

# Coin Collection

Le Wei

60-412A Interactive Art and

Computational Design

Project 2 Info Visualization

# Pictures of Coins of the UK

by Tony Clayton

[Coins](#)

[Buy Coins](#)

[Stamps](#)

[Buy Stamps and other](#)

## Coins of George III

### Half Penny

[George II](#) <-- : : --> [George IV](#)



1770 halfpenny, first head.  
Courtesy of Spink



1772 halfpenny, first head.  
Courtesy of Spink

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View Sheet Tables Reorganize Function Formula List Charts Text Box Shapes Comment Share

2.0 \$ % ✓ +.00 .0 + Fill: [ ]

Sheets

- Sheet 1
- Table 1

Styles

- Basic
- Basic (No Grid)
- Gray
- Gray Headers
- Gray Fill
- Beige
- Ledger
- Blue
- Blue Headers
- Blue Fill

sum avg min max count

Charles II	1684	Charles II 6			1	0			1633
James II	1685	James II 11			0	0			1633
James II	1685	James II 5			0	0			1633
James II	1686	James II 12			0	0			1633
James II	1686	James II 16			0	0			1633
James II	1686	James II 2			0	0			1633
James II	1686	James II 4			0	0			1633
James II	1686	James II 7			0	0			1633
James II	1686	James II 9			0	0			1633
James II	1687	James II 13			0	0			1633
James II	1687	James II 3			0	0			1633
James II	1687	James II 8			0	0			1633
James II	1688	James II 10			0	0			1633
James II	1688	James II 14			0	0			1633
James II	1688	James II 15			0	0			1633
James II	1688	James II 17			0	0			1633
James II	1688	James II 18			0	0			1633
James II	1688	James II 6			0	0			1633
William and Ma	1689	William and Mary 12			0	0			1650 1662
William and Ma	1689	William and Mary 16			0	0			1650 1663
William and Ma	1689	William and Mary 17			0	0			1650 1664
William and Ma	1689	William and Mary 7			0	0			1650 1665
William and Ma	1689	William and Mary 8			0	0			1650 1666
William and Ma	1689	William and Mary 9			0	0			1650 1667
William and Ma	1690	William and Mary 1			0	0			1650 1668
William and Ma	1690	William and Mary 6			0	0			1650 1669
William and Ma	1692	William and Mary 13			0	0			1650 1670
William and Ma	1692	William and Mary 14			0	0			1650 1671
William and Ma	1692	William and Mary 15			0	0			1650 1672
William and Ma	1692	William and Mary 18			0	0			1650 1673
William and Ma	1692	William and Mary 20			0	0			1650 1674
William and Ma	1692	William and Mary 21			0	0			1650 1675
William and Ma	1692	William and Mary 3			0	0			1650 1676
William and Ma	1693	William and Mary 10			0	0			1650 1677
William and Ma	1693	William and Mary 11			0	0			1650 1678
William and Ma	1693	William and Mary 19			0	0			1650 1679
William and Ma	1694	William and Mary 2			0	0			1650 1680
William and Ma	1694	William and Mary 22			0	0			1650 1681
William and Ma	1694	William and Mary 4			0	0			1650 1682
William and Ma	1694	William and Mary 5			0	0			1650 1683
William III	1695	William III 14			0	0			1650
William III	1695	William III 17			0	0			1650
William III	1695	William III 18			0	0			1650

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# Analysis



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# Circularity

$$f_{\text{circ}} = \frac{4\pi A}{P^2}$$

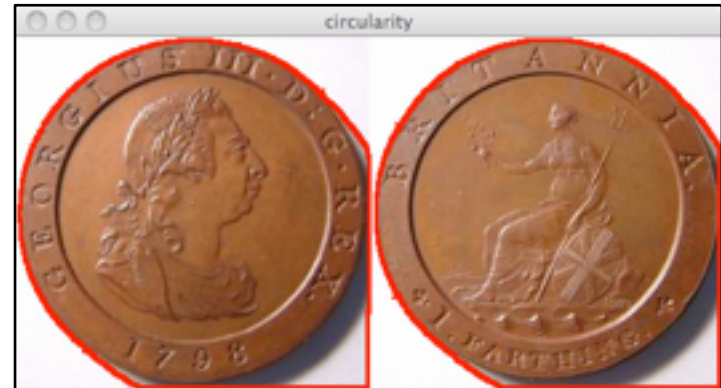
Need:

