

7.4. Create a video character

1. Run `/home/pi/AOLME/Session7/VideoEx2.py`.

What is the image size? How do you know?

What is the background?

To avoid retyping the background code, we use:

```
frame1 = frame0.copy()
```

How should we use `copy()` to create a character moving against a background? Discuss.

3. **Analyze:** Open and run the file `im_fill_Ex.py`.

Change the color and location of the rectangle:

```
start_row = 1
end_row   = 2
start_col = 0
end_col   = 1
im_fill(frame1, [start_row, end_row], [start_col, end_col], v)
```

2. **Analyze:** Study the code and ***change*** a pixel.

Note that the following code changes pixels:

```
frame1[0][2] = b # row=0, column=2
```

```
frame1[3][2] = b # row=3, column=3
```

What is the integer value for the first row?

What is the integer value for the last column?

4. **Discuss the following.**

When will it be better to specify a character using:

Row-by-row?

Rectangles?

Pixels?

Co-facilitator should relate the discussions and questions to their own experiences and project.
