HowToGoDot

No. 13 - This article is a continuation from the last issue of the UCUGA Digest by K. Dale Sidebottom and Rolf L. Miller. What we discussed there was "**what blurring is good for**", and we already learned that GoDot's blurring modifiers are well used to get rid of unwanted patterns in an image. This workshop issue will tell you of quite the contrary: How to implement patterns in an image by use of blurring modifiers! Thus we will dissolve the edges of letters like can be seen in the headline to this article (generated from a combination of several GoDot procedures some of which we already know from the UCUGA Digest, like rimming a letter and applying shadows to objects).

1. **Hazy letters**. On the left you see a cut out of the original letters of our headline after loading them to memory (Pic #1). First we affect them twice with **mod.Blur_High**. The result looks pretty much colorful (Pic #2) since we add many grays to the image (which are represented by colors under GoDot). Next, we use **mod.ApplyDither** to reduce all these grays to only two hires colors (Pic #3). If you want a b&w image you're done now, but if you like it colored, just go on. Step #4 is to apply **mod.Blur_High** once more which leads to many grays again, but this time a bit more blocky (Pic #4). This is useful for the last step, the reduction to five final C64 hires grays using **mod.ApplyDither**.

You see blue instead of gray in the result image (Pic #5). This is because I wanted to show you that colorization is nothing ultimate within GoDot. To achieve these blues just start **mod..Histogram** and *Swap* the three middle grays, dark gray with blue, middle gray with light blue, and light gray with cyan. The result looks pretty nice both in multicolor display mode and as a colored printout for your newsletters or greeting cards.

The next examples are a little similar to the former, but if you follow the directives, they lead to a more irregular result. It's a bit more grainy, so to say (our headline to this article was created this way too).

2. **Grainy letters**. The first you do is write your text like described in How to GoDot #9 (UCUGA Digest, May/June 2004 issue), "Dale" in this case. Then you put a clip around it (**mod.ClipWorks**), and enlarge this clip to screen size using **mod.-StretchClip**. The module to dissolve edges of distinct objects (like letters) is **mod.Smear**. It displaces pixels randomly and thus gives us the impression of having treated objects with strong acid. Apply it twice. After that we soften the whole thing a little (and at the same time apply colors to it) by **mod.Gaussian**. In the end we repeat our aciding procedure (twice mod.Smear). Dale's photo was applied to the image with **ldr.4Bit&-Mask** (for directives see UCUGA Digest November 2003, H2G #5). And thus we achieved Pic #6.

A coarser graininess (like in Pic #7) can be produced this way: Write your text ("Have a nice Day" in this case), apply mod.Smear once and smooth it with mod.Gaussian. Now apply **mod.MosaikMaxi** which turns the colors a bit more "squary", dissolve it again, this time with **mod.Rand.Oblique** (which is quite similar to mod.Smear but the pixels don't just stray but prefer an oblique direction). Reduce colors to only 5 with mod.ApplyDither (like in Pic #5) and recolor it reddish with yellow instead of white, and the grays replaced by orange, red and brown using mod..Histogram, function "*Swap*" like above in Pic #5.

Pic #8 is just one more example.

Pic #6: Mr. PostScript64

Pic #7: "Have a nice day"

Pic #8: Happy Day

Have fun with GoDot!