INTRODUCTION TO IMAGE PROCESSING

EEE410

HOMEWORK 1

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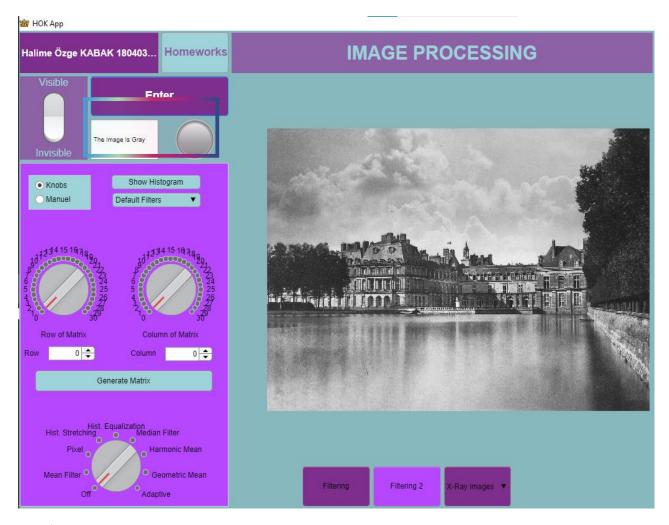
♦ MATLAB

* This is my graphical user interface in MATLAB.



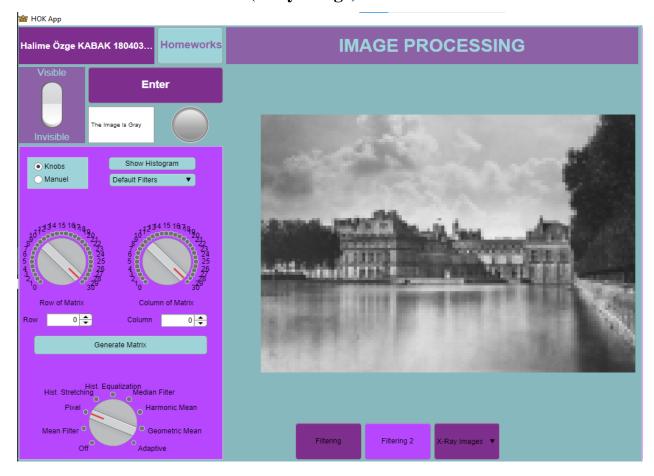
First, the GUI can detect whether the image is a RGB or gray scale. If the image is gray scale, "The Image is Gray" will be displayed, if it is RGB, "The Image is RGB" will be displayed. In addition, the lamp next to the text will light up in the color of a random pixel in the picture.





Pixel width and height can be adjusted manually or by using the knobs for the pixelization of the pictures. While the highest number is 30 in the adjustment with knobs, the desired number can be selected in manual adjustment. Pixelation of pictures can be done both in gray pictures and rgb pictures.

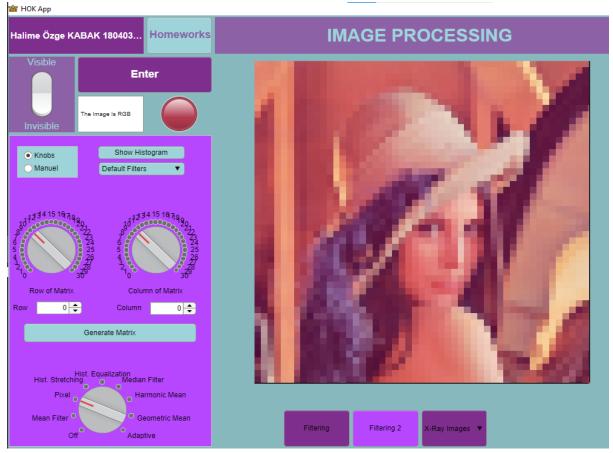
> 30x30 Pixelation (Gray Image)



