

Image Remixer

Expressive 2017 Submission

Tutorial

Select input images

1. Select slot by clicking

2. Click "choose file"

3. Select and open image

4. Repeat and fill up to 5 slots with images

Remixer - Expressive 2017 Submission - Tutorial

Datei auswählen Keine ausgewählt

Input Image #1

Input Image #1

Open

ImageRemixer > paper > figcreat > bilder

Organize New folder

Libraries Documents Music Pictures Subversion Videos

1024px-Hue_alpha_2.svg.png

colors.PNG

colors2.PNG

colors3.PNG

mixing.PNG

P6050017.JPG

P6050044.JPG

P7090140.JPG

File name: Alle Dateien

Open Cancel

Draw

The screenshot shows the 'Image Remixer' web application interface. At the top, the browser address bar shows 'localhost:8000/image_remixer'. The main header reads 'Image Remixer - Expressive 2017 Submission - Tutorial'. Below the header, there is a file selection button labeled 'Datei auswählen' and a selected file 'P6050017.JPG'. A row of five 'Input Image' slots is visible, with the first slot containing a preview of a sunset image. A central canvas displays a drawing of a hand holding a glowing orb, with a sunset scene integrated into the hand's palm. To the right, a control panel includes sections for 'Global', 'Placement', 'Input Mixer', 'Source Brush', 'Target Brush', and 'MultiDrawer'. The 'MultiDrawer' section contains buttons for 'Auto Trigger', 'Auto Delay' (set to 0), 'Clear Scene', and 'Save Image'. Callouts provide instructions: 'Image in slot' points to the first input image; 'Preview of brush output' points to the sunset image in the first slot; 'Canvas for drawing' points to the central drawing area; 'Draw with mouse (left click + move)' points to the hand drawing; 'Clear canvas' points to the 'Clear Scene' button; and 'Save result (opens new window in browser, right click on it to save)' points to the 'Save Image' button.

Image Remixer

localhost:8000/image_remixer

Image Remixer - Expressive 2017 Submission - Tutorial

Datei auswählen P6050017.JPG

Input Image #2

Input Image #3

Input Image #4

Input Image #5

Global

Placement

Input Mixer

Source Brush

Target Brush

MultiDrawer

Auto Trigger

Auto Delay 0

Clear Scene

Save Image

Close Controls

Image in slot

Preview of brush output

Canvas for drawing

Draw with mouse (left click + move)

Clear canvas

Save result (opens new window in browser, right click on it to save)

Adapt GUI layout

The screenshot shows the 'Image Remixer' web application interface. At the top, the browser address bar shows the URL <https://imageremixer.neocities.org>. The main header reads 'Image Remixer - Expressive 2017 Submission - [click for Tutorial](#)'. Below the header, there are two buttons: 'Datei auswählen' and 'Keine ausgewählt'. The central workspace contains six 'Input Image' slots, labeled '#1' through '#5', and a large white rectangular area. On the right side, a settings panel is visible with the following parameters:

Parameter	Value
Canvas Size	1
Image Stack Pos	0.73
Preview Pos	-0.5

A callout box with a white background and black border points to the 'Image Stack Pos' parameter in the settings panel. The text inside the callout box reads: 'If GUI layout is wrong, e.g., input image slots cover canvas, GUI layout can be adapted with these parameters'.

Basic Mode

Opening "Basic" eases the testing and usage of the application by providing only important parameters.