- Perimeter
- Area

Good



Not Good



Shadows



Spikyness

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# Not Even Close



Weird Backgrounds



Fuzzy Photos

```

PImage img;

int cellSize = 4;
int cols, rows;
int numPix;
int avgRed, avgGreen, avgBlue;
int brgtnss;
int factor = 40;
int f_red,f_green,f_blue;
float r,g,b,c_red,c_green,c_blue,c_r,c_g,c_b;
float d_red,d_green,d_blue,lerp_r,lerp_g,lerp_b;

void setup(){
  img = loadImage("wgreen.jpg"); // loads the Image
  size(img.width, img.height);
  colorMode(RGB, 255,255,255,100); // setting colormode

  cols = width / cellSize;
  rows = height / cellSize;

  numPix = rows * cols;
}

void draw (){
  image(img,0,0);
  for (int i = 0; i < cols ; i++) {
    for (int j = 0; j < rows ; j++) {

int x = i*cellSize;
int y = j*cellSize;
int loc = x + y*width;

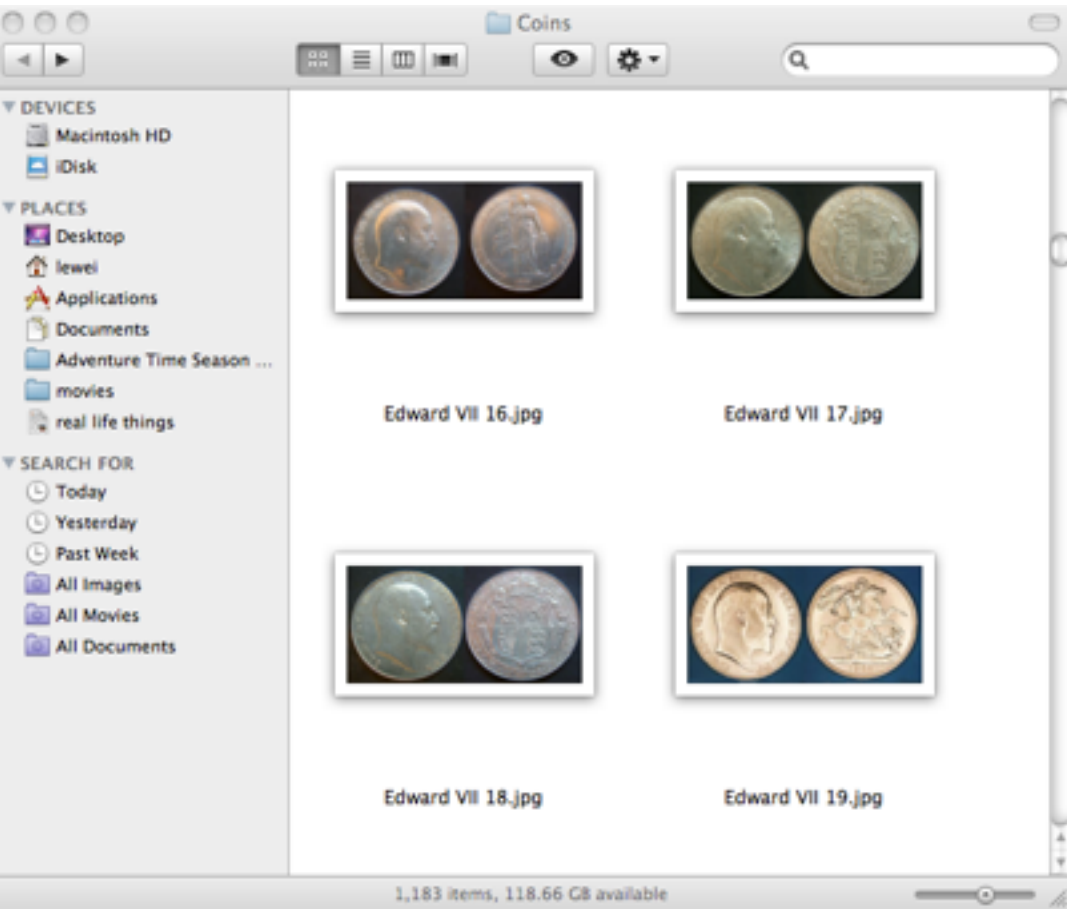
r = red(img.pixels[loc]);
g = green(img.pixels[loc]);
b = blue(img.pixels[loc]);

