

Ca mouf lage it
Ca mouf lage it

zoom window

info1

info2

^

v

main info window

side window

Camouflage it it



city: zurich

adresse: 125 Escherwys Platz

prx. to point of interest: 200 m.

VARIABLES

Var_landscapechoice
Var_outline (array of points)
Var_camouflagechoice
Var_surface areacamouflage

ARRAYS

Array_landscapechoices
Place, company, facade square meters, kilometers from nice place
Array_camouflagechoices, landscape beyond, political slogan, famous quote

START

User Step 1 – Button choose from array_landscapechoice

```
#– call up array_landscapechoices  
#– display message „search through our library of landscapes to recamouflage“  
#– display from array_landscapechoices, array_landscapechoices.1,2,3.....  
#– display buttons to browse forward and backward and select  
#– on pass over on one of the array_landscapechoices, rename and store array_landscapechoicesX= var_landscapechoice  
#– open window_zooming  
#– display var_landscapechoice in window_zooming  
#– open next to that a small window with information windows  
#– open window_info  
#–retrieve data of var_landscapechoice from array_landscapechoicesX  
#–display data (array_landscapechoices.place, array_landscapechoices.company, Array_landscapechoices.squaremeters, ... in window_info  
#– border of var_landscapechoice = white
```



Camouflagement



city: zurich

adresse: 125 Escherwys Platz

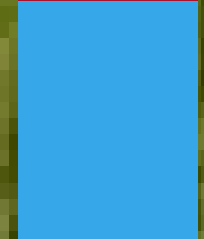
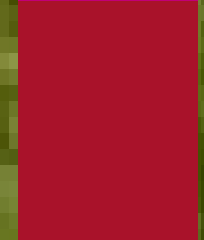
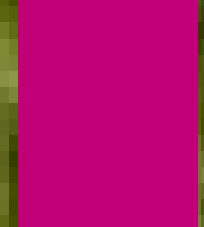
prx. to point of interest: 200 m.

User Step 2 – Display info about var_ landscapechoice

```
#– onclick over on one of the array_ landscapechoices, rename and store array_ landsca-  
pechoicesX= var_ landscapechoice  
#– border of var_ landscapechoice = white  
#– display var_ landscapechoice in window_ zooming  
#– open next to that a small window with information windows  
#– open window_info  
#– retrieve data of var_ landscapechoice from array_ landscapechoicesX  
#– display data (array_ landscapechoices.place, array_ landscapechoices.company, Array_ landsca-  
pechoices.squaremeters, ... in window_info
```



Ca mouf lage it Ca mouf lage it



User Step 3- define the colour of trace

#- display colors of tracing tool

#- when mouse on color, place color to var_colortrace, border of image = white

V

Camouflage it Camouflage it



trace 1



trace 2



User Step 4– make and save your traces

```
#– store mouse click1 x + y in var_outline to camouflage  
#– display point on mouse click at x + y  
#– store mouse click2 x + y in var_outline to camouflage  
#– display point on mouse click2 at x + y  
#– draw bright yellow line from mouseclick1 to mouse click2  
until double click  
#– place var_outline object on a layer called outline layer  
#– display var_outline object in side window  
#– display trace 1 under sidewindow1  
repeat for next trace
```