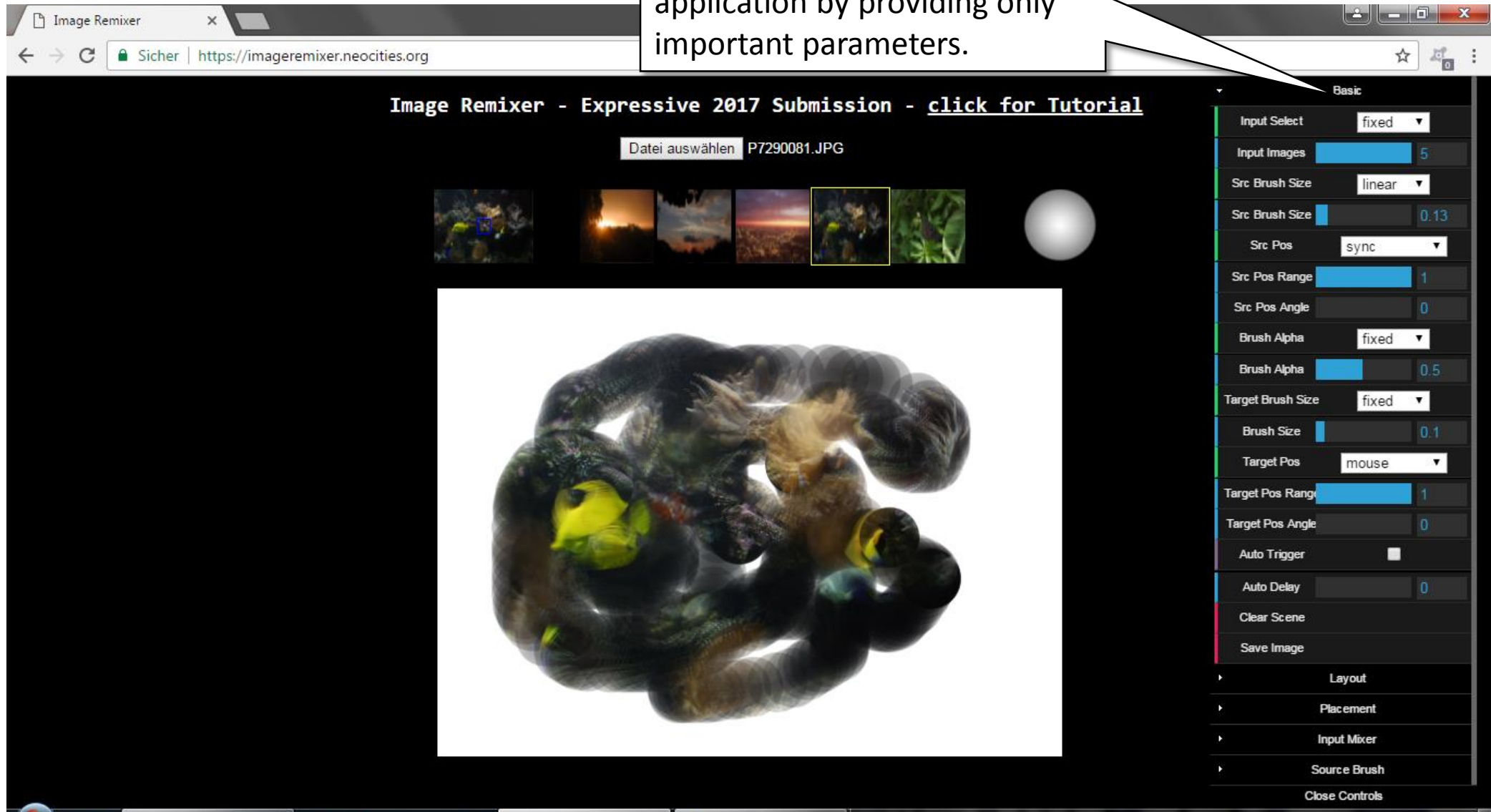


Image Placement – if image fits not canvas

The screenshot shows the 'Image Remixer' application interface. At the top, the browser address bar shows 'localhost:8000/image_remixer.html'. The main title is 'Image Remixer - Expressive 2017 Submission - Tutorial'. Below the title, there is a file selection area with 'Datei auswählen' and 'colors3.PNG'. Three input image slots are visible, labeled 'Input Image #3', '#4', and '#5'. A callout points to the 'Placement' checkbox in the right-hand control panel, which is checked. Another callout points to the 'Input Image #3' slot, indicating that an image can be selected by clicking on the slot. A third callout points to a large, colorful abstract image in the center, indicating that an image can be placed by sliding a slider. The right-hand control panel includes a 'Placement' section with a checked checkbox, and several sliders for 'Image' (set to 2), 'Pos X' (0), 'Pos Y' (0), 'Scale' (1), and 'Repeat' (1). Below these are sections for 'Input Mixer', 'Source Brush', 'Target Brush', and 'MultiDrawer', each with a dropdown arrow. At the bottom of the control panel, there are buttons for 'Auto Trigger', 'Auto Delay' (0), 'Clear Scene', and 'Save Image', followed by a 'Close Controls' button.

Open
"Placement"

Activate
"Placement Mode"

Select image to place
by slider or clicking
on the slots

Image Placement – if image fits not canvas

The screenshot shows the 'Image Remixer' application interface. At the top, the browser address bar displays 'localhost:8000/image_remixer.html'. The main title is 'Image Remixer - Expressive 2017 Submission - Tutorial'. Below the title, there is a file selection button labeled 'Datei auswählen' and the filename 'colors3.PNG'. Three input image slots are visible, labeled 'Input Image #3', 'Input Image #4', and 'Input Image #5'. The central area features a grid of images, with a large central image showing a colorful, abstract pattern. To the right, a control panel is visible, containing a 'Placement' section with the following settings:

