

Extracting the value of average points of pictures. (initialization cells give the pictures used as examples)

```

poi[im_] := Flatten[Table[
  {i [ImageDimensions[im][[1]]/8], j [ImageDimensions[im][[1]]/8]}, {i, 7}, {j, 7}], 1]
points[im_] := Flatten[Table[{i [ImageDimensions[im][[1]]/8],
  j [ImageDimensions[im][[1]]/8]}, {i, {1, 3}}, {j, {1, 3}}], 1]
f[x_] := [10 x]
ext[im_] := Table[Append[
  Take[Map[f, ImageValue[Blur[im, ImageDimensions[im][[1]]/16], poi[im]], {2}][[i]],
  3], i], {i, 49}]
data[im_] := Map[f, ImageValue[Blur[im, ImageDimensions[im][[1]]/16], points[im]], {2}]

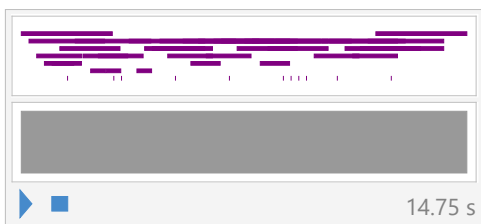
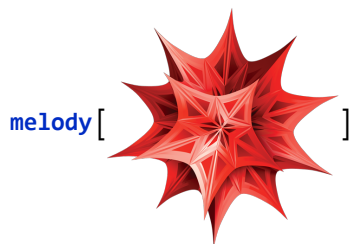
```

Making a melody out of a single image.

```

melody[im_] := Sound[Table[SoundNote[2 d[[1]] - 5,
  {d[[4]]/4, d[[4]]/4 + d[[2]]/2}, SoundVolume -> 0.2 + d[[3]]/2], {d, ext[im]}]]

```



