

# Master 1 IMAGINE Projet Image

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We have completed the GUI application, there is still some security to add (like checking the selection before applying the schema) but it is quite usable. How to use it: When you open the app, you need to select the image you want to work on. You must first put an image in the Images file (.jpg or .png). Once selected, it displays this image twice, on the right the one that will be modified. A copy of this image is created on the Images file under the name "tmp.ppm", and another copy of the modified images will be saved in the ImagesOut file under the same name. It is necessary to save the edited image every time you edit it so that it can be displayed on the application, that's why "tmp.ppm" in the ImagesOut file is always overwritten. If you want to save your edited image, enter the desired name (without extension) and click "sauvegarder l'image". Then, to process the image, you can click on the scheme you want to apply and adjust the rotary knobs with the desired value. The first rotary knob is used for color tint in HSL. The next two rotation buttons concern the analog diagram such as the distance in HSL between the shades and the number of shades.

We have continued research on harmony improvement and convolutional neurons, but nothing significant new has been added yet. On the following pages there are some screens of the GUI application

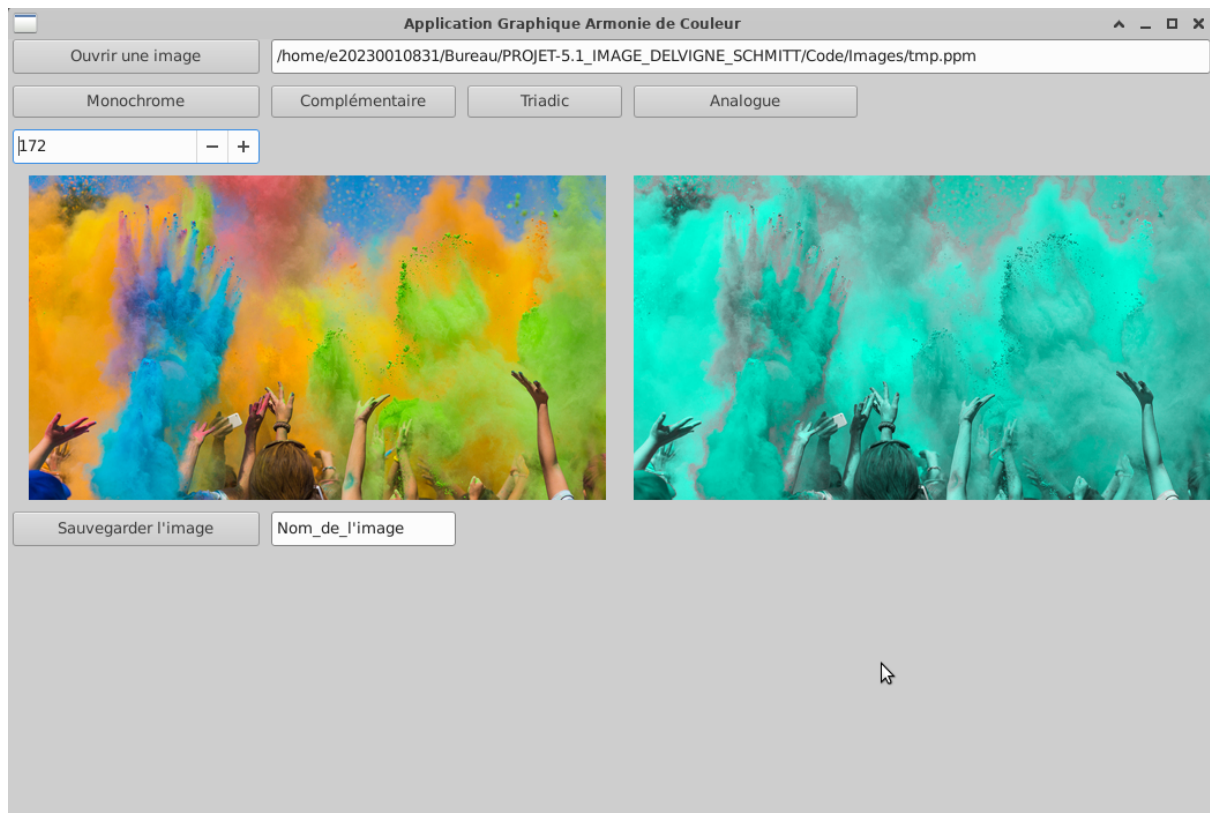


Figure 1: Monochrome

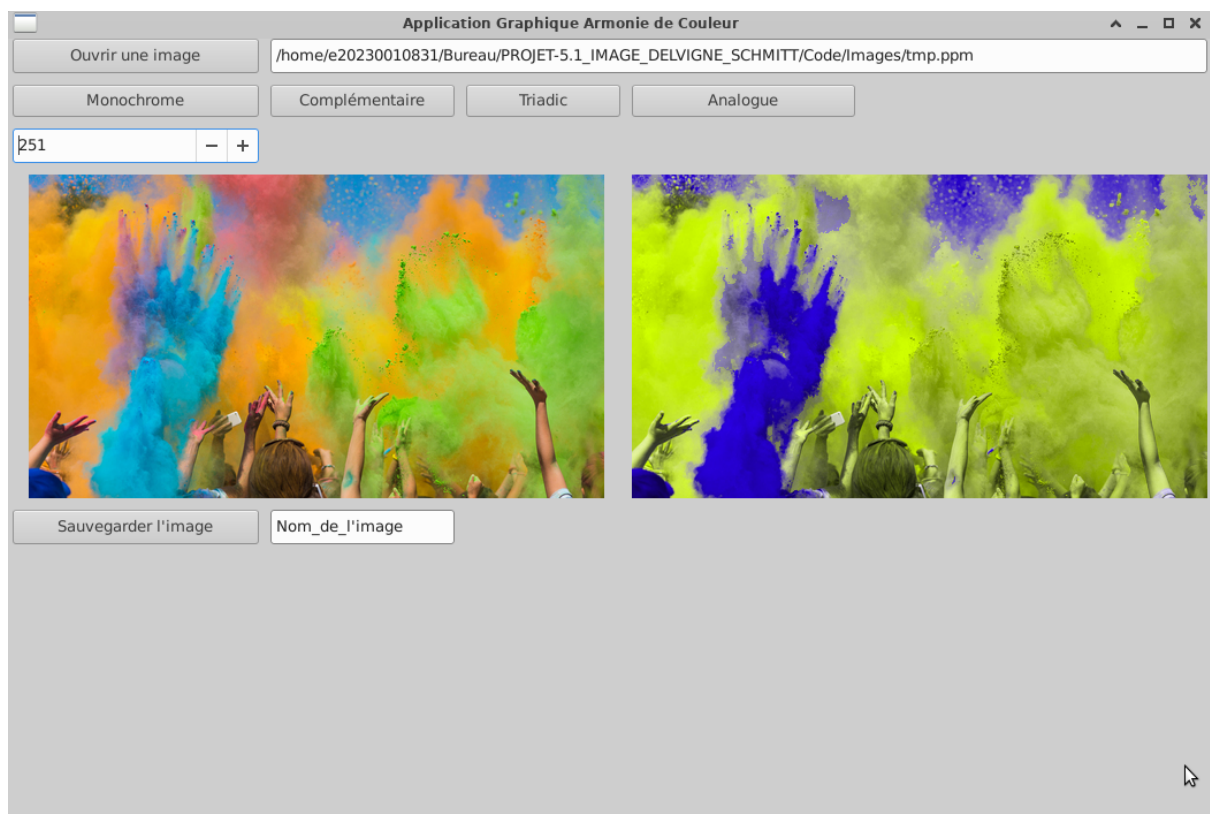


Figure 2: Complementary

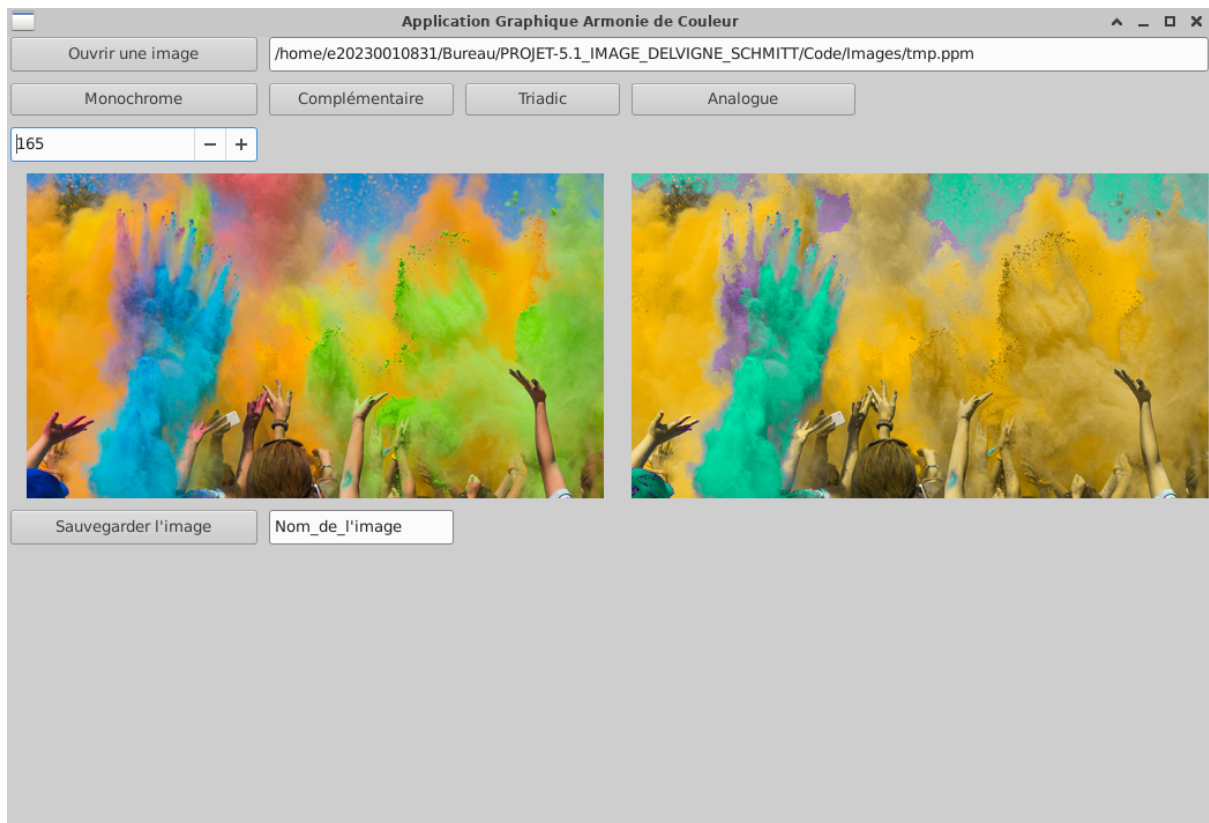


Figure 3: Triadic

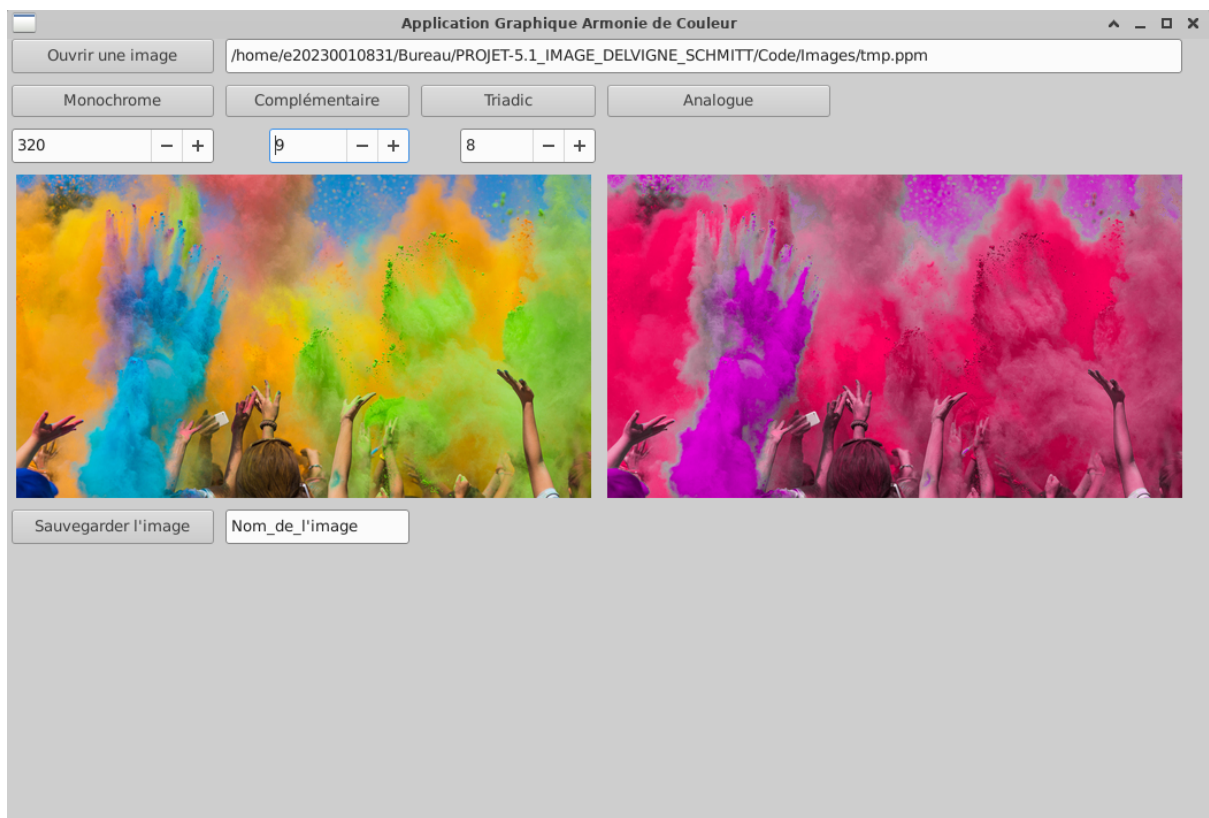


Figure 4: Analogous

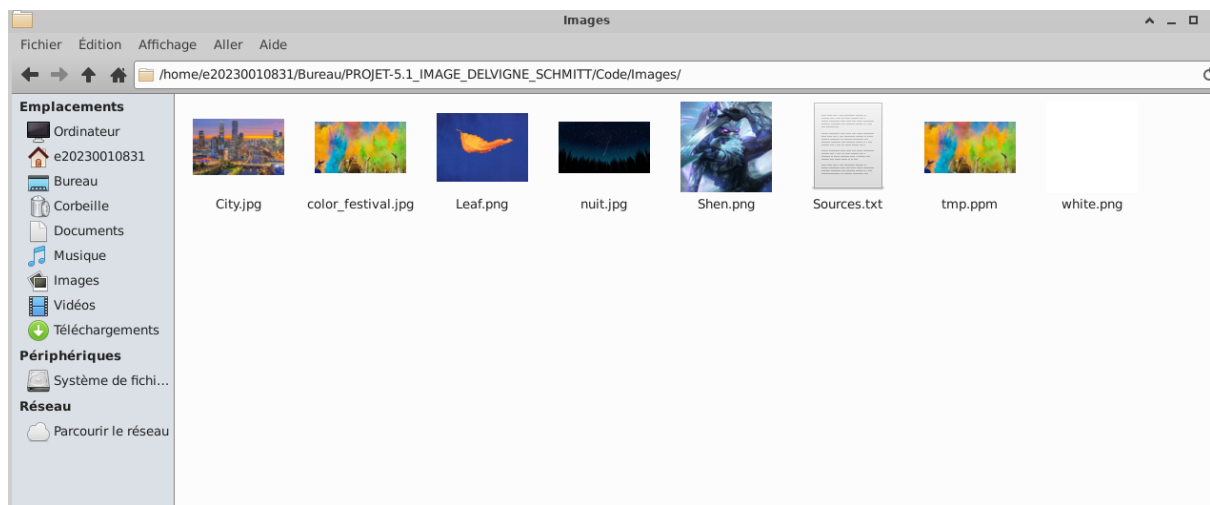


Figure 5: File where you put the originals images

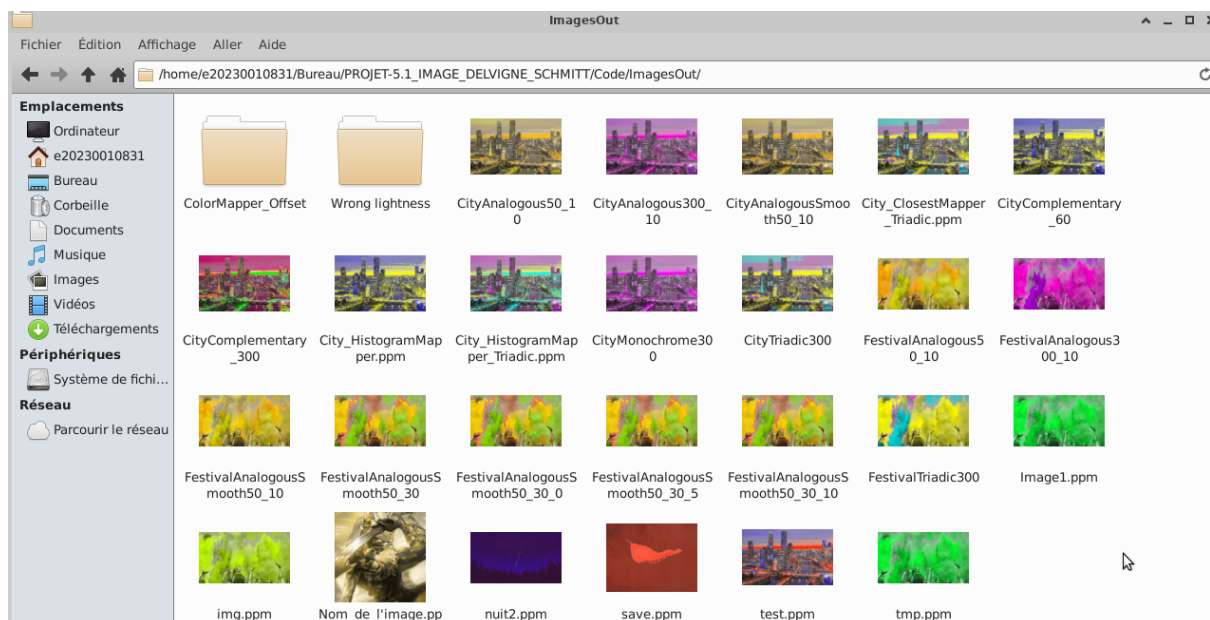


Figure 6: File where the images are registered