

Python PiCamera Worksheet

Wilmslow CoderDojo

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Introduction

- Using these worksheets, you are going to learn how to use the Python language to control the Raspberry Pi Camera
- If you've only used Scratch before, you will find Python a little different, as you have to type everything you want the Pi to do, rather than the "drag and drop" style of Scratch
- Remember to check carefully what you've typed if anything goes wrong

Getting Started: 1, 2, 3

- 1) If it isn't already started, power on your Raspberry Pi
- 2) Once you can see the desktop, click the menu and look for the "terminal" icon, it usually looks like a picture of a screen
- 3) Create a directory to work in, perhaps use your name, and then choose that directory

Don't type the \$ signs,
they're already there.

Press ENTER at the end of
each line

```
$ mkdir stephen  
$ cd stephen
```

Don't use my name!
Use yours! :-)

You are now ready to code!

Smile please!

- Now we're going to put your picture on the screen, so make sure the camera is pointing at you and you're smiling!
- Let's use a text editor called nano to create a new file.

Type

```
$ nano smile.py
```

- nano will open with an empty file
- Type in the code you see to the right

```
import picamera
import time

camera=picamera.PiCamera()

try:
    camera.start_preview()
    time.sleep(5)
    camera.stop_preview()
finally:
    camera.close()
```

For these lines which have spaces at the beginning, press TAB before you type to make the space

- Once you've typed in the code, exit and save by pressing Ctrl and X together, then press Y and then ENTER
- Then to run the program, type

```
$ python smile.py
```

What did we just do?

```
import picamera  
import time
```

Tells python we want to use the “picamera” and “time” modules

```
camera=picamera.PiCamera()
```

Create a PiCamera “object” which we can work with

```
try:
```

Tells python to try to run the next bit of code, but if it goes wrong, run what comes after “finally” even if it goes wrong

```
    camera.start_preview()  
    time.sleep(5)  
    camera.stop_preview()
```

Show the camera preview on the screen, wait 5 seconds, then turn off the preview

```
finally:  
    camera.close()
```

Tidy up after ourselves! If we don't and something goes wrong, the camera preview could be stuck on the screen

Selfie time!

- Now we're going to take your picture, so you might want to give your face a quick wipe!
- Edit the file again with nano
- Remember how?

```
$ nano smile.py
```

- nano will open with the code you entered before
- Add the line in red in the appropriate place – it captures a file of the image in the camera, your face, and stores it in a file called 'selfie.jpg'

```
import picamera
import time

camera=picamera.PiCamera()

try:
    camera.start_preview()
    time.sleep(5)
    camera.capture('selfie.jpg')
    camera.stop_preview()
finally:
    camera.close()
```

- Once you've typed in the code, exit and save by pressing Ctrl and X together, then press Y and then ENTER
- Then to run the program, type

```
$ python smile.py
```

Look what you did!

- Now, I suppose you want to check that file to see if it really saved your picture?
- Type:

```
$ gpicview selfie.jpg
```
- Wow! Did it work?

Special effects?

- So far so good, we can see what the camera can see, and we can save it to a file to take a picture
- But wait, there's more!
- Open the file again with nano (if you don't remember how, look back to the previous sheets)
- Add the line in red in the appropriate place – and change the filename, also shown in red, so that we don't overwrite your first picture

```
import picamera
import time

camera=picamera.PiCamera()

try:
    camera.start_preview()
    camera.image_effect='sketch'
    time.sleep(5)
    camera.capture('sketch.jpg')
    camera.stop_preview()
finally:
    camera.close()
```

- Save the code (remember how?)
- Then run it using python again
- You can use gpicview again to see your picture

What? More? Really?

- There are lots more effects available:
 - sketch, posterise, gpen, colorbalance, film, pastel, emboss, denoise, negative, hatch, colorswap, colorpoint, saturation, blur, watercolor, cartoon, none, washedout, solarize, oilpaint
- Try them all! What do they do?
- Which is your favourite?