blue{shift}
creative coding

Pixel Programming

When computers create or save a picture, they do this by dividing the picture into a grid. Each square of the grid is called a pixel, and each pixel has its own coordinates. Coordinates are made up of two numbers that describe where something is on a grid. For example, the coordinates for where Data Duck is on the grid below are X7 Y7 – seven squares along the line, or axis, called 'X', and seven squares along on the axis called 'Y'.

Data Duck has taken a picture and saved it on his computer. But he can't remember what it the picture looks like, and his computer is only giving him the coordinates of the pixels, along with their colour. Using the computer information (see next page), try to draw the picture Data Duck took.
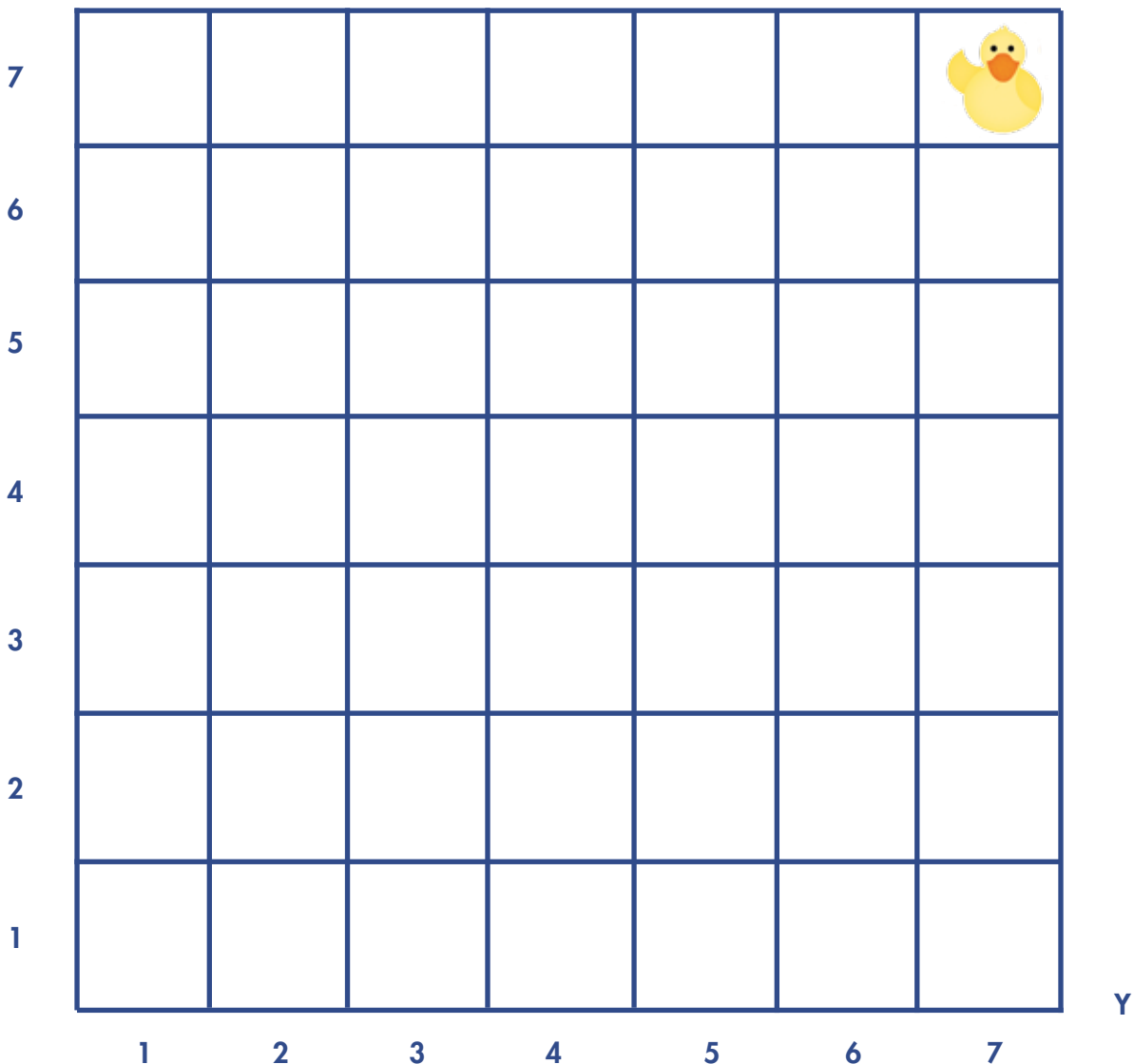
Brown:
X1 Y1; X1 Y2; X1 Y3; X1 Y4; X1 Y5; X1 Y6; X1 Y7

Green:
X2 Y4; X3 Y4

Red:
X4 Y4; X5 Y5; X6 Y4; X5 Y3

Yellow:
X6 Y4

Blue:
X2 Y1; X2 Y2; X2 Y3; X2 Y5; X2 Y6; X2 Y7
X3 Y1; X3 Y2; X3 Y3; X3 Y5; X3 Y6; X3 Y7
X4 Y1; X4 Y2; X4 Y3; X4 Y5; X4 Y6; X4 Y7
X5 Y1; X5 Y2; X5 Y6; X5 Y7
X6 Y1; X6 Y2; X6 Y3; X6 Y5; X6 Y6; X6 Y7
X7 Y1; X7 Y2; X7 Y3; X7 Y4; X7 Y5; X7 Y6; X7 Y7