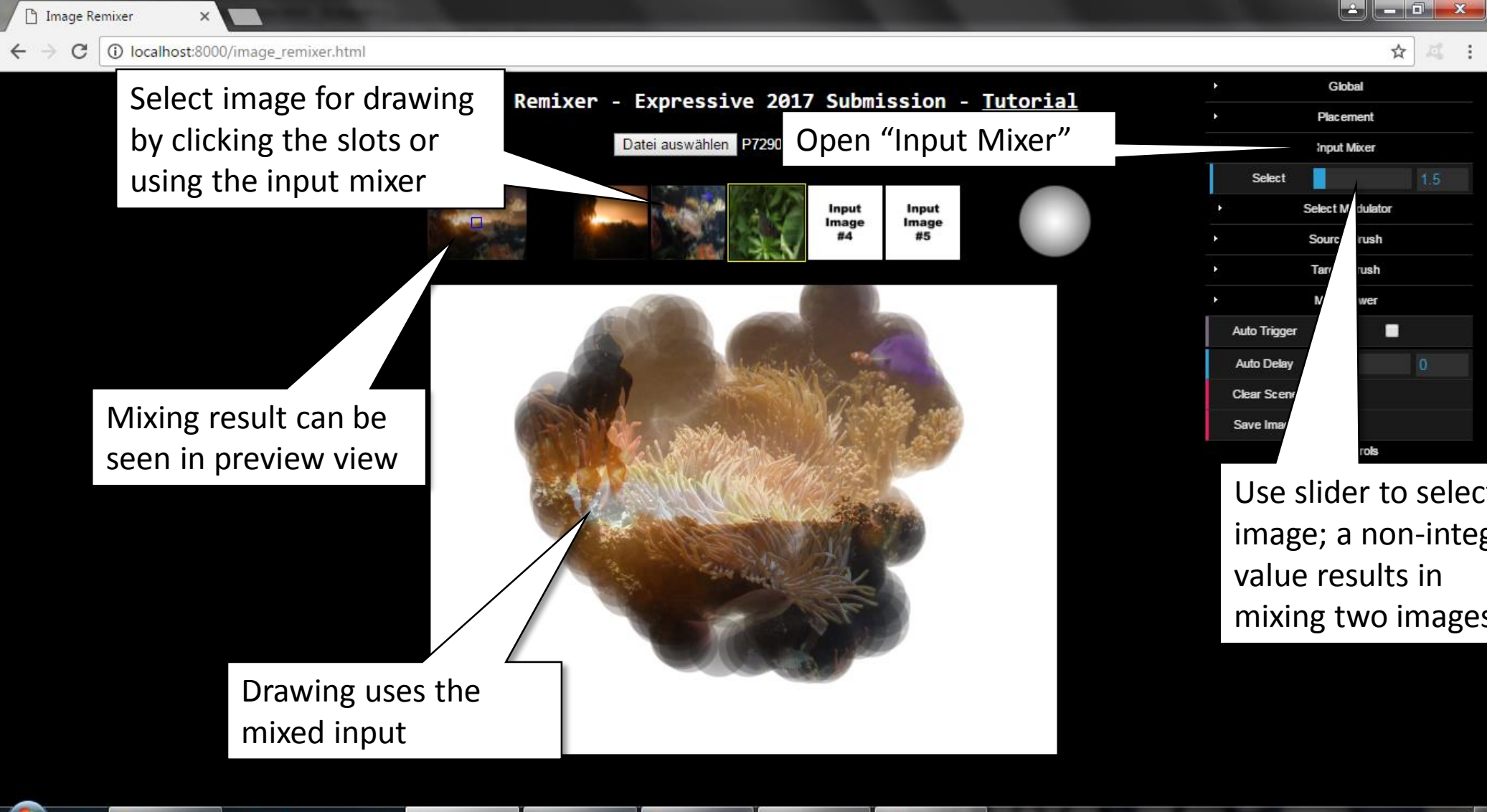
Parameter	Value
Placement Mode	<input checked="" type="checkbox"/>
Image	2
Pos X	1.26
Pos Y	2.58
Scale	0.3
Repeat	<input type="checkbox"/>

Below the 'Placement' section, there are options for 'Input Mixer', 'Source Brush', 'Target Brush', 'MultiDrawer', and 'Auto Trigger'.

Three callout boxes provide additional information:

- Position and scale with sliders
- If repeat is 0, image is not shown multiple times
- Deactivate when all images are placed as desired

Select and mix images



Select image for drawing by clicking the slots or using the input mixer

Open "Input Mixer"

Mixing result can be seen in preview view

Use slider to select image; a non-integer value results in mixing two images

Drawing uses the mixed input

Modulate mixing

The screenshot shows the 'Image Remixer' application window. The browser address bar indicates the URL is localhost:8000/image_remixer.html. The main interface has a dark theme and displays the title 'Image Remixer - Expressive 2017 Submission - Tutorial'. A file selection button labeled 'Datei auswählen' is next to the filename 'P7290081.JPG'. Below this, there are several small thumbnail images. The central workspace shows a large image of a sea slug with a brush stroke applied, creating a modulated effect. On the right side, there is a settings panel with the following sections: 'Global', 'Placement', 'Input Mixer', 'Select Modulator', 'Source P...', 'Tarr...', and 'ower'. The 'Select Modulator' section is expanded and shows: 'Mode' set to 'triangle', 'Min' set to 1, 'Max' set to 3, and 'Delta' set to 0.47. The 'Motion Scale' checkbox is checked. Below the main workspace, there are several callout boxes with text explaining the features.

