

Class 39: Manipulating Images with Script-Fu

Held: Wednesday, April 11, 2007

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:

- If you got at least a B on the exam, you should think about going on to the wonders of CSC152 in the fall.
- If you needed the "There's more to CS" fix, consider getting a Tutor or setting up a regular appointment with me.
- Are there questions on Homework 12?

Overview:

- Primary image-manipulation procedures.
- color transformations.
- 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.

Color Transformers

- There are a variety of techniques for transforming colors.
- We build a color with `(rgb red green blue)`
- We extract the components with `(red color)`, `(green color)`, and `(blue color)`.
- When we write our transformers, we can use a variety of techniques
 - anonymous procedures
 - curried procedures
 - sectioned procedures
 - procedure composition
- For now, you'll start to learn the basic ways to use these procedures.
- Soon, you'll learn some theory and practice.

Lab

- Questions?
 - Do the lab.
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