

```
(* Rendering 3-D Depth in an RGB Image Using Nested Subsets and Permutations *)  
(* Copyright, April 18,  
2006 - Doug Youvan - www.youvan.com & www.pseudocolor.com *)
```

```
(* permute n different numbers in groups of  
three yielding the complexity of uniquely ordered sets *)
```

```
For[n = 4, n ≤ 10, n++, c = n! / (n - 3)!; Print["n= ", n, " ", "c= ", c] ];
```

```
n= 4      c= 24
```

```
n= 5      c= 60
```

```
n= 6      c= 120
```

```
n= 7      c= 210
```

```
n= 8      c= 336
```

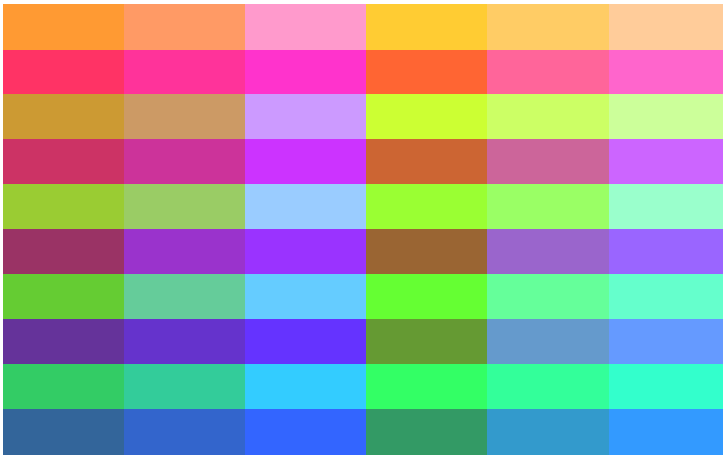
```
n= 9      c= 504
```

```
n= 10     c= 720
```

```
(* nest 5 grayscale values into all possible (60) uniquely ordered RGB sets *)

val = Table[{0, 0, 0}, {60}];
n = 5;
c = 0;
(* k=3 because of the three indices: r,g,b *)
For[r = 1, r ≤ n, r++,
  For[g = 1, g ≤ n, g++,
    For[b = 1, b ≤ n, b++,
      If[r ≠ g ≠ b, c = c + 1; val[[c]] = {r/n, g/n, b/n}]]];

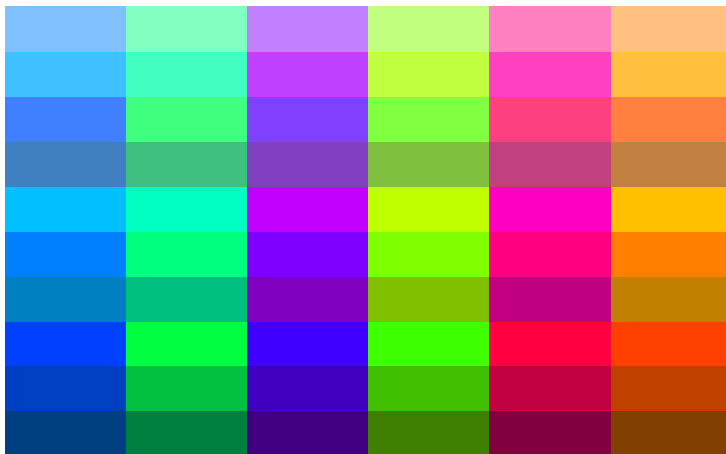
g5 = Partition[val, 6];
Show[Graphics[RasterArray[Apply[RGBColor, g5, {2}]]], ImageSize → {360, 360}]
```



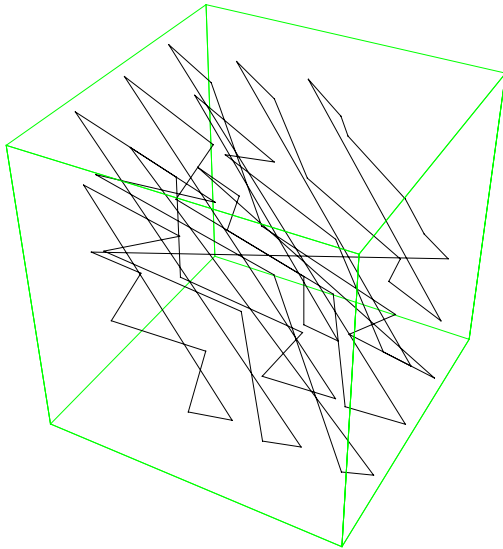
```
(* permute 5 grayscale values into all possible
(60) uniquely ordered sets with presorting of grayscale *)

permsfive = Join[
  Permutations[{0.00, 0.25, 0.50}],
  Permutations[{0.00, 0.25, 0.75}],
  Permutations[{0.00, 0.25, 1.00}],
  Permutations[{0.00, 0.50, 0.75}],
  Permutations[{0.00, 0.50, 1.00}],
  Permutations[{0.00, 0.75, 1.00}],
  Permutations[{0.25, 0.50, 0.75}],
  Permutations[{0.25, 0.50, 1.00}],
  Permutations[{0.25, 0.75, 1.00}],
  Permutations[{0.50, 0.75, 1.00}]
];

g5 = Partition[permsfive, 6];
Show[Graphics[RasterArray[Apply[RGBColor, g5, {2}]]], ImageSize -> {360, 360}]
```



