

**CPE 123: Introduction to Computing – Computational Art –
Fall 2011
Program 3 – Image-source self-portrait**

Due date:

Modality:

- This is your last individual assignment. You need to make your own processing sketch. You may talk to other students and your instructor to see what they are creating and how they did it. As always, you are not allowed to ‘cut and paste’ code from another student or a tutorial in order to complete this assignment, nor can any segment of your code (which generates a visual component) exactly match another student’s code for this assignment.

Objectives:

- Create a self portrait using a digital image of yourself as the starting point
- Learn about image representations in Processing
- Learn about 2D to 1D array mapping and indexing
- Practice referencing various regions of an array to create a desired effect
- Practice overlaying another image and blending two images together
- Practice making more shapes/designs with Processing
- Familiarize yourself with loading and using images to create a more complex final image
- Practice expressing your aesthetic
- Make an interesting sketch

Requirements:

For this assignment you must generate at least a 400x400 pixel sketch using Processing that is a digital self portrait using at least two digital images (one must be of yourself).

This sketch, which should be representational of you in a clear way, must include:

- some image processing on the input image (edge detection, blur, etc.)
- at least 4 clearly different regions of the image that are drawn differently (at least 2 different ways) – You could think of these regions as windows, through which the image is drawn slightly differently through each window.
- an overlay, blending, combination of some other image onto the final image
- some kind of shape(s) drawn with processing primitives

Updated coding requirements:

This sketch should additionally be interactive, specifically:

- The sketch must include at least two different regions of the sketch that change when they are clicked on (for example opening a different windowed region of the image)
 - This means your code must include conditional tests to change or animate these two regions only when the mouse is clicked
 - The 'change' that is triggered must include a clear visual change to the sketch, only affecting that region of the sketch (i.e. imagine a window being opened in that region, showing a different image behind it). Be creative about how you animate the change, i.e. squares flying apart, a circle slowly widening, etc.).
 - Use the interaction, animation and regions to convey something about your self.

You will need to present your sketch to the class and justify your choices.

You are required to handin your final project and your final sketch code. Be sure that your sketch code has your name as a 'comment'.

Useful commands:

```
PImage  
loadImage  
createImage  
loadPixels  
brightness  
pixels[]  
updatePixels
```

Examples of two different image-source self portraits:

