	Section **A**		Section **B**		Section **C**		Section **D**
A1	**START HERE**	**B1**	$R = 420$	**C1**	$R = 150 + 2 \cdot v$	**D1**	$c = x + 4 \cdot y$
A2	$u = x - 36$	**B2**	$B = 520$	**C2**	$B = 50$	**D2**	$R = 132 + c$
A3	$v = 18 - y$	**B3**	$t = 5000 + 8 \cdot h$	**C3**	$p = h + 8 \cdot v^2$	**D3**	$B = 192 + c$
A4	$h = u^2 + v^2$	**B4**	$p = t \cdot u \mid 2$	**C4**	$c = 240 \cdot (-v) - p$	**D4**	Continue in Section **E**
A5	If $h < 200$ continue in Section **B**	**B5**	$q = t \cdot v \mid 2$	**C5**	If $c > 1200$ then		
	otherwise if $v < 0$ continue in Section **C**	**B6**	$s = 2 \cdot q$	C6	$o = 6 \cdot c \mid 1$		
	otherwise continue in Section **D**	**B7**	$w = (1000 + p - s) \mid 2 + 8$	C7	$o \rightarrow c \cdot (1500 - o)$		Section **E**
		B8	If $w > 0$ then $R \rightarrow R + w^2$	C8	$o \rightarrow o \mid 2 - 8360$	**E1**	If $R > 255$ then $R = 255$
		B9	$o = s + 2200$	C9	$R \rightarrow R \cdot o \mid 3$	**E2**	If $B > 255$ then $B = 255$
		B10	$R \rightarrow R \cdot o \mid 4$	C10	$B \rightarrow B \cdot o \mid 3$	**E3**	$G = (7 \cdot R + 3 \cdot B) \mid 1$
		B11	$B \rightarrow B \cdot o \mid 4$	**C11**	$r = c + u \cdot v$	**E4**	Submit your R, G and B!
		B12	If $p > -q$ then	**C12**	$d = 3200 - h - 2 \cdot r$		
		B13	$w = (p + q) \mid 1$	**C13**	If $d > 0$ then $R \rightarrow R + d$		
		B14	$R \rightarrow R + w$	**C14**	Continue in Section **E**		
		B15	$B \rightarrow B + w$				
		B16	Continue in Section **E**				

This Worksheet is the same for all pixels of our mathematical image. Follow the computations in the order indicated starting at A1. **Remember all operations need to be carried by hand; no calculators or computers allowed**.

Order of precedence: $\cdot$, $\mid$, $+$, $-$
Special symbols:

$a \rightarrow b$ replace a with b

$a \mid n$ remove last n digits of a, <u>with rounding</u>

Examples:

$1234 \cdot 555 \mid 4 + 2 = 684870 \mid 4 + 2 = 68 + 2 = 70$

$1234 \cdot 556 \mid 4 + 2 = 686104 \mid 4 + 2 = 69 + 2 = 71$

Note the rounding during $686104 \mid 4$

Thanks a lot for being part of the **Human Shader,** go find your pixel in the public canvas! **Tip**: if its color looks wrong to you, feel free to review your calculations and submit again with the same code!