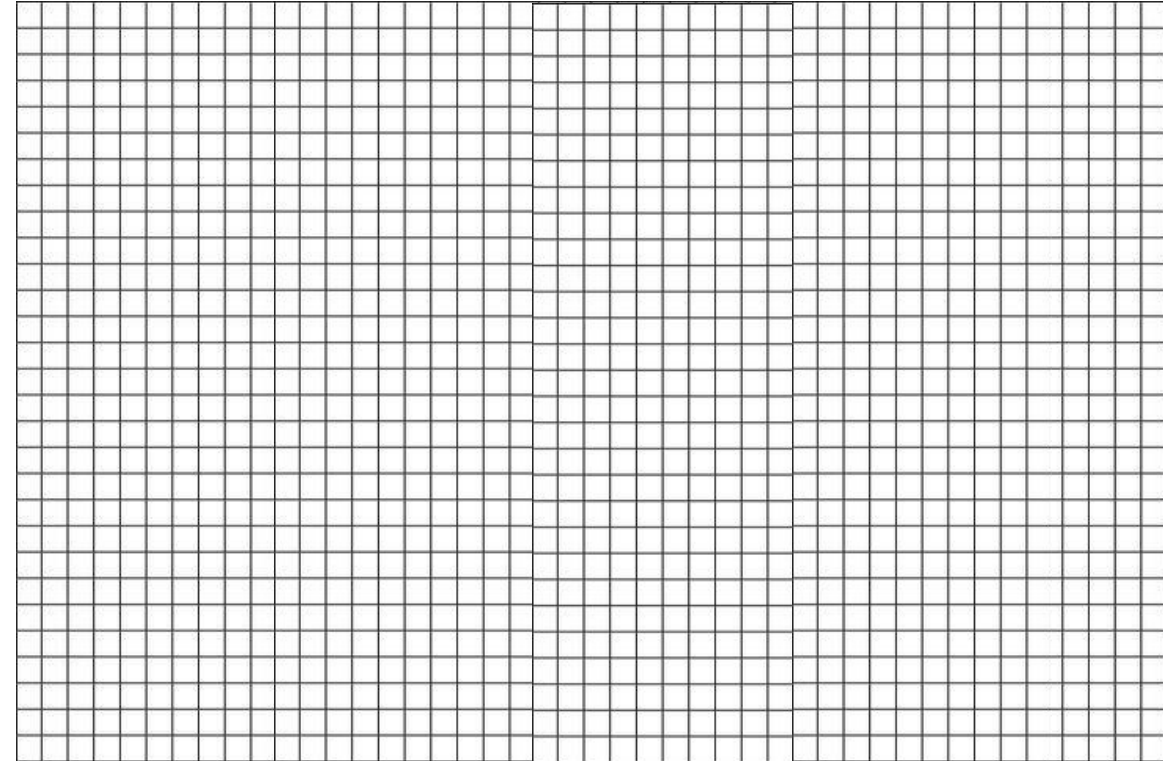


pixel

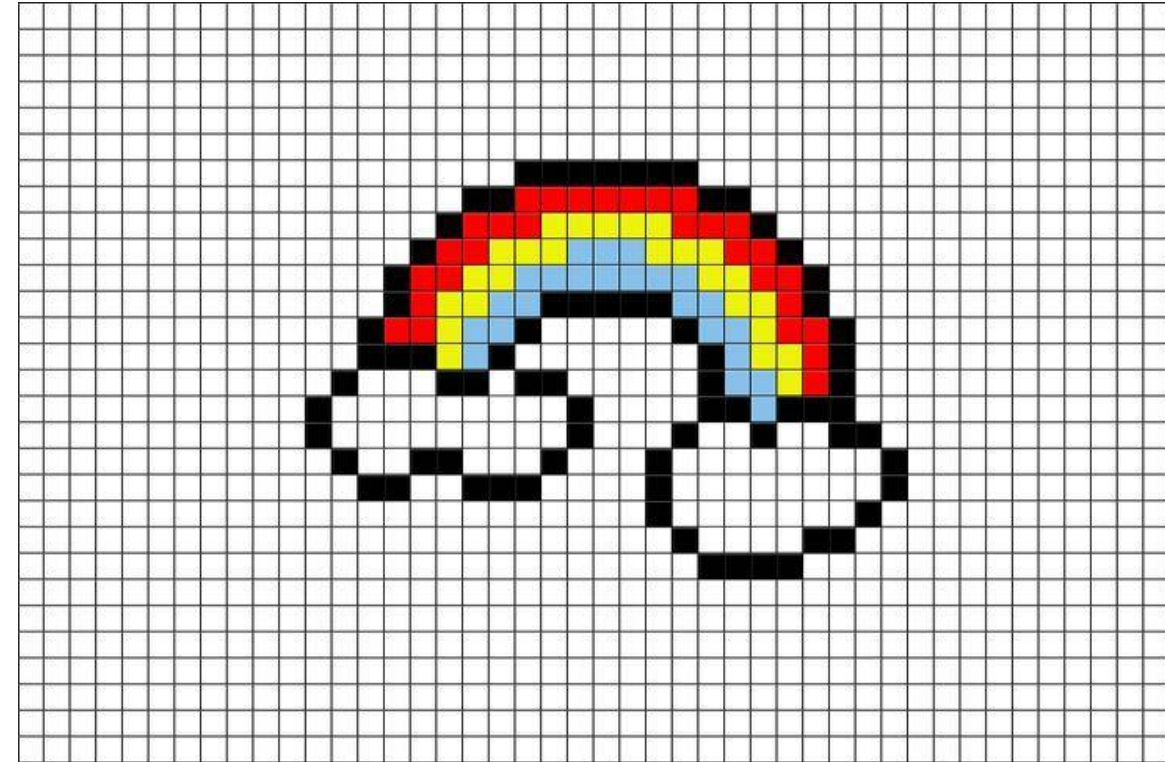
# what is pixel ?

- Every image consists of a set of **pixels**. Pixels are the raw building blocks of an image. There is no finer granularity than the pixel.
- Normally, we think of a pixel as the “color” or the “intensity” of light that appears in each place in our image.
- If we think of an image as a grid, each square in the grid contains a single pixel.



# what is pixel ?

- Every image consists of a set of **pixels**. Pixels are the raw building blocks of an image. There is no finer granularity than the pixel.
- Normally, we think of a pixel as the **"color"** or the "intensity" of light that appears in each place in our image.
- If we think of an image as a grid, each square in the grid contains a single pixel.



# activity

- For example:

let's assume we have an image with a resolution of **500 x 300**. This means that our image is represented as a grid of pixels, with 500 rows and 300 columns.

- How many pixels are there in an image ?

$500 \times 300 = \mathbf{150,000}$  pixels in our image.

# range of pixel

- The range of pixels for an n-bit image is.

$$0 - (2^n - 1)$$

- The range of pixels for an 8-bit image is.