> 100x100 Pixelation (Gray Image)



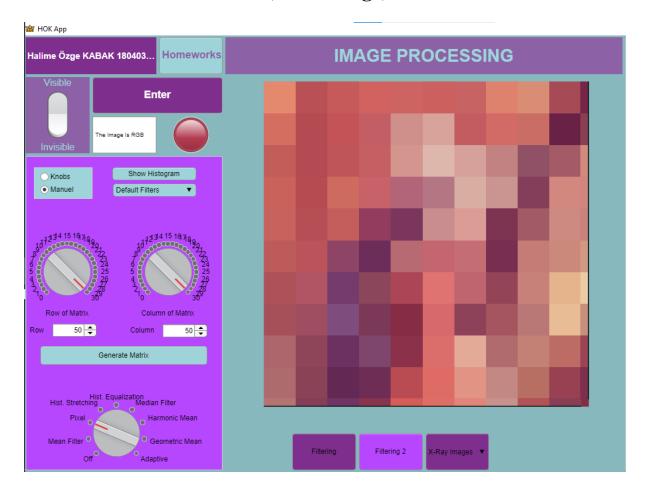
➤ 10x10 Pixelation (RGB Image)



➤ 20x20 Pixelation (RGB Image)

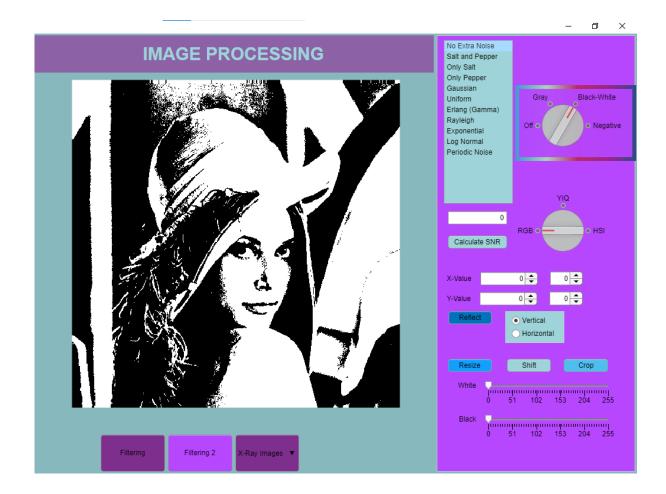


> 50x50 Pixelation (RGB Image)



As an extra feature, I added a button that can make colour images gray, binary and negative.

