



多媒體技術概論 期末報告

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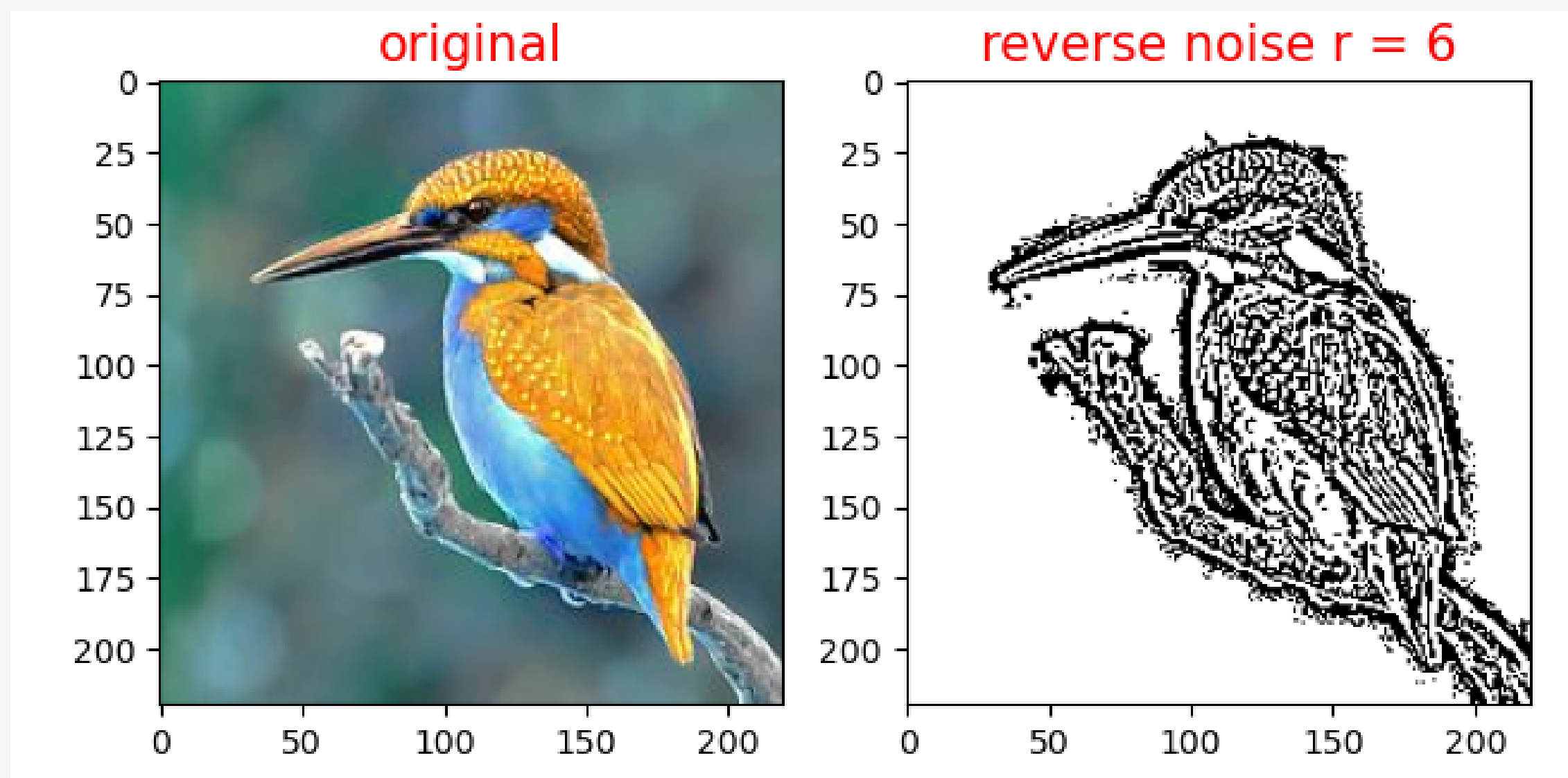
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趙碩政

