

Class 35: Manipulating Images with Script-Fu

Held: Tuesday, 31 October 2006

Summary: Today we consider some procedures for manipulating existing images.

Related Pages:

- EBoard.
- Lab: Manipulating Images with Script-Fu.
- Reading: Manipulating Images with Script-Fu.

Notes:

- EC for attending the Dragstravaganza on Friday.
- There are some reports that CSC151 students have been asking TCs and Tutors questions pertaining to the exam. I will be working to resolve this issue.
- Happy Halloween!
- There were some serious typos in the sample code on the exam. I think they've all been fixed.

Overview:

- Primary image-manipulation procedures.
- Lab.

Manipulating Images Programmatically

- Each image that the Gimp creates is effectively just a two-dimensional grid of color values.
- Hence, we can do interesting things using those color values.
 - We can generate those color values using some formula.
 - We can modify those color values using some formula.
 - We can move those color values around.
- I call the use of algorithms to accomplish those and similar purposes “algorithmic art”.
- I’ve built a number of procedures to help with those purposes.
- The procedure `(get-color-at image x y)` gets a color from an image.
- The procedure `(set-color-at! image x y color)` sets a color in an image.
- The procedure `(modify-image! transform image)` applies `transform` to every point in the image.

Lab

- Questions?
- Do the lab.

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