Open "Select Modulator"

Choose modulation mode

Set range and speed of modulation

During drawing, input selection is modulated and the output of the brush is changing constantly

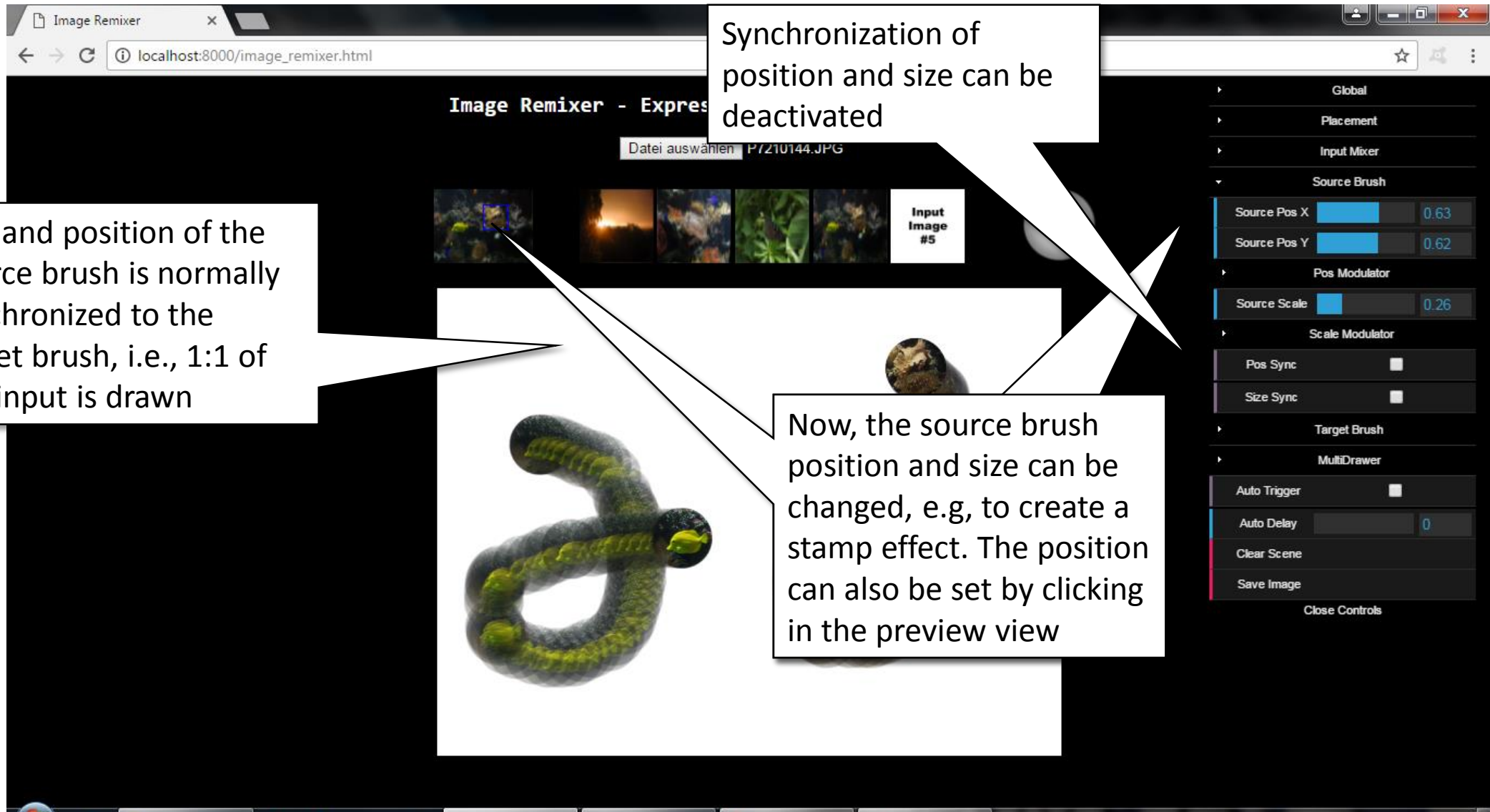
With motion scale on, modulation is only active when mouse moves (not already when pressing the mouse button)

