

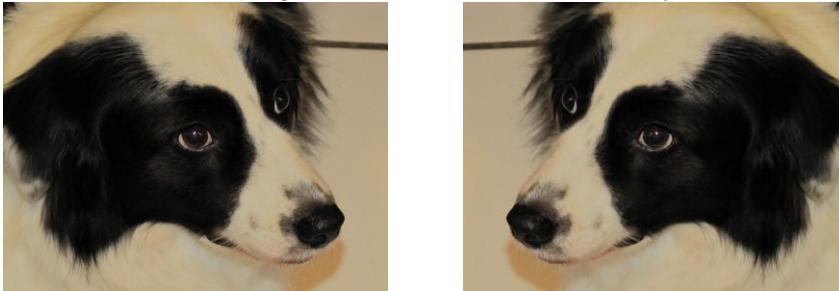
CMSC 117: Introduction to Computing: Interactive Systems

Photobooth

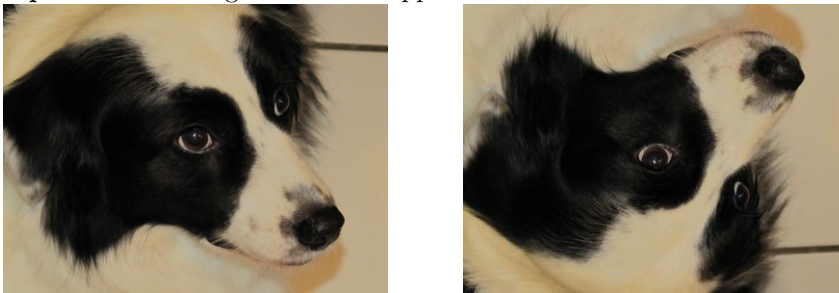
Due by Class (3:10pm) April 11, 2012

The next assignment asks you to create a series of effects for images, similar to Apple's Photobooth application. Your sketch should load an image from the web cam (see last page), and then based on the user's input, the image should be transformed by the following effects. You should start with the code we used in class (see last page) and implement the following effects when the user presses the specified key:

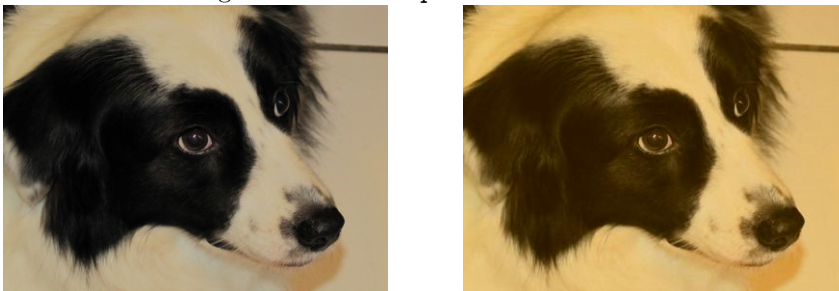
1. **mirror** - 'm' - the image should be mirrored about the y-axis.



2. **flip** - 'v' - the image should be flipped about the x-axis.



3. **sepia** - 's' - applies a sepia effect, which raises the red and green channels, and lowers the blue. In particular it adds $2 * \text{sepiaAmount}$ to the red, adds sepiaAmount to green, and subtracts sepiaAmount from blue. 20 is a good value for sepiaAmount .



4. **fairey** – 'f' – applies an effect similar to Shepard Fairey's iconic Obama "HOPE" poster. Each pixel is colored one of four colors depending upon its total color saturation value (the sum of RGB values). It assigns roughly equal intervals for each of the four colors. If the saturation is between (0, 181) assign the pixel darkBlue,

Saturation	Color
0 – 181	darkBlue (0, 51, 76)
182 – 363	red (217, 26, 33)
364 – 545	lightBlue (112, 150, 158)
545 – 765	yellow (252, 227, 166)



5. **Your Effect** – 'y' – an image effect of your choice.

Learning Objectives

- Use for loops.
- Analyze images at the pixel level.
- Work with image coordinate systems.

Deliverable

Submit an electronic copy of your sketch via moodle. Please upload a zip file of your entire sketch folder. Also, consider posting your to openprocessing, although you'll need to sign¹ the sketch to get the webcam working.

¹http://wiki.processing.org/w/Sign_an_Applet

```

//red vision

import processing.video.*;

Capture video;

void setup()
{
  size(640, 480);
  video = new Capture(this, width, height);
}

void draw()
{
  if (video.available())
  {
    video.read();

    for (int i = 0; i < width; i = i + 1)
    {
      for (int j = 0; j < height; j = j + 1)
      {
        color px = video.get(i, j);
        float r = red(px);
        float g = green(px);
        float b = blue(px);
        if (key == 'i')
        {
          // invert image
          color c = color(255-r, 255-g, 255-b);
          set(i, j, c);
        }
        else if (key == 'r')
        {
          // make image all red
          color c = color(r, 0, 0);
          set(i, j, c);
        }
        else
        {
          set(i, j, px);
        }
      }
    }
  }
}

```