$$0 - 255$$

color and grayscale

# grayscale

In a grayscale image, each pixel has a value between 0 and 255, where,

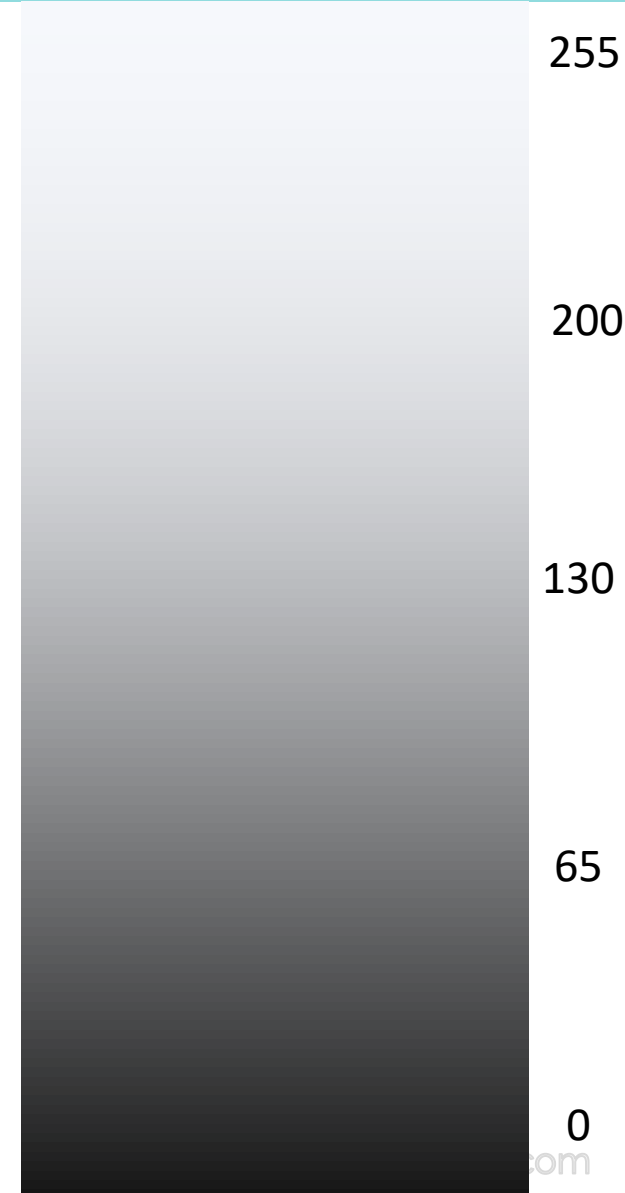
zero corresponds to "black"

255 corresponds to "white".

The values in between 0 and 255 are varying shades of gray.

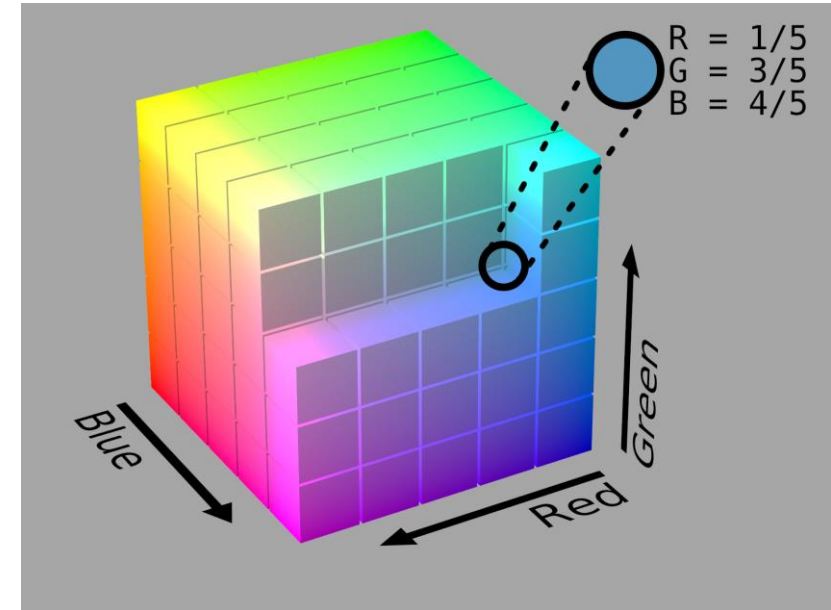
where values closer to 0 are darker

and values closer to 255 are lighter



# color

- **Color** pixels are normally represented in the RGB color space
  - one value for the Red component,
  - one for Green,
  - and one for Blue.
- Other color spaces exist, but let's start with the basics and move our way up from there.



Each of the three colors is represented by an integer in the range 0 to 255, which indicates how “much” of the color there is. Given that the pixel value only needs to be in the range  $[0, 255]$ , we normally use an 8-bit unsigned integer to represent each colour intensity.

We then combine these values into an RGB tuple in the form (red, green, blue). This tuple represents our color.

