



*Melty Lines*  
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A pattern formed by inverting a pixel swap algorithm I worked on last year. What hooked my attention was the near uniformity of the lines, which occasionally become warped and create a 3D effect. The algorithm looks at the average color in a section to the top left of a pixel, called  $c$ . Then it samples many pixels from a source image to find the least similar color to  $c$ . Then it swaps the two pixels. This creates alternating patterns which fluctuate in color and desaturate as the source image runs out of viable pixels to swap.