

Master 1 IMAGINE Projet Image

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1) Modifications in colorScheme

This week we did apply modifications in the class colorScheme, so now we're able to create four different types of color harmonies:

- Monochrome : the scheme is created with the specified hue.
- Complementary (which is not totally working yet): the scheme is created using the specified hue, then the second hue is shifted by 180 in the HSL color space.
- Analogous: the scheme is created using the specified hue, then we calculate few other hues in a short distance in the HSL color space.
- Triadic: the scheme is created using the specified hue, then the second hue is shifted by 120 and the third one by 240.

2) Implementation not complete of a smooth function

The goal of this function is to reduce the differences between the shades because they were too pronounced. This doesn't work perfectly, it could be improved by calculating the edges of different parts of the image, but that could take a long time and is not the thing to focus on for the moment

3) Researches for a graphic application

We researched libraries that we could use to develop an interactive graphics application, for example to apply schemes in real time. By next week, we should be able to show a non-aesthetic but working application with 2 images. We found the libraries : QT, GTK+, SFML, wxWidgets, FLTK that could be used for the application.



Figure 1: Original image



Figure 2: Monochrome image with value : 300
in HSL color space



Figure 3: Triadic image with value : 300



Figure 4: (not the expected result) value : 50



Figure 5: Analogous image with value : 50



Figure 6: Smooth version with the same value : 50