```

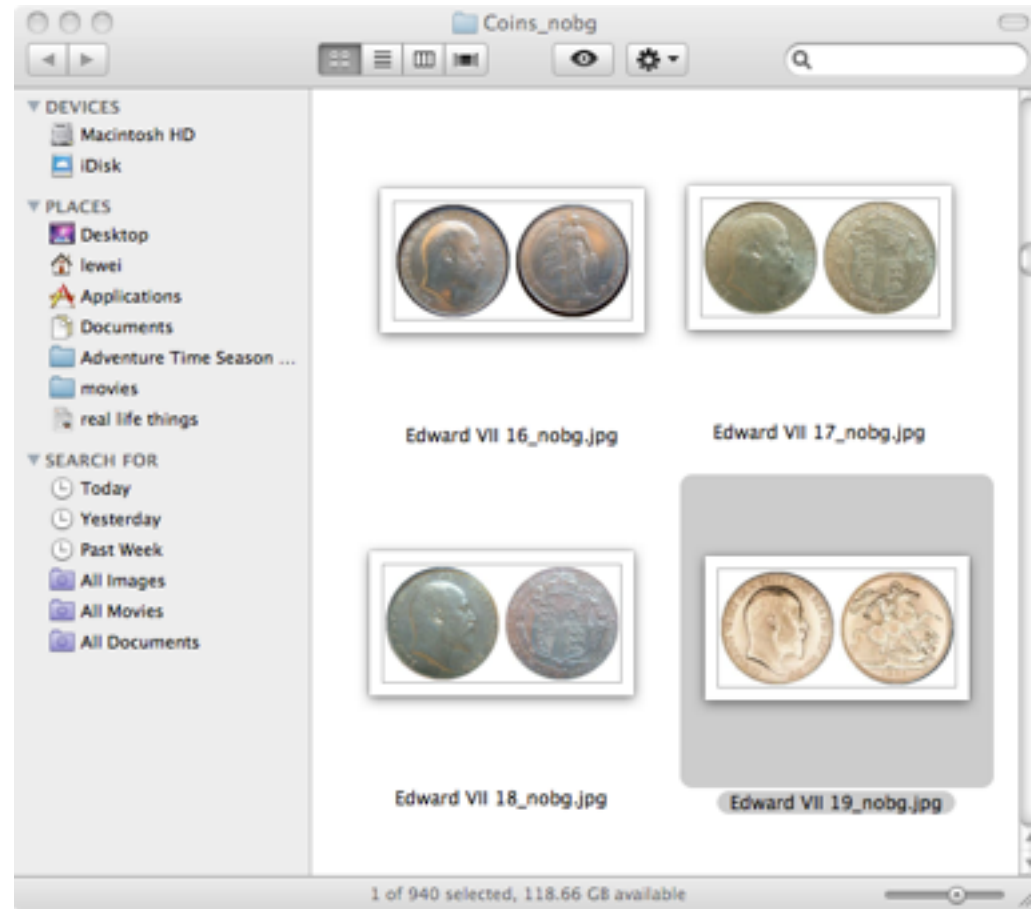
# Color Averaging

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before