V

Camouflage it Camouflage it



image: rider

public domain

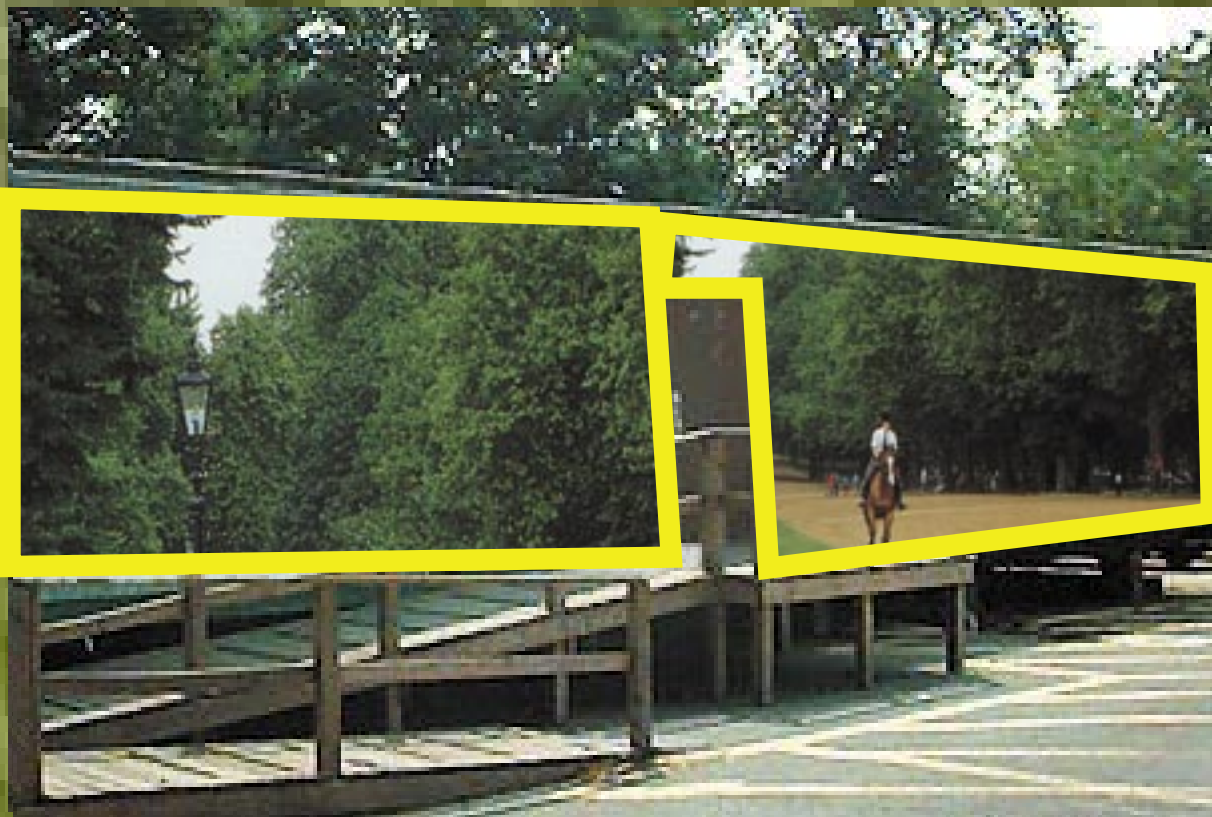


User Step 5– choose browse our library

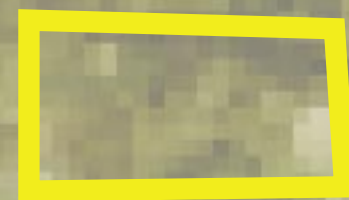
```
#– display from array_camouflagechoices, array_camouflagechoices1, 2, 3, ...in sidewindow  
#– display buttons to browse forward and backward and select  
#– on doubleclick of one image from array_camouflagechoices, rename array_  
camouflagechoicesX=var_mycamouflage  
draw border white  
#– display info of var_mycamouflage from array_camouflagechoices to maininfo window  
#– note the x,y coordinates of bounding box var_mycamouflage
```

V

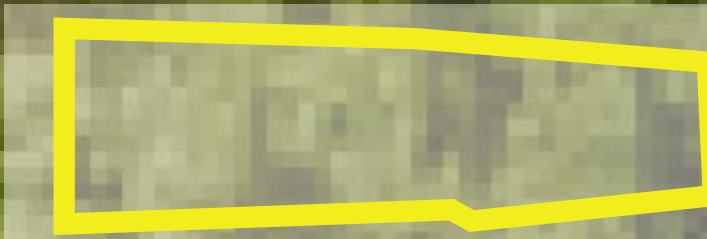
Camouflage it



side 1: amount:1
image: rider
cost: 100 euros



side 1: amount:1
image: rider
cost: 100 euros



area to print: 150 m2

number of sides:

