

Pixel Puzzle Picture 1b: Egypt

Run Length Encoding with Colour Lookup Table

Images can be represented in many ways. In this colour-by-number puzzle you must recreate the picture using the Colour Lookup Table and lists of numbers that tell you how to colour each square or 'pixel'.

Each row of numbers tells you how to colour a single line. In each pair of numbers, separated by a comma, the first number gives the number of squares to colour and the second the colour as given in the colour lookup table. So, for example: 10 0, 26, 3. means colour the first 10 pixels of the row blue (colour 0) and then the next 26 pixels brown (colour 3 given the colour lookup table below).

As you follow each instruction, cross off the steps you have done, so you don't lose track. Be careful not to confuse the colour number for the number of blocks (hint colour over all the pairs of numbers first with their colours to give you an easier to use representation)!

Colour Lookup Table

0 Blue 1 Yellow 2 Black 3 Brown

The Image Key

35 0.

35 0.

21 0, 4 1, 10 0.

20 0, 6 1, 9 0.

19 0, 8 1, 8 0.

19 0, 8 1, 8 0.

19 0, 8 1, 8 0.

19 0, 8 1, 8 0.

20 0, 6 1, 9 0.

21 0, 4 1, 10 0.

13 0, 1 2, 5 0, 1 2, 15 0.

12 0, 1 2, 1 3, 1 2, 3 0, 1 2, 1 3, 1 2, 14 0.

11 0, 1 2, 3 3, 1 2, 1 0, 1 2, 3 3, 1 2, 13 0.

10 0, 1 2, 5 3, 1 2, 5 3, 1 2, 7 0, 1 2, 4 0.

9 0, 1 2, 7 3, 1 2, 5 3, 1 2, 5 0, 1 2, 1 3, 1 2, 3 0.

8 0, 1 2, 9 3, 1 2, 5 3, 1 2, 3 0, 1 2, 3 3, 1 2, 2 0.

4 0, 1 2, 2 0, 1 2, 5 3, 1 2, 5 3, 1 2, 2 3, 1 2, 2 3, 1 2, 1 0, 1 2, 5 3, 1 2, 1 0.

3 0, 1 2, 1 3, 1 2, 6 3, 1 2, 1 3, 1 2, 6 3, 1 2, 1 3, 1 2, 2 3, 1 2, 7 3, 1 2.

2 0, 1 2, 3 3, 1 2, 4 3, 1 2, 3 3, 1 2, 4 3, 1 2, 3 3, 1 2, 2 3, 1 2, 7 3.

1 0, 1 2, 5 3, 1 2, 2 3, 1 2, 5 3, 1 2, 2 3, 1 2, 5 3, 1 2, 2 3, 1 2, 6 3.

1 2, 7 3, 1 1, 1 2, 7 3, 1 2, 1 1, 7 3, 1 2, 8 1.

35 1.

35 1.

35 1.

35 1.

Change the colours in the colour key and colour it again, using a colour key of your choice. What happens to the picture? Why not create your own pixel puzzle picture.