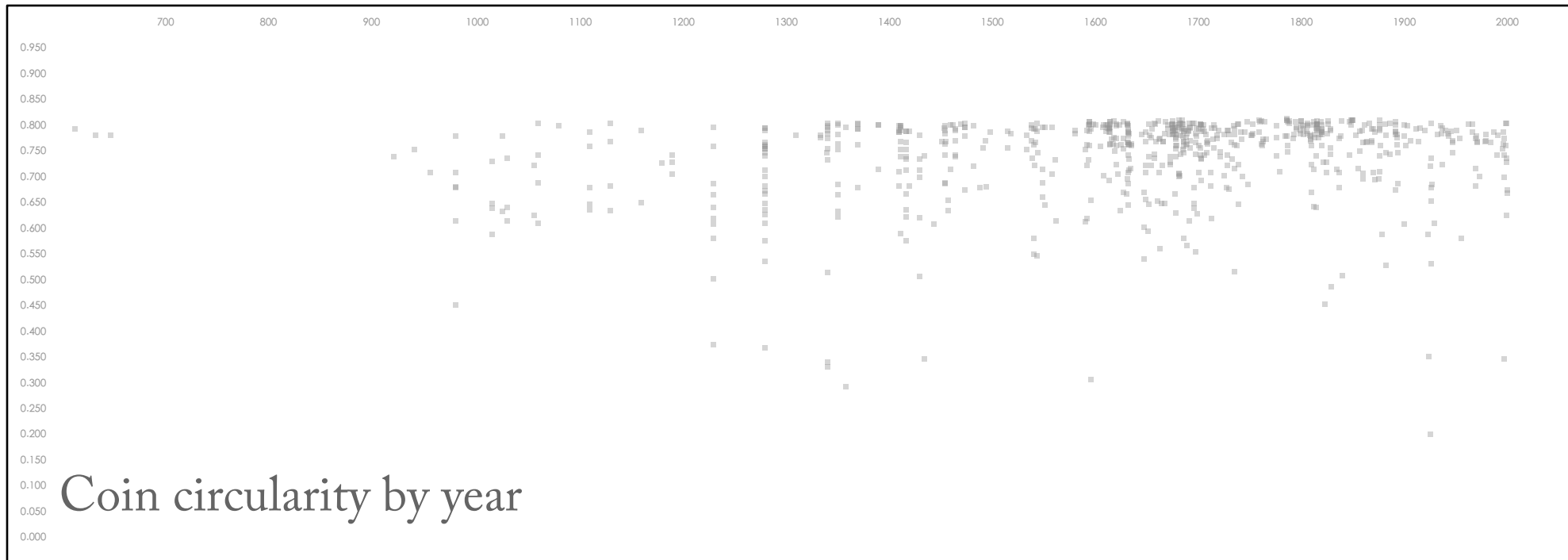
after



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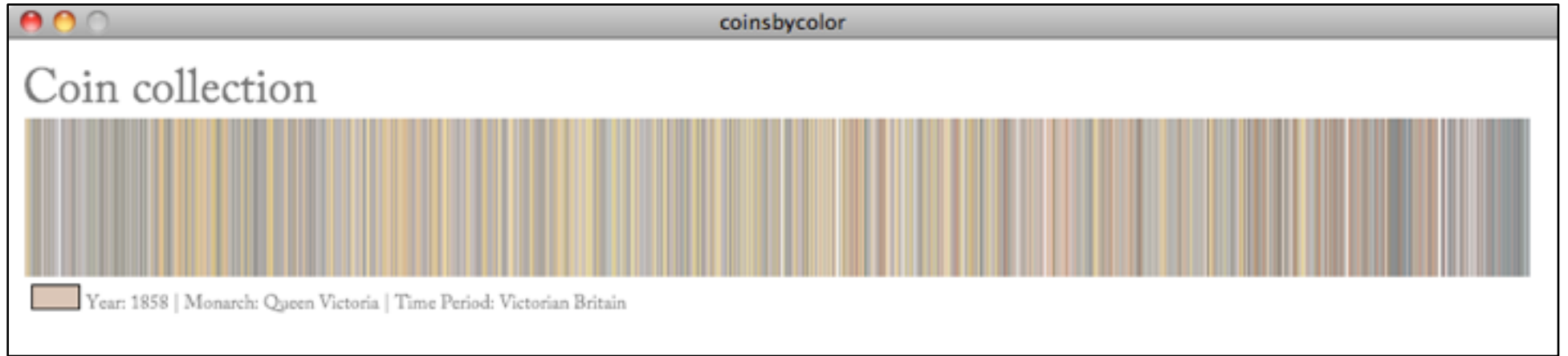
# The Results

