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Media Manipulator

- Our motivation came from the famous art pieces like Van Gogh's Self Portrait.

- Most of Van Gogh's paintings are painted with Pointillism techniques. The technique gives the paint strange but attractive attributes.

- We thought we can use pixel manipulations to imitate the effect of Pointillism on a normal picture.

Software Architecture

- Media Manipulator is a Facebook Application primarily built with Javascript and HTML5.

- Facebook's Graph API is used to interact with user data.

- Google's Speech Recognition API is used to automate subtitles in a video.

Media Manipulator

Javascript

HTML5

Facebook Graph API

Google Speech Recognition API

Facebook Platform
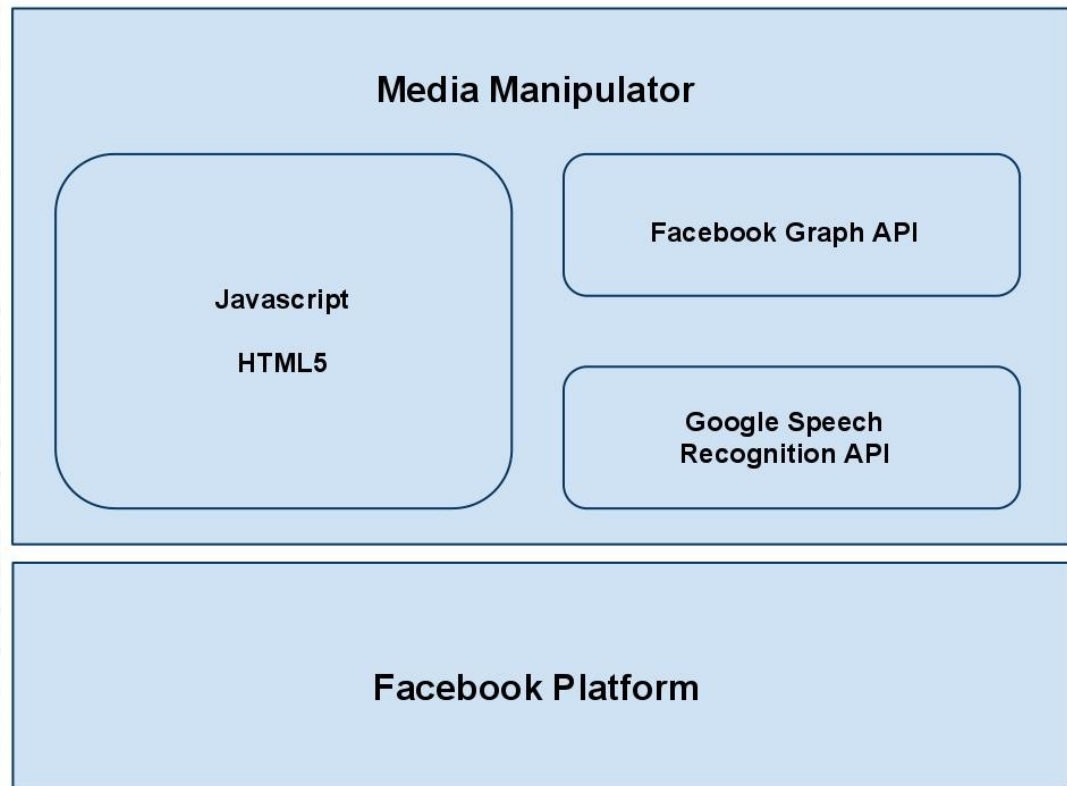
Challenges and Risks

- How do we manipulate the pixels so that we get desired artistic effects?

- How can we personalize our application?

- Learning curve to learn external frameworks, not sure how to quantify how the features will be implemented in low-level terms yet.

- How do we take the speech to recognition framework which takes mic input and use it to read and write back to a video format?