Uncouple source brush position and size

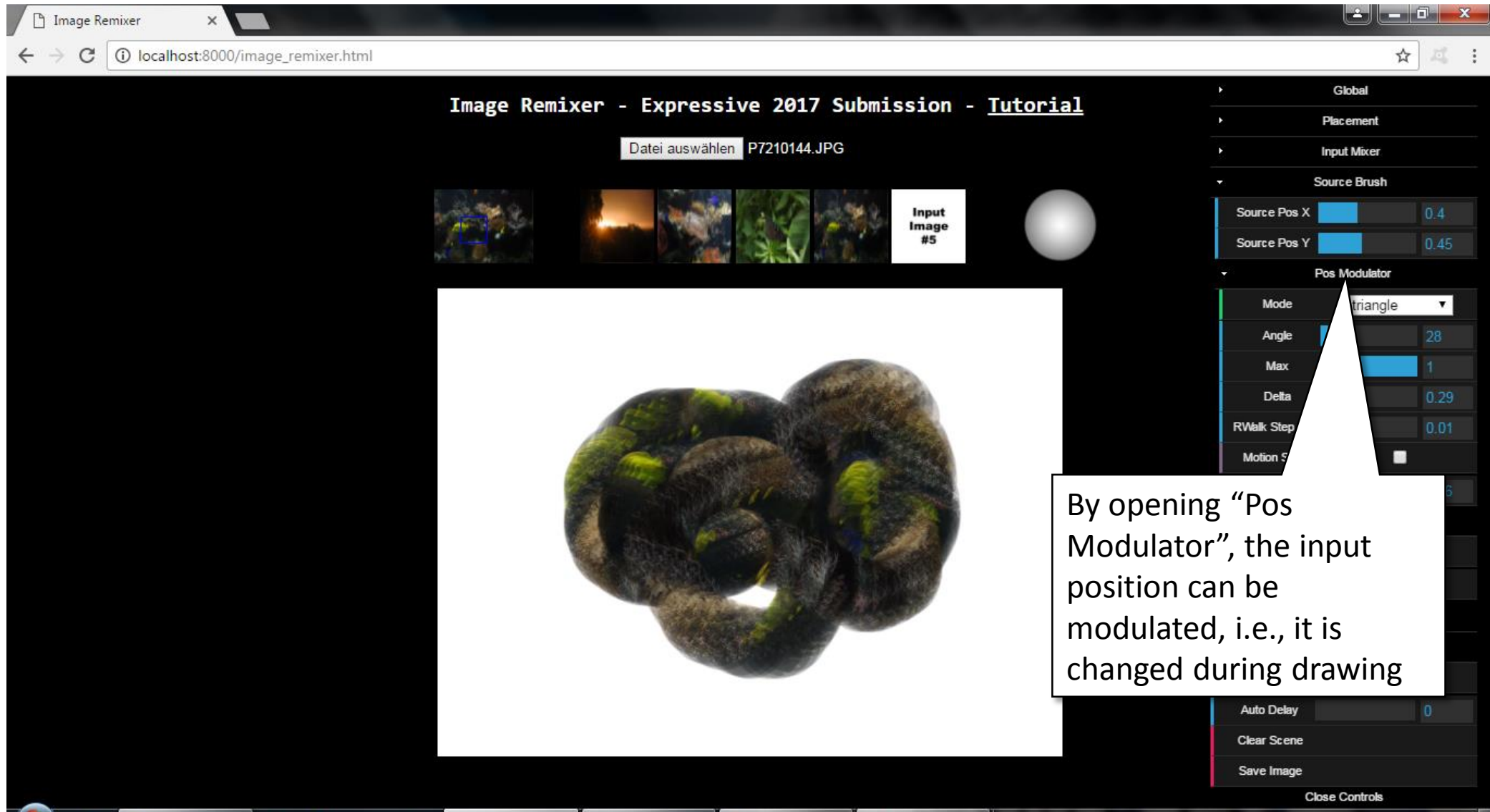
Size and position of the source brush is normally synchronized to the target brush, i.e., 1:1 of the input is drawn

Synchronization of position and size can be deactivated

Now, the source brush position and size can be changed, e.g, to create a stamp effect. The position can also be set by clicking in the preview view



Modulate source brush position



The screenshot displays the 'Image Remixer' application interface. At the top, the browser address bar shows 'localhost:8000/image_remixer.html'. The main title is 'Image Remixer - Expressive 2017 Submission - Tutorial'. Below the title, there is a file selection button labeled 'Datei auswählen' and the filename 'P7210144.JPG'. A row of five small image thumbnails is visible, with the fifth one labeled 'Input Image #5'. The central 3D view shows a white background with a dark, textured sphere that has green and yellow patches, resembling a stylized mushroom or a textured ball. To the right, a control panel is open, showing various settings. The 'Source Brush' section has 'Source Pos X' set to 0.4 and 'Source Pos Y' set to 0.45. The 'Pos Modulator' section is expanded, showing 'Mode' set to 'triangle', 'Angle' set to 28, 'Max' set to 1, 'Delta' set to 0.29, 'RWalk Step' set to 0.01, and 'Motion S' with a checkbox. At the bottom of the control panel, there are buttons for 'Auto Delay' (set to 0), 'Clear Scene', and 'Save Image', along with a 'Close Controls' button.

