you have and your jupyter config, file). If you want to select a kernel go to kernel -> change kernel -> and select the correct python version.

If are not familiar with IPython notebooks a couple of minutes of the following video could be useful (after the minute 4:00, before 5:30):

<https://youtu.be/irJVUeYIjgU?t=4m>.

It is about the basics: how to run, stop, change kernels, and have a tour of the interface.



- Run a python script:

A. In a terminal.

1. Go to the path where the script is located with the command "cd"
2. Type:

```
python "file".py
```

If you want to see the code and you don't want to use a text editor such as vim or nano, the next options can work.

B. In anaconda Navigator App (it was installed with anaconda):

1. Go to Home (left side panel)
2. Click on Spider 3, Launch.
3. Click on the play icon located at the top to run the code.

C. In sublime:

1. Get sublime <https://www.sublimetext.com/3>
2. Open sublime.
3. Open the file with python script.
4. Go to Tools -> Build System and select Python.
5. Finally to run it, Go to Tools -> Build.