# Imari

The general idea is to split a bitmap image to rectangles (cells), extract features from each of them and then recreate the image replacing each cell with SVG element which is parametrized with the features of the bitmap cell.

Here is the list of variables (case-insensitive) and corresponding features extracted from a cell:

|  |  |
| --- | --- |
| cx | Horizontal cell position in 1000/(cell\_width) units |
| cy | Vertical cell position in 1000/(cell\_height) units |
| ix | Horizontal cell index |
| iy | Vertical cell index |
| Ii | Cell intensity |
| Cn | Cell contrast (gradient within the cell) |
| In | Cell intensity times 1000 |
| R | Red component of average cell colour |
| G | Green component of average cell colour |
| B | Blue component of average cell colour |
| H | Hue component of average cell colour |
| L | Luminosity component of average cell colour |
| S | Saturation component of average cell colour |

The scale of

Here are the global image variables:

|  |  |
| --- | --- |
| BR | Red component of average background colour |
| BG | Green component of average background colour |
| BB | Blue component of average background colour |
| tx | image\_width\*1000/cell\_width |
| ty | image\_height\*1000/cell\_height |
| nx | image\_width/cell\_width |
| ny | image\_height/cell\_height |
| sc | 1000 (default overall scale) |
| ryx | cell\_height /cell\_width |

The SVG element parameters names are more or less obvious.