Image Remixer - Expressive 2017 Submission - Tutorial

Datei auswählen P7210144.JPG

Input Image #5

Source Brush

Source Pos X 0.4

Source Pos Y 0.45

Pos Modulator

Mode triangle

Angle 28

Max 1

Delta 0.29

RWalk Step 0.01

Motion S

Auto Delay 0

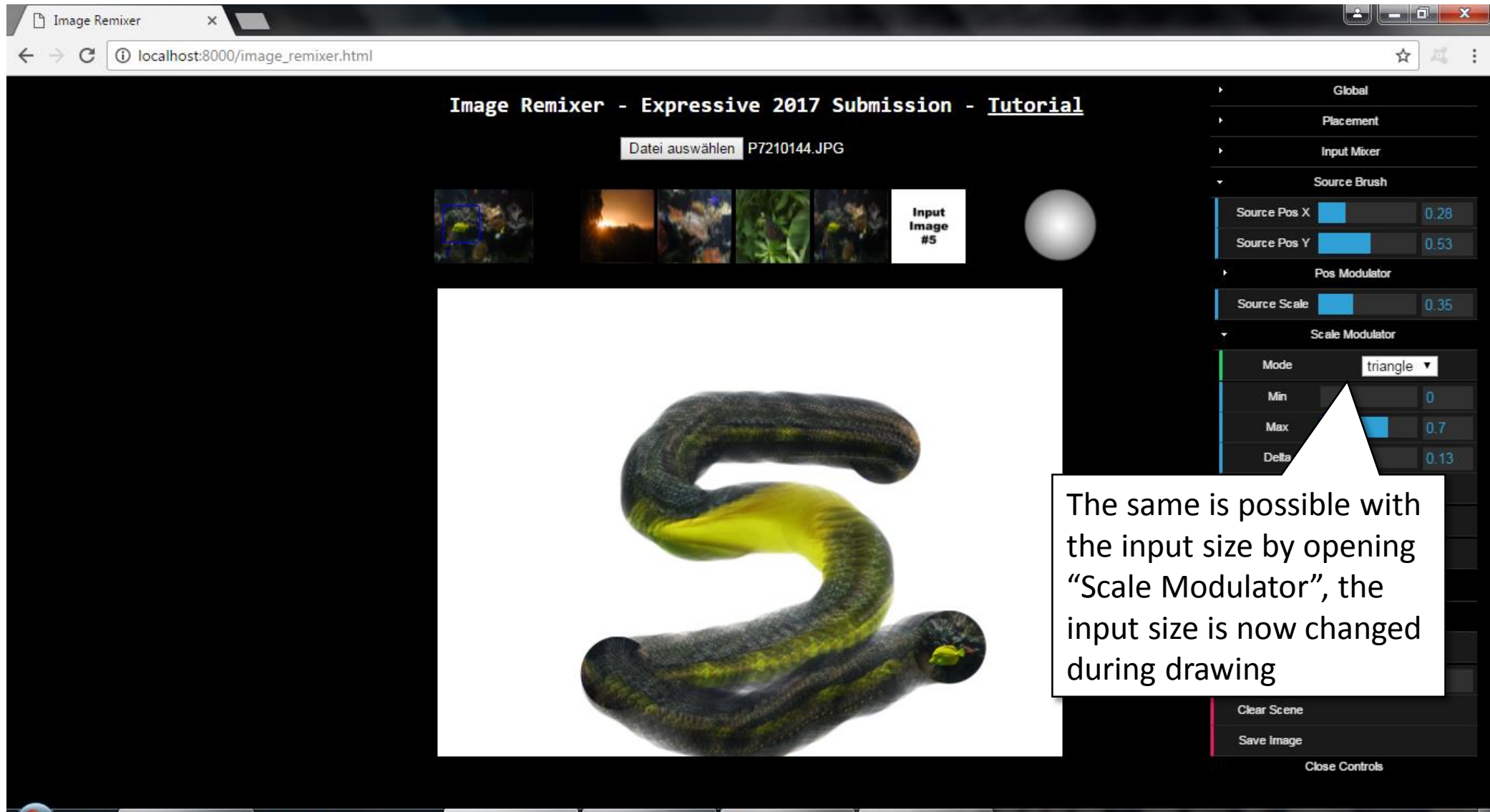
Clear Scene

Save Image

Close Controls

By opening "Pos Modulator", the input position can be modulated, i.e., it is changed during drawing

Modulate source brush size



The screenshot shows a web browser window titled "Image Remixer" at the URL "localhost:8000/image_remixer.html". The main interface has a dark background. At the top, it says "Image Remixer - Expressive 2017 Submission - Tutorial". Below that, there's a button "Datei auswählen" and the filename "P7210144.JPG". A row of image thumbnails is visible, with the fifth one labeled "Input Image #5". The central 3D view shows a blue and yellow segmented worm-like creature. On the right, a control panel is open, showing various settings. The "Source Brush" section has sliders for "Source Pos X" (0.28) and "Source Pos Y" (0.53). The "Pos Modulator" section has a slider for "Source Scale" (0.35). The "Scale Modulator" section has a dropdown menu set to "triangle", and sliders for "Min" (0), "Max" (0.7), and "Delta" (0.13). A white callout box points to the "Max" slider in the "Scale Modulator" section, containing the text: "The same is possible with the input size by opening 'Scale Modulator', the input size is now changed during drawing". At the bottom right of the control panel, there are buttons for "Clear Scene", "Save Image", and "Close Controls".