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徐慧婷

影像轉水墨畫



應用函式與 邏輯



1

`cv2.COLOR_BGR2GRAY`

將讀取進來的彩色影像轉為灰階影像

2

`cv2.GaussianBlur`

使用高斯濾波去除背景雜訊並生成新影像

3

`cv2.Canny`

取得影像的邊緣資訊

4

`change(img)`

將canny的邊緣改成黑色

5

`cv2.adaptiveThreshold`

將影像透過高斯法的適應性閾值化來將灰階影像的灰階值變為只有 0 和 255

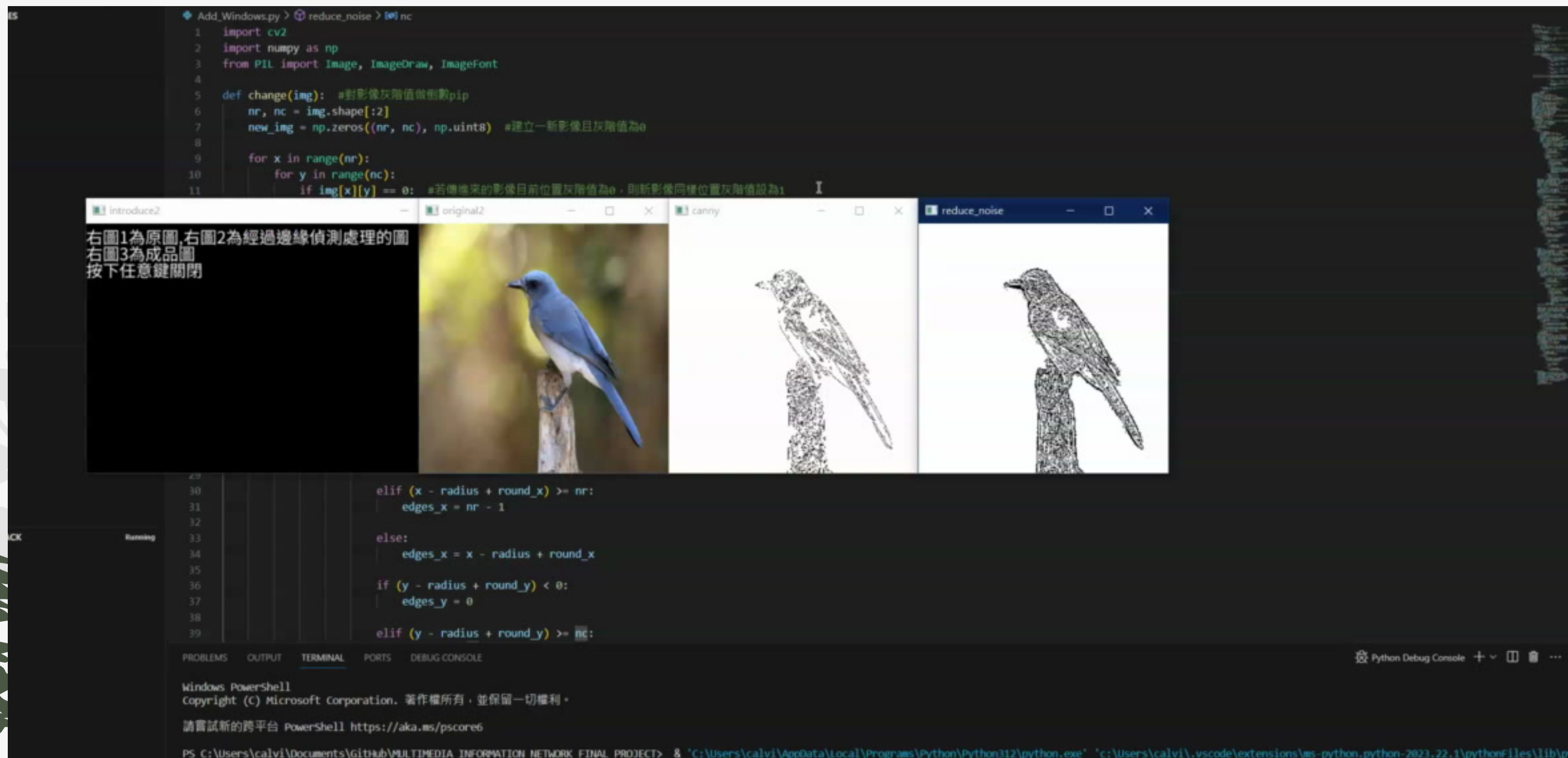
6

`reduce_noise(img, edges, radius)`

在各像素點的半徑(radius)周圍的邊緣資訊(edges)是否有值，有值則保留，沒值則將灰階值設為255(白色)，以此來確認哪些像素點的灰階值應該被保留下來，其餘的灰階值為 255，以此來生成成品

修改部分


視窗化




Github




return step when wrong threshold


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update

 Lia1526 committed 3 weeks ago

Thank you!