total price: 1000 Euros

User Step 6– make and save your traces

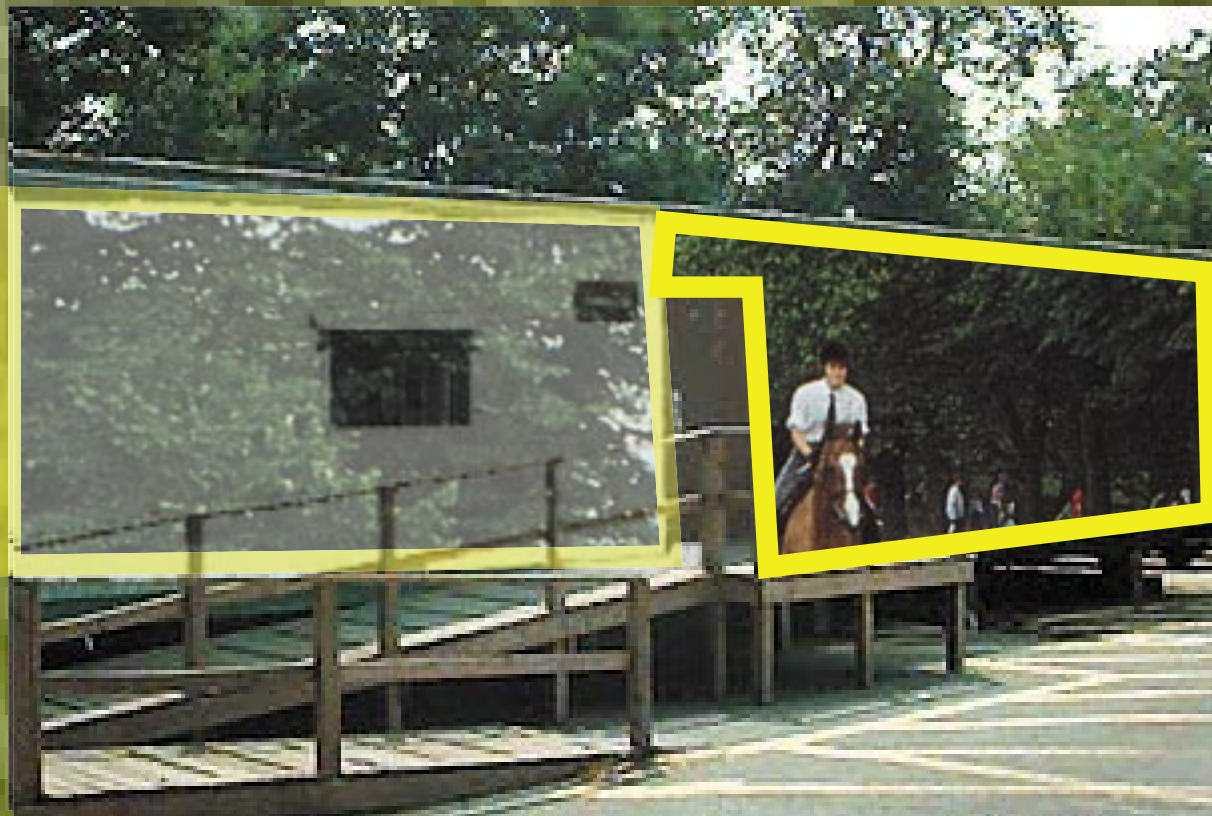
```
#– store mouse click1 x + y in var_outline to camouflage  
#– display point on mouse click at x + y  
#– store mouse click2 x + y in var_outline to camouflage  
#– display point on mouse click2 at x + y  
#– draw bright yellow line from mouseclick1 to mouse click2  
etc. until doubleclick  
#– place var_outline object on a layer called outline layer  
#– display var_outline in  
#– place var_outline object on a layer called outline layer
```



User Step 6.1– end your traces and display info

```
User Step 6.1 Bis- receive info data on choice of prices if textile or sticker *facade superficie  
#– calculate surface area of var_outline to camouflage  
#– display surface area of var_outline to camouflage in info1...info2  
#– calculate cost (area of var_outline * squaremeters) to camouflage in Window_info
```

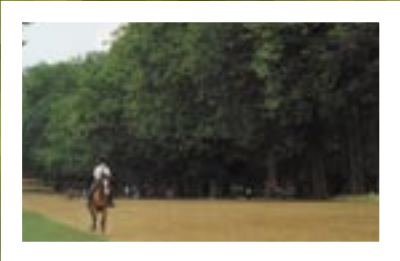
Camcorder page it a motor magnet page it



done



zoom



150%



transp.

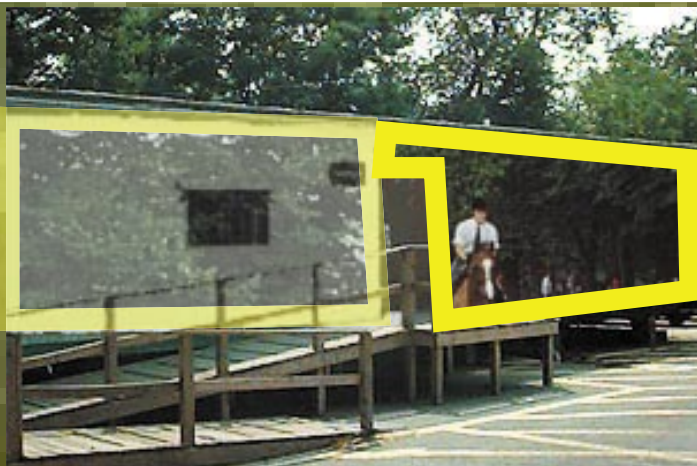


50%

User Step 7 – zoom, change transparency of camouflage

V

Camouflage it



side 1: amount:1
image: rider
zoom: 125 %
transp: 50 % cost: 100 euros



side 1: amount:1
image: rider
zoom: 200 %
transp: 50 % cost: 100 euros



side 1: amount:1
image: rider
zoom: 125 %
transp: 100 % cost: 200 euros



order

side 4: amount:2
image: rider
zoom: 125 %
transp: 100 % cost: 60 euros



User Step 8 – Get final summary, image user has done, and cost

END