Image Remixer - Expressive 2017 Submission - Tutorial

Datei auswählen P7210144.JPG

Input Image #5

Source Pos X 0.28

Source Pos Y 0.53

Source Scale 0.35

Mode triangle

Min 0

Max 0.7

Delta 0.13

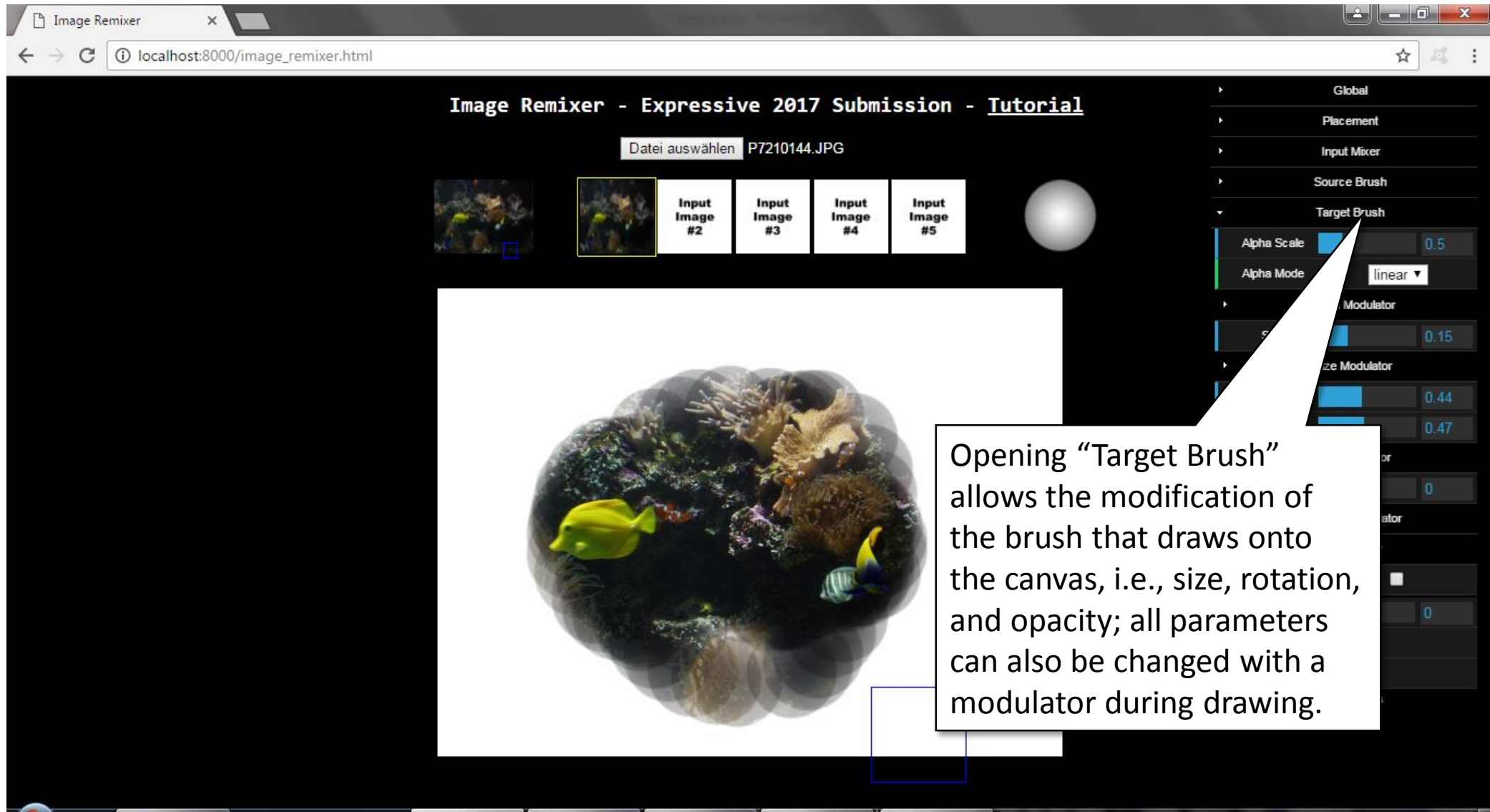
Clear Scene

Save Image

Close Controls

The same is possible with the input size by opening "Scale Modulator", the input size is now changed during drawing

