Midterm Assignment – Project Proposal
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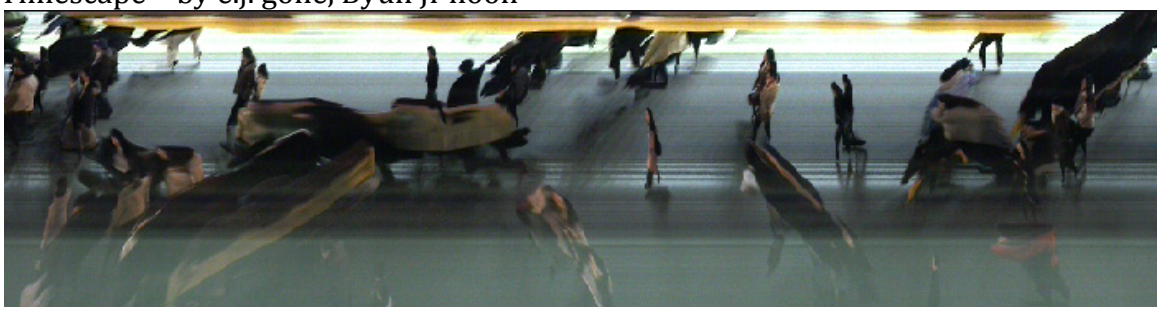
Introduction

As a photographer that tries to expand the boundaries of the field, I am exploring ways by collaborating programming and photography. For the past year, I have been treating videos and photographs as clusters of digital pixels, and manipulating them manually through Photoshop. The downside of this process was that the final outcome heavily depended on my decisions, thus, making the series of work inconsistent in the process. For this assignment, I am planning on creating a tool to manipulate photographs by reordering and expanding pixels based on a preplanned method and algorithms. This new approach will compensate for all the lack of consistency.

The program will function so that when I upload an image, it will compare each individual pixel color to one another. Then it will list vertically one of each color pixels in order of most appearance with a width extension of a random value between the length and the width of the original image. The final outcome of these manipulated images will be printed with the shortest side of 30 inches.

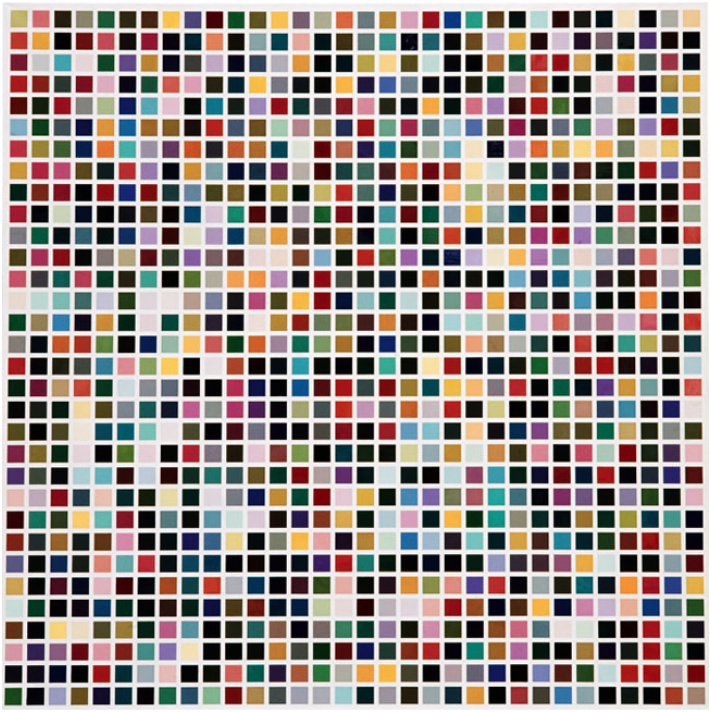
Creative References

Timescape – by e.j. gone, Byun Ji-hoon



Timescape is a project where a program takes a single pixel from a video and stacks it into sequential order. Then it represents the video into a single image. This project essentially becomes a representation of time-flow of the space in two-dimensional output.

Gerhard Richter



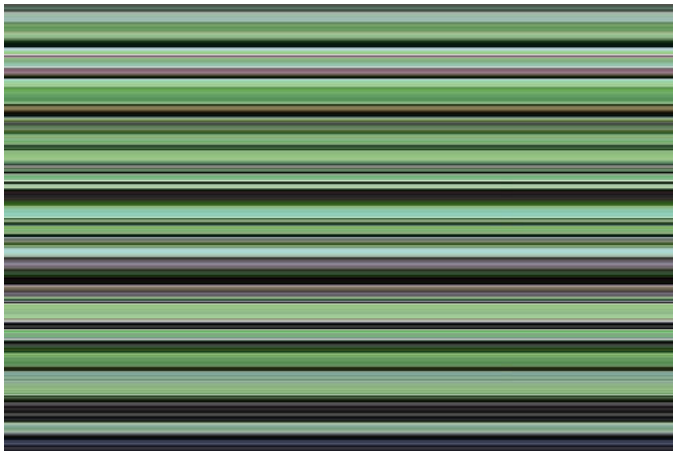
This is a representational abstract painting by Gerhard Richter, where he found inspiration through a replacement of stained glass window of a church in Germany. Just like how Richter deciphered a colorful image into pixilated looking painting, I am trying to do the same.

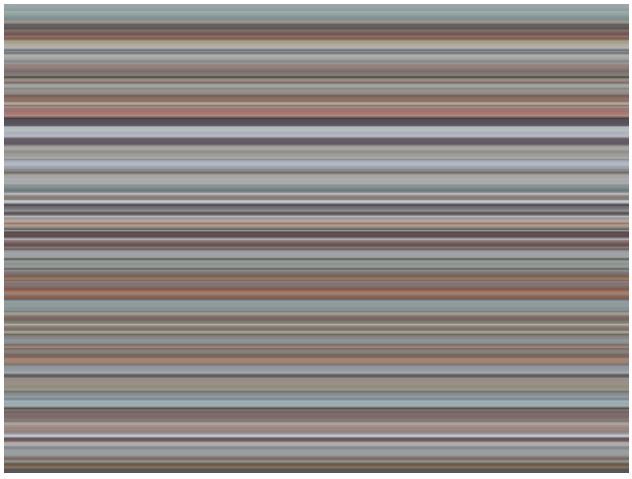
Mock Ups

I don't think there will be any interactive interface for this project. I am planning on writing a code that calls for an image called "1.jpg." So that I can manipulate a image by just placing a picture titled "1.jpg" into the correct folder.

The final outcome of the manipulation, should look something similar to these:







Functionality Check List

- The only possible interactive part of the program will be to give the user the option to save the final outcome as a jpeg.