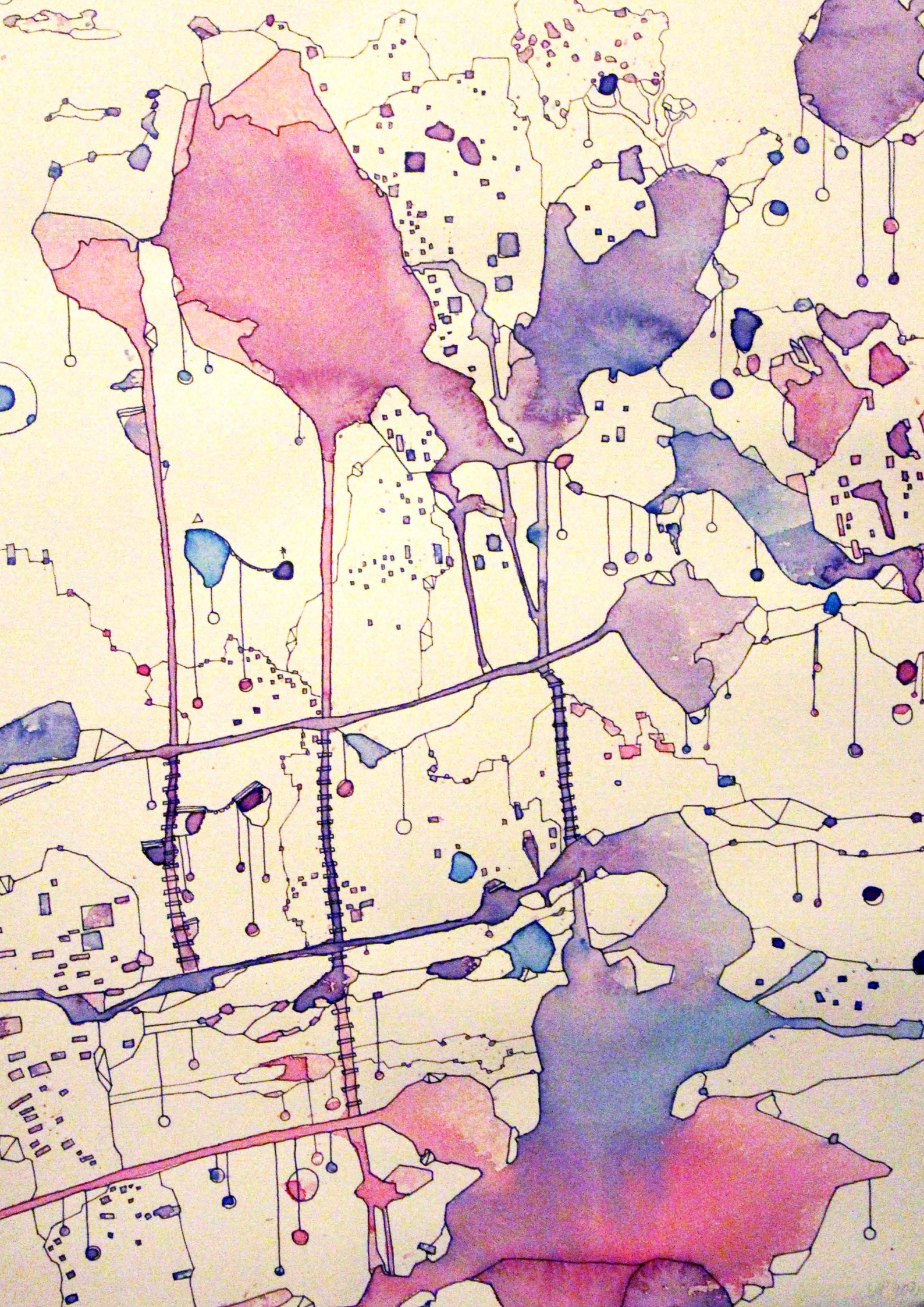


final project proposal  
coding gestalt  
Luis Hurtarte

my idea for a final project is to make a program that will serve me as a tool to make my paintings/drawings . after that i plan to use the drawings as “levels” to make a videogame.

in the next page you can see two of the hand-made paintings (there are a lot more), and after that you will find my experiments on the computer