Different versions of turning a gif into a melody. Note that the third version uses a pseudo - random number generator for variety.

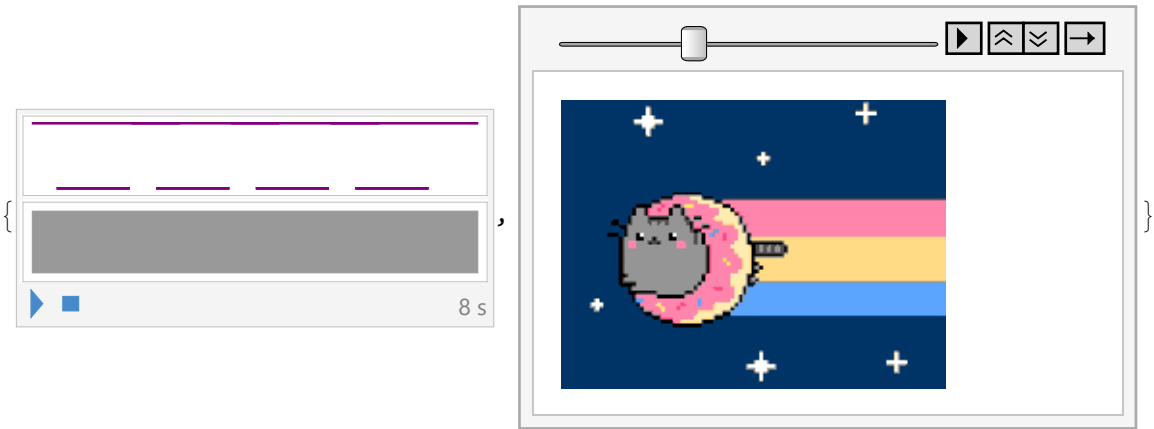
```

synth1[gif_] := {Sound@Table[Sound[Table[
  SoundNote[7 d[[1]] - 5, {-d[[2]]/Length[gif], 2 d[[2]]/Length[gif]],
  SoundVolume → 0.25 + d[[3]]/4], {d, data[gif[[i]]}], {i, 1, Length[gif]}],
ListAnimate[gif]}
synth2[gif_] := {
Sound@Table[Sound[Table[
  SoundNote[5 d[[1]] - 20, {0, d[[2]]/30}, "Sweep", SoundVolume → 0.3 d[[3]],
  {d, data[gif[[i]]}], {i, 1, Length[gif]}],
ListAnimate[gif]}

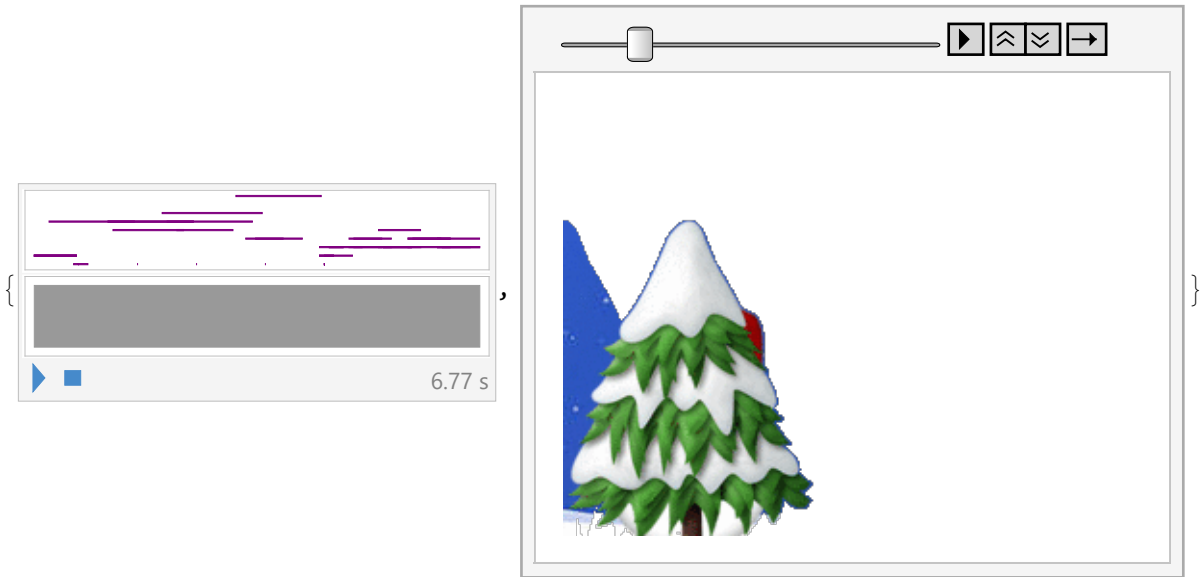
raw[im_] := ImageValue[Blur[im, ImageDimensions[im][[1]]/16], points[im]]
synth3[gif_] := {
Sound@Table[Sound[Table[
  SoundNote[RandomInteger[{-5, 5}] [10 r[[1]]] - RandomInteger[{1, 20}],
  {r[[2]]/4, r[[2]]/2}, "Halo", SoundVolume → r[[3]],
  {r, raw[gif[[i]]}], {i, 1, Length[gif]}],
ListAnimate[gif]}

synth1[gif1]

