

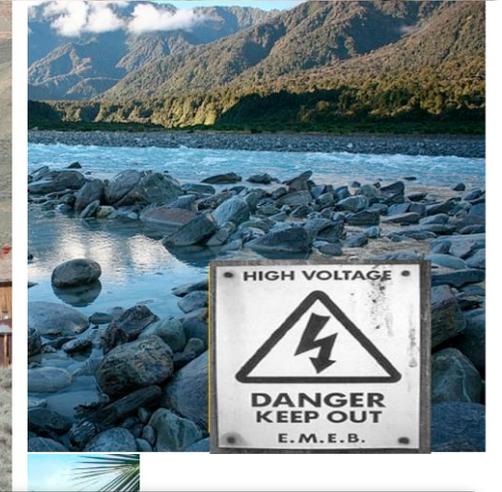


Exquisite corpse was a parlor game played by the Victorians and adopted as a model of creating collaborative art by the Surrealists. In the game, each player would add a line of poetry based upon only seeing the previous line. In art, a work of art would be created by each artist adding one element to work based on seeing what the previous artist had added.

In our class, the visual and sound EC's were created based on rules developed by the students. They were then put in groups and asked to develop the pseudo code and the process to use the pseudo code. This was further refined into actual working code. Each student submitted a picture and a sound to generate the final work of art. The visual EC was a horizontal arrangement of pictures with 25% overlap, the result is shown above.

Typical image manipulation problems done by students as assignment.





Given two images, the coordinates to a rectangle into one of them, merge the images by scaling the second image and placing it in the location of the rectangle in the first. The resulting images look like these.

