

Get Image Color

http://processing.org/reference/get_.html
<http://processing.org/tutorials/pixels/>

DESCRIPTION

Using this sketch try to develop the following projects

Pixelized Image

Merge the Pattern 2D project and apply to every rectangle the correct color. Use `get()` command, but also take a look of pixels tutorial (above link.)

Representation Methods

Use other objects such as points, lines, rectangle, ellipses and other in order to develop other representation methods.

CODE

```
/**
 * Load and Display
 *
 * Images can be loaded and displayed to the screen at their actual size
 * or any other size.
 */

// The next line is needed if running in JavaScript Mode with Processing.js
/* @pjs preload="moonwalk.jpg"; */

PImage img; // Declare variable "a" of type PImage

int cols, rows; // Number of columns and rows in our system
int rectSize=10; // rectsize
color c; // color of the rectangles

void setup() {
  size(640, 360);
  // The image file must be in the data folder of the current sketch
  // to load successfully

  img = loadImage("moonwalk.jpg"); // Load the image into the program
  cols=width/rectSize;
  rows=height/rectSize;

  noFill(); // remove fill
  println(img.width);
}

void draw() {
  // Displays the image at its actual size at point (0,0)
  image(img, 0, 0);

  color c =get(mouseX, mouseY);
  fill(c);
  noStroke();
  rectMode(CENTER);
  rect(mouseX, mouseY, 50, 50);
}
```