```



`synth1[gif2]`



`synth1[gif3]`

`synth2[gif1]`

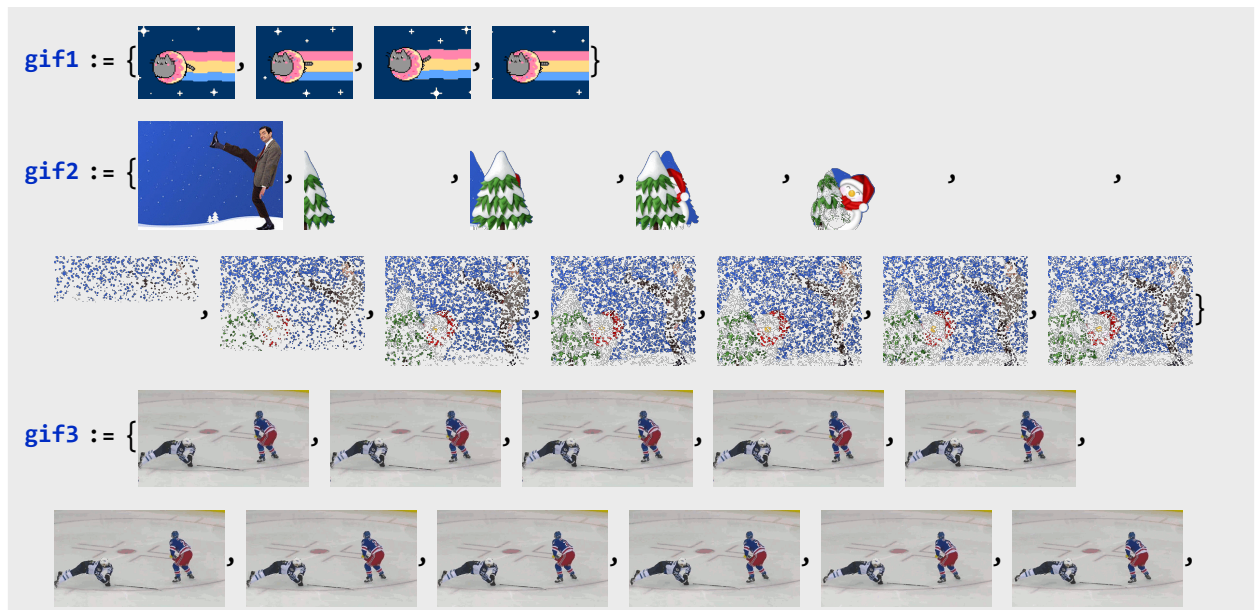
`synth2[gif2]`

`synth2[gif3]`

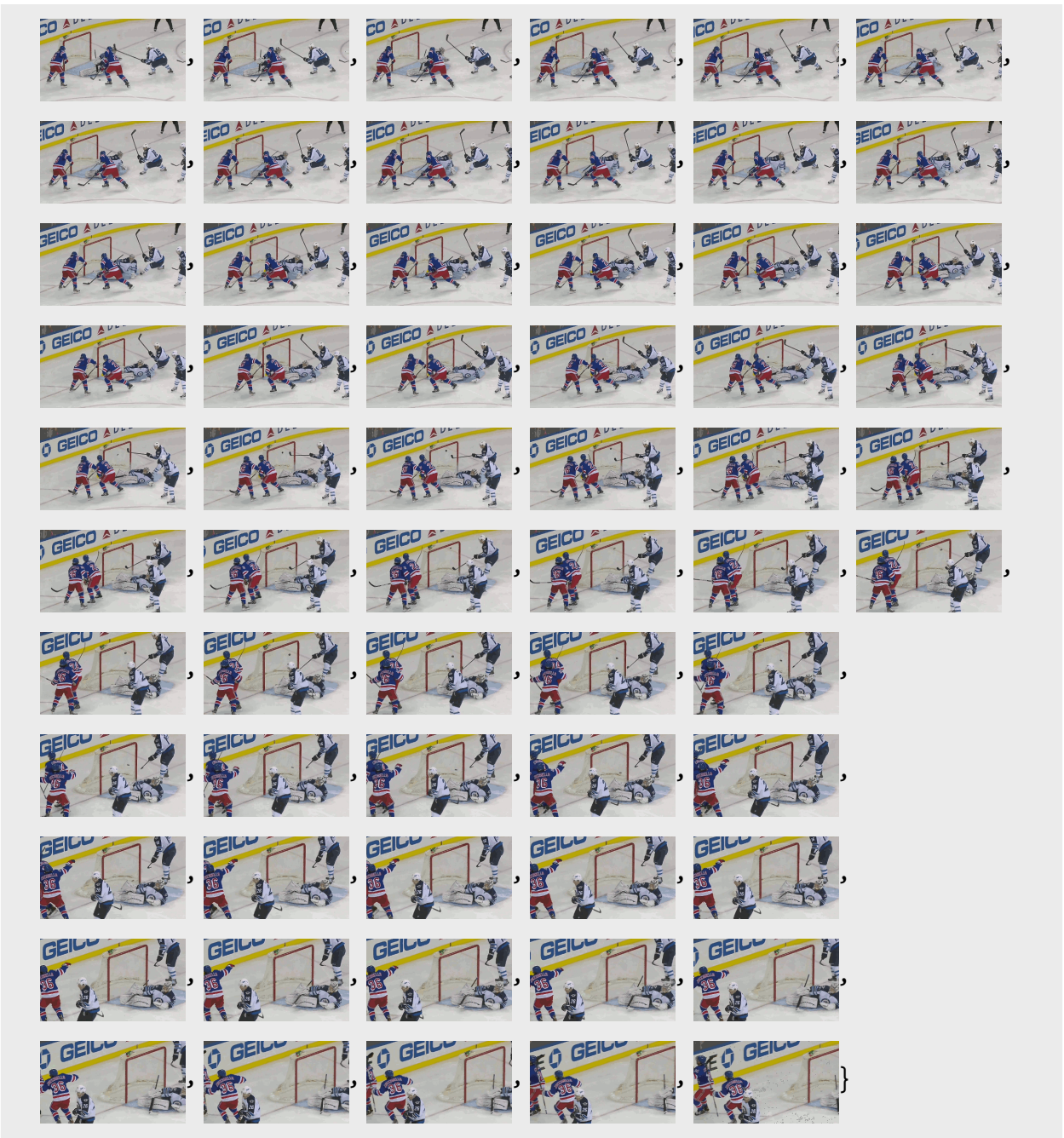
`synth3[gif1]`

`synth3[gif2]`

`synth3[gif3]`







synth1@ {

