654 Final by Melissa Parsons

The goal of project 7 is to take a picture of a painting and manipulate it so it looks like a Gerhard Richter painting. Richter’s technique is to pull the wet paint after he is done rendering the image as much as he likes. Here are the examples that I looked at.

I mimicked the effect by shifting pixels left then right, and applied a motion blur filter. The control images are what makes the shift and the blur work as dragging “paint.” Control image one is made by applying a grayscale to the original image then turning up the contrast. The control left and right images are made by black and white edge detection filter, in gimp. I blacked out some of the edges for left and others for the right filter. Below is how to use the program to get results.

**Result 1**

Step 1: Change the main program function to shiftL, then run by entering ./pr07 richter ctrl.ppm teddy.ppm. Rename output.ppm to use in step 2.

Step 2: Change main program function to shiftR, then enter ./pr07 richter ctrlR.ppm output1.ppm. Again rename output image to use in step 3.

Step 3: Change function once again to motion, run with ctrl.ppm, Last output is result one.

**Result 2**

Step 1: Change function to shiftR, run with ctrlR.ppm, rename output

Step 2: Change function to shiftL, run with ctrlL.ppm, rename output

Step 3: Change function to motion, run with ctrl.ppm, rename output if moving to step 4 and 5.

Step 4: Change function to shift right again

Step 5: Change function to shift left again
Try your own controls, combinations, and original images. Have fun trying to be Gerhard Richter!