## #1 Paint (analog)

it all starts with watercolor on paper



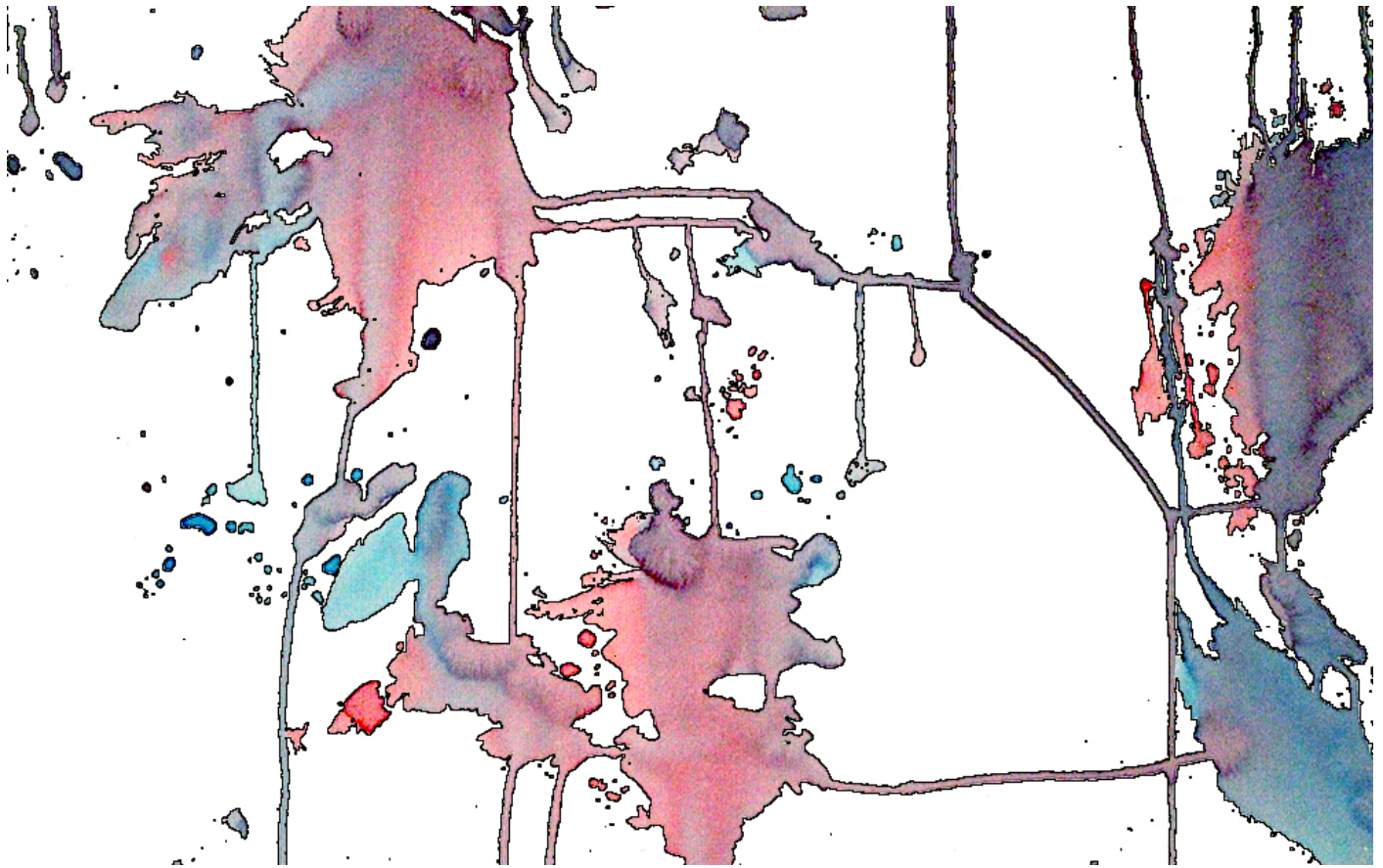
## #2 Prepare image for contour detection (photoshop or eventually processing)

to have a clean line around the watercolor stain i have to be sure that the paper(background) has just one color(white).