Target brush parameters



The screenshot shows the 'Image Remixer' application interface. At the top, the browser address bar displays 'localhost:8000/image_remixer.html'. The main title is 'Image Remixer - Expressive 2017 Submission - Tutorial'. Below the title, there is a file selection button labeled 'Datei auswählen' and the filename 'P7210144.JPG'. A row of five 'Input Image' buttons (#1 to #5) is visible, with the first image selected. A central canvas displays a 3D rendering of a globe with an underwater scene, featuring coral and fish. On the right side, a 'Target Brush' parameters panel is open, showing various settings: 'Alpha Scale' (0.5), 'Alpha Mode' (linear), 'Modulator' (0.15), and 'Size Modulator' (0.44 and 0.47). A white callout box with a pointer to the 'Target Brush' panel contains the following text:

Opening "Target Brush" allows the modification of the brush that draws onto the canvas, i.e., size, rotation, and opacity; all parameters can also be changed with a modulator during drawing.

Change brush shape

The screenshot shows a web browser window titled "Image Remixer" at the URL "localhost:8000/image_remixer.html". The main interface has a dark background with the title "Image Remixer - Expressive 2017 Submission - Tutorial" at the top. Below the title are two buttons: "Datei auswählen" and "Keine ausgewählt". There are six "Input Image" slots labeled #1 through #5. A large white rectangular area is in the center, and a gray sphere is on the right. A callout box points to the sphere with the text: "Selecting the outer slot and clicking 'choose file' allows to change the brush. The brush is a gray-scale image that defines the opacity: bright – high, dark low". On the right side, there is a "Global" control panel with sliders for "Canvas Size" (1), "Image Stack Pos" (1.11), and "Preview Pos" (-0.5). Below these are sections for "Placement", "Input Mixer", "Source Brush", "Target Brush", and "MultiDrawer". At the bottom of the control panel are buttons for "Auto Trigger" (checkbox), "Auto Delay" (0), "Clear Scene", and "Save Image", followed by a "Close Controls" button.

Automatic painting

The screenshot shows a web browser window titled "Image Remixer" at the URL "localhost:8000/image_remixer.html". The main interface has a dark background. At the top, it says "Image Remixer - Expressive 2017 Submission - Tutorial". Below this, there's a file selection area with a button "Datei auswählen" and the filename "P7210144.JPG". There are five "Input Image" slots, with the first one containing a small image of a textured sphere. A large 3D scene is displayed in the center, featuring a sphere and a textured object. A blue square highlights a point on the sphere. On the right side, there is a control panel with various settings. The "MultiDrawer" section is expanded, showing "Auto Trigger" (checked), "Auto Delay" (0), "Clear Scene", and "Save Image".

By using a modulator for target brush position, automatic drawing can be achieved

After activating the modulator, clicking into the preview view or activating "Auto Trigger" enables automatic drawing

Multiple drawer

The screenshot shows the Image Remixer web application interface. The browser address bar displays "https://imageremixer.neocities.org". The main content area features a 3D model of a character's head with several colored brush strokes (pink, yellow, green) applied to it. A control panel on the right side of the interface is titled "MultiDrawer" and contains various sliders and checkboxes for adjusting brush parameters. A "Datei auswählen" button with the ID "P7290081" is visible above the 3D model.

Opening "MultiDrawer" allows the creation of up to 5 additional brushes. Every brush has its own parameter set.

"Drawer" selects the respective brush 1 to 5. Below, parameters like the size can be changed. "Off x/y" defines the offset to the mouse-controlled brush.

Each additional brush must be activated before usage.

Parameter	Value
Drawer	2
Size	0.1
Pos X	0.32
Pos Y	0.62
Off X	0
Off Y	0.35
Selector	2.8

Active

Auto Trigger

Auto Delay 0

Clear Scene

Save Image

Close Controls

Multiple drawer

The screenshot shows the Image Remixer web application interface. The browser address bar displays the URL <https://imageremixer.neocities.org>. The main content area features a 3D scene with a multi-drawer brush applied to a textured sphere. A text box explains: "Using the position modulators for the different brushes enables automatic painting with multiple brushes (after selecting 'Auto Trigger')". The right-hand side of the interface contains a control panel with the following sections:

- Basic
- Layout
- Placement
- Input Mixer
- Source Brush
- Target Brush
- MultiDrawer
 - Drawer: 1
 - Size: 0.1
 - Pos X: 0.66
 - Pos Y: 0.18
 - Off X: 0.13
 - Off Y: 0
 - Select: 2.1
- Pos Modulator
 - Mode: random walk
 - Angle: 0
 - Max: 1
 - Delta: 0.01
 - RWalk Step Size: 0.01
 - Motion Scale: [checkbox]
- Size Modulator
- Select Modulator
- Close Controls