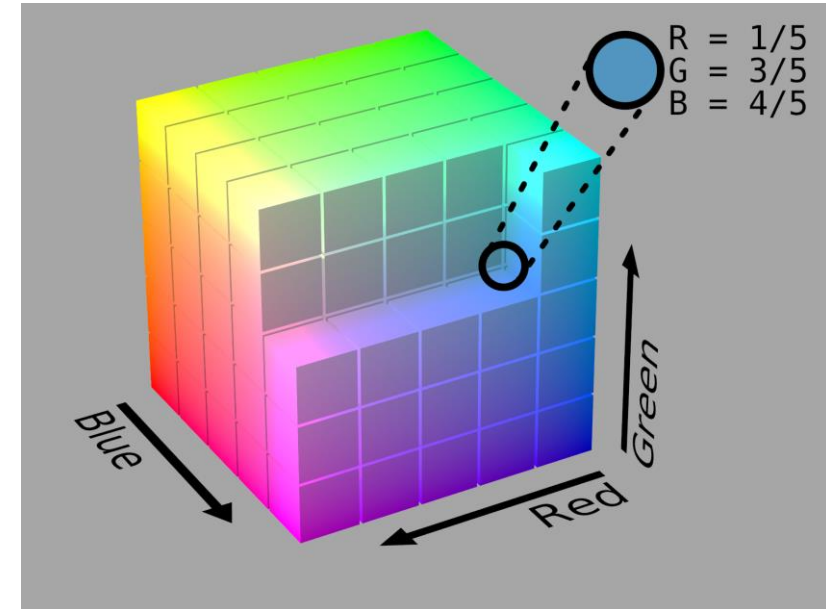


# color

- To construct a white color, we would fill up each of the red, green, and blue buckets completely, like this: (255, 255, 255).

For your reference, here are some common colors represented as RGB tuples:

Black: (0,0,0)  
White: (255,255,255)  
Red: (255,0,0)  
Green: (0,255,0)  
Blue: (0,0,255)  
Aqua: (0,255,255)  
Fuchsia: (255,0,255)  
Maroon: (128,0,0)  
Navy: (0,0,128)  
Olive: (128,128,0)  
Purple: (128,0,128)  
Teal: (0,128,128)  
Yellow: (255,255,0)

