## [1, 2, 1, 2, 0, 2, WebGL KHRONOS 1, 2, 1] 0, 1, 2] WEBGL KHRONOS KHRONOS WebGL KHRONOS Edge magnitude = $sqrt(Gx^2 + Gy^2)$

blur

emboss

sobelX

sobelY

[-1,0,1,

-2,0,2,

-1,0,1]

[-1,-2,-1,

0, 0, 0,

1, 2, 1]

[-2,-1, 0,

-1, 1, 1,