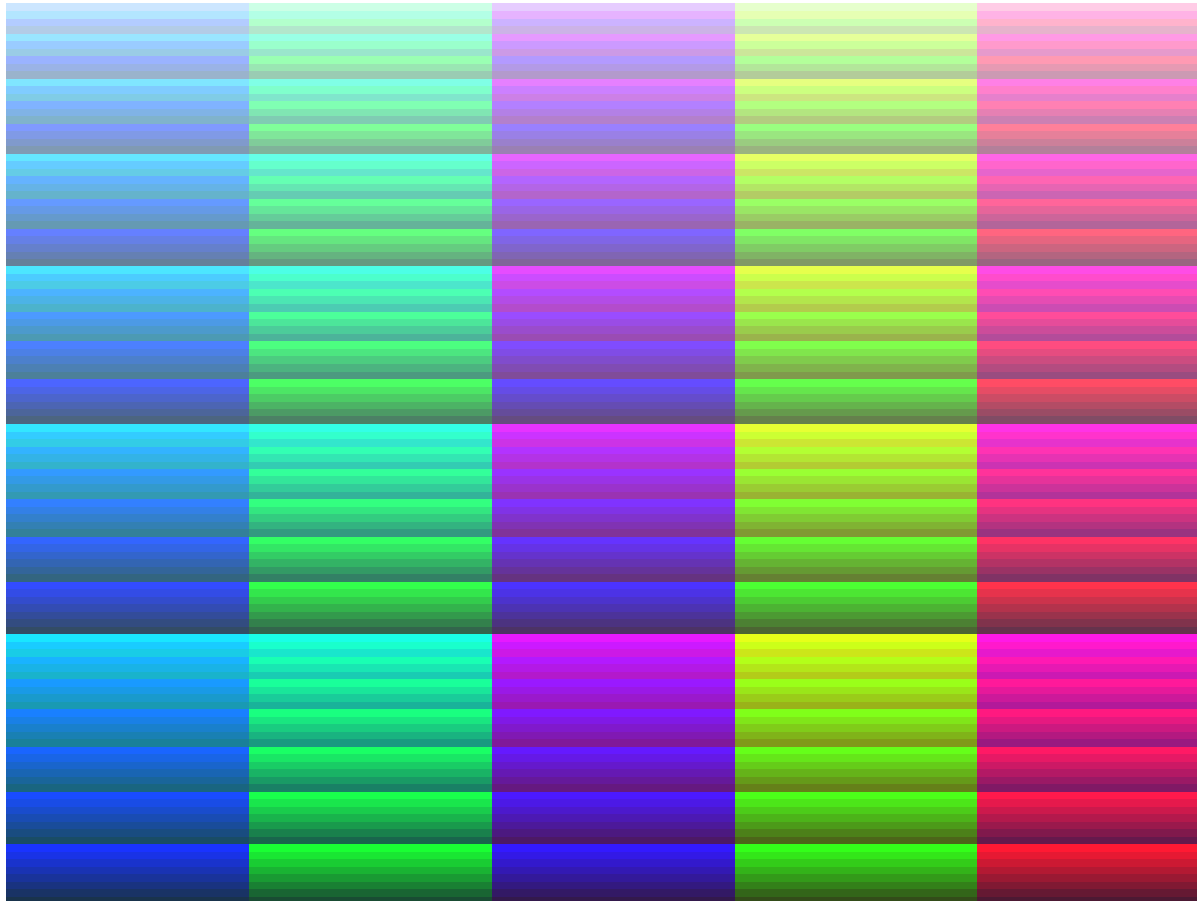
```
(* Display the palette generated above in a Schroedinger cube *)  
  
Show[  
  Graphics3D[  
    Line[  
      Append[permsfive, First[permsfive] (* Append needs to be  
        fixed so that the first and last points are not connected *)  
    ]],  
    ImageSize -> {256, 256},  
    AxesStyle -> RGBColor[0, 1, 0], BoxStyle -> RGBColor[0, 1, 0];
```



```
In[1]:= (* automatically generate
        120 presorts of 10 grayscale values;
        permute into all possible (720) uniquely ordered sets *)

grayset = {0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0};
jointsub = Subsets[grayset, {3}, {1}];
For[x = 2, x <= 120, x++,
    subsub = Subsets[grayset, {3}, {x}];
    jointsub = Join[jointsub, subsub]];
permsten = Permutations[jointsub[[1]]];
For[x = 2, x ≤ 120, x++,
    permsten = Join[permsten, Permutations[jointsub[[x]] ] ] ];

g10 = Partition[permsten, 6];
Show[Graphics[RasterArray[Apply[RGBColor, g10, {2}]]],
     ImageSize → {720, 720}]
```



Out[7]= - Graphics -

```
(* Display the palette
generated above in a Schroedinger cube *)

Show[
  Graphics3D[
    Line[
      Append[permsten, First[permsten]
        (* Append needs to be fixed so that the
           first and last points are not connected *)
      ]],
    ImageSize -> {256, 256}, AxesStyle -> RGBColor[0, 1, 0],
    BoxStyle -> RGBColor[0, 1, 0]];
```