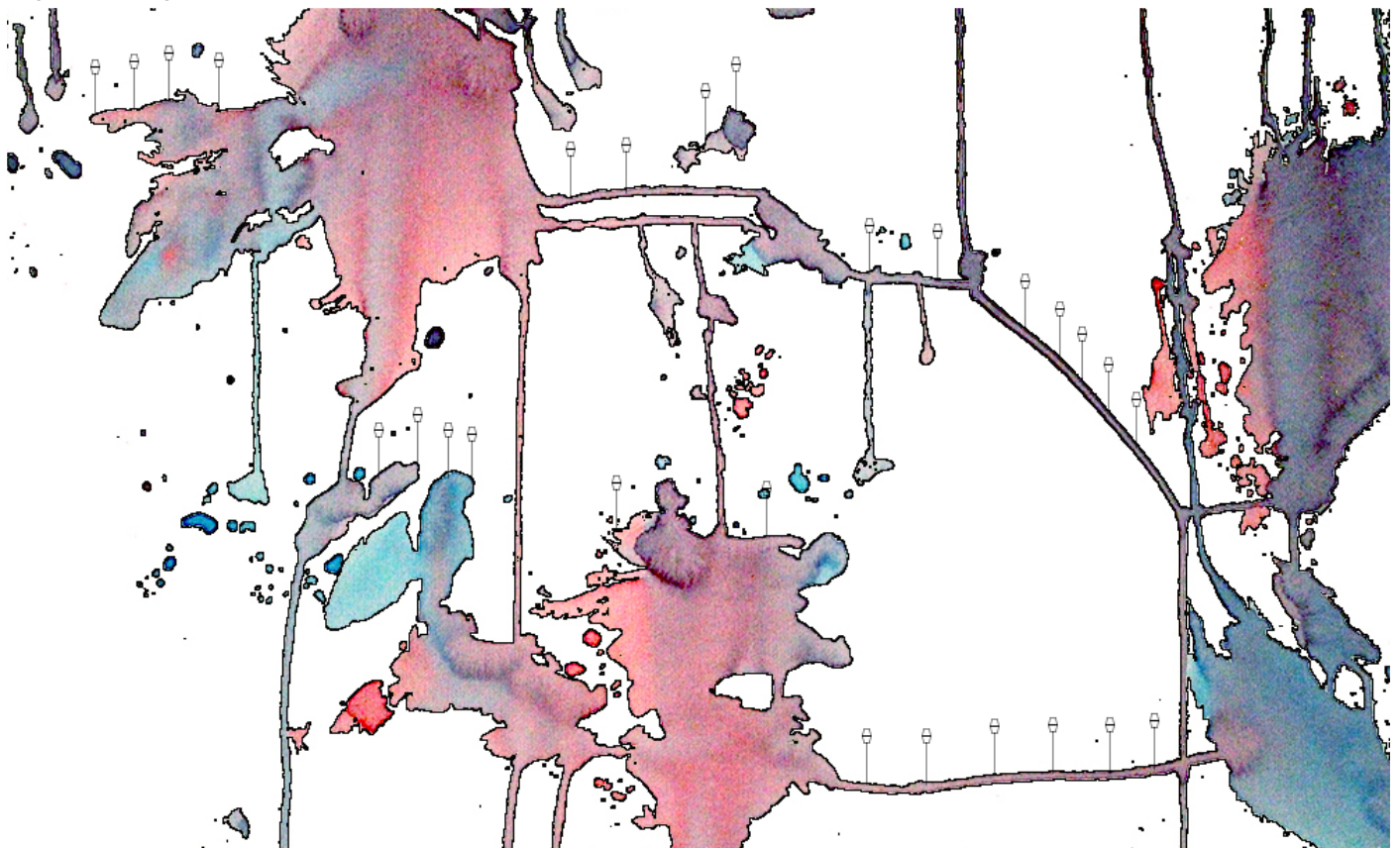
### #3 Draw contour (processing)

i used a library called "blobDetection" that makes cleaner contours than the equivalent in the opencv library. i set the color to black and a stroke of 0.5 so it looks like a fineliner.



### #4 Add other elements

i am currently in this state, where i am making shapes (for now i just have lamps) that are common in my drawings/paintings and make them appear on mouseclick. there is still a lot of work to do in this section.



#5 add behaviours and characters (?)

i don't know which program would be clever to use for that. i could use programs like unity or udk for making the videogame but i don't know how much easier to use it will be, and how much more difficult it would be to publish the game

??????????