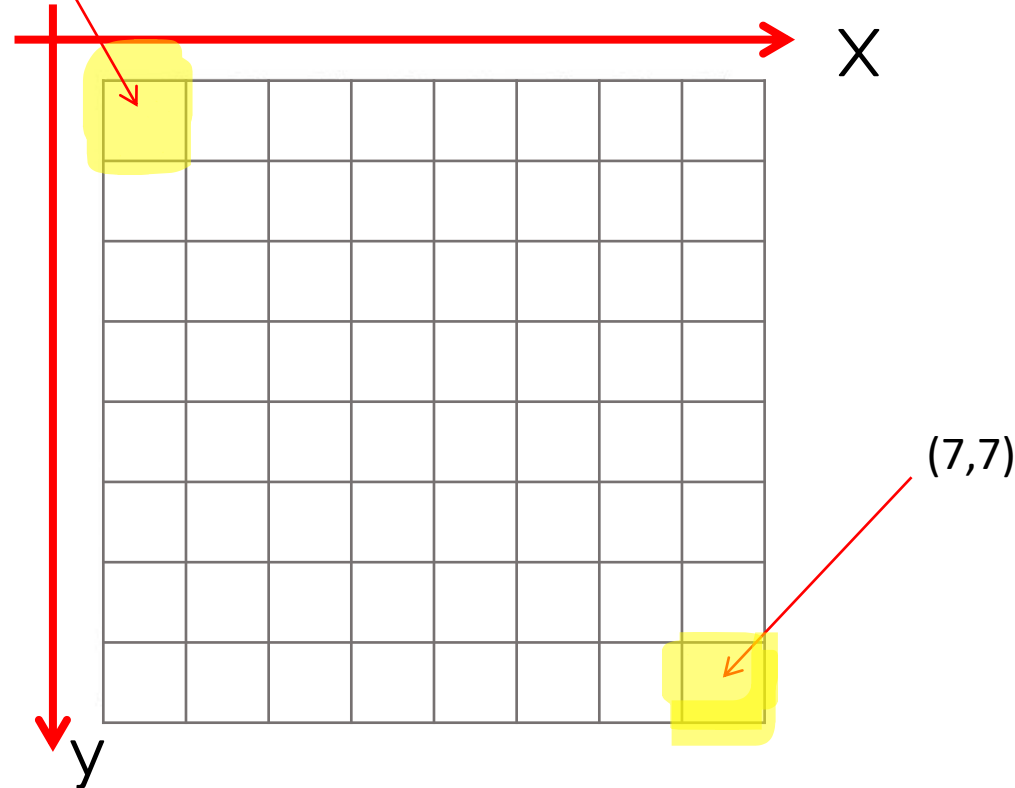


coordinate system of an  
image

# Coordinate System

- As I mentioned above, an image is represented as a grid of pixels. Imagine our grid as a piece of graph paper.

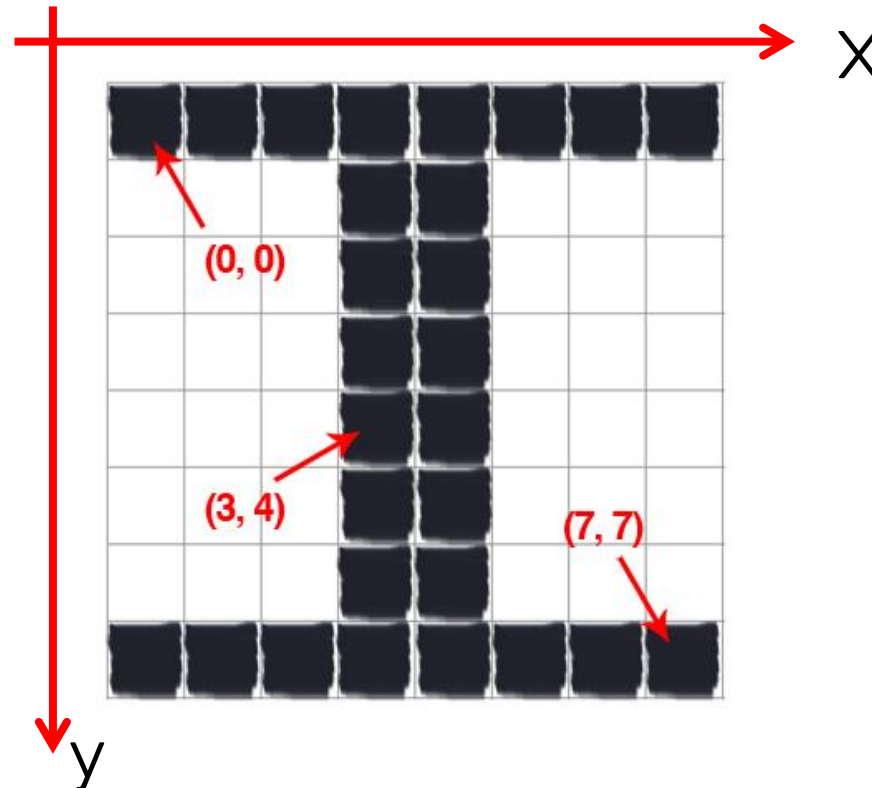
Using this graph paper, the point  $(0, 0)$  corresponds to the upper left corner of the image. As we move down and to the right, both the x and y values increase.



# Coordinate System

- As I mentioned above, an image is represented as a grid of pixels. Imagine our grid as a piece of graph paper.

Using this graph paper, the point  $(0, 0)$  corresponds to the upper left corner of the image. As we move down and to the right, both the x and y values increase.



next ▶

convert color in **opencv** python