Time



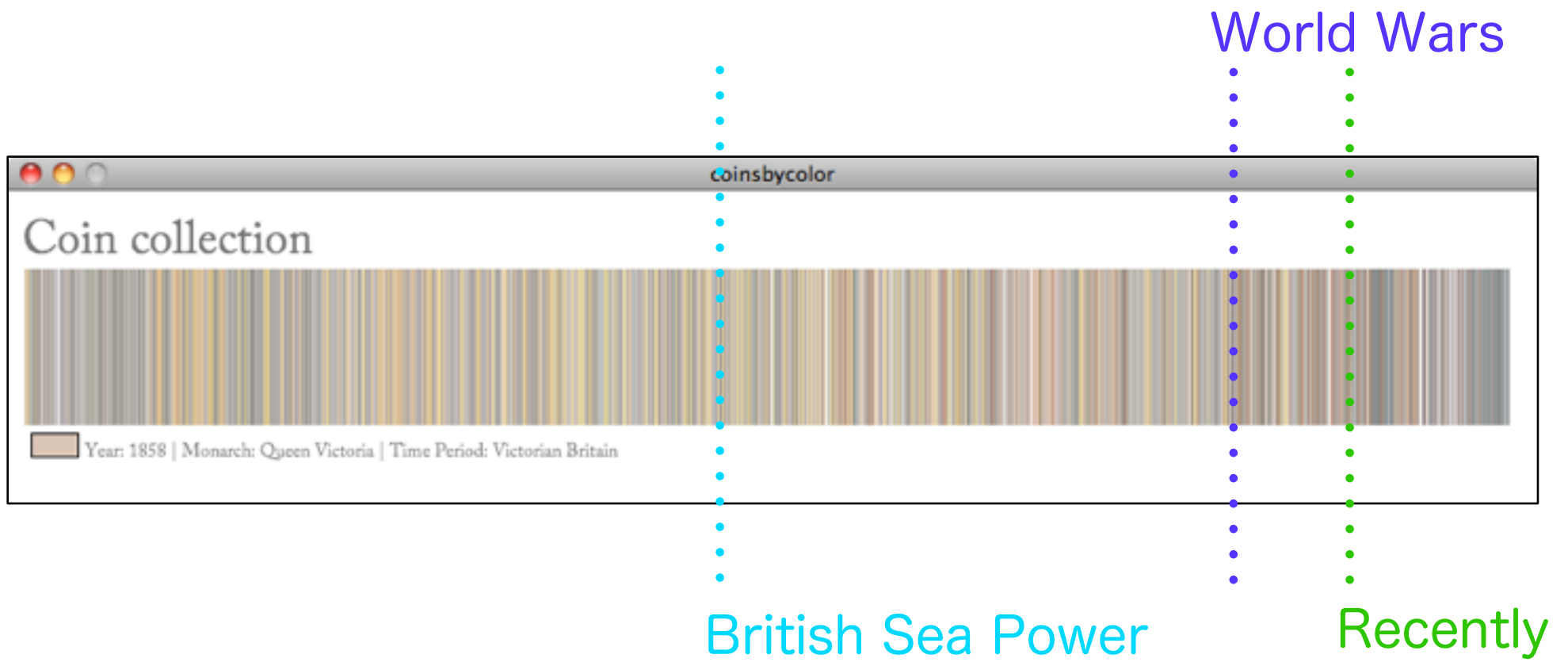
Circularity

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Time

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Where did all  
the gold go?

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Demo