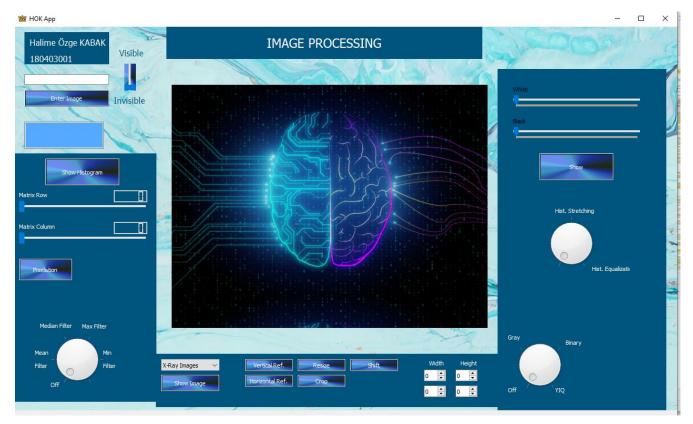




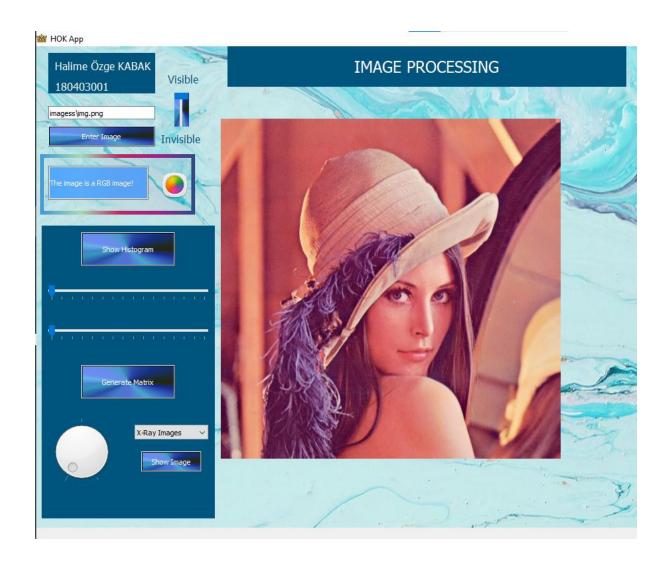


♦ PyQT

❖ This is my graphical user interface in PyQT.



First, the GUI can detect whether the image is a RGB or gray scale. If the image is gray scale, "The image is gray!" will be displayed, if it is RGB, "The image is a RGB image!" will be displayed.





There are 2 sliders to adjust the width and height of the pixel and the maximum value of the sliders is 100. Pixelation of pictures can be done both in gray pictures and rgb pictures.

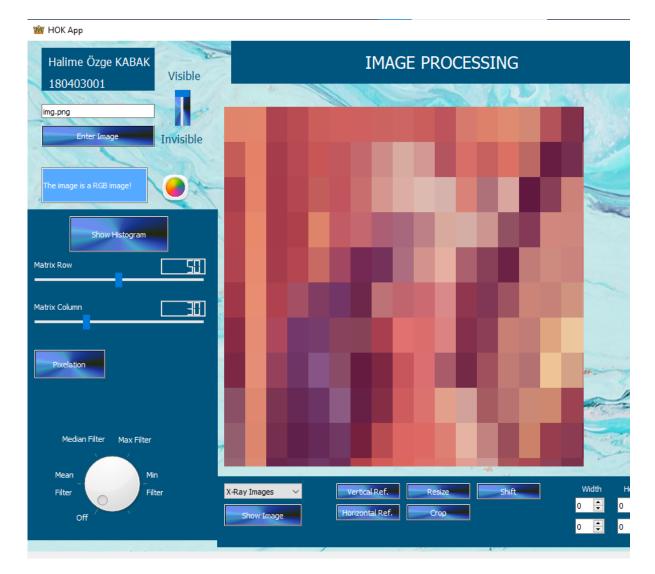
> 5x5 Pixelation (RGB Image)



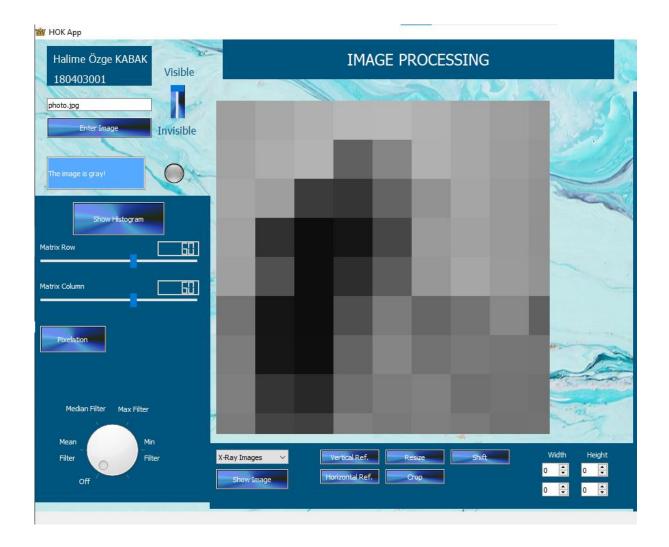
▶ 15x15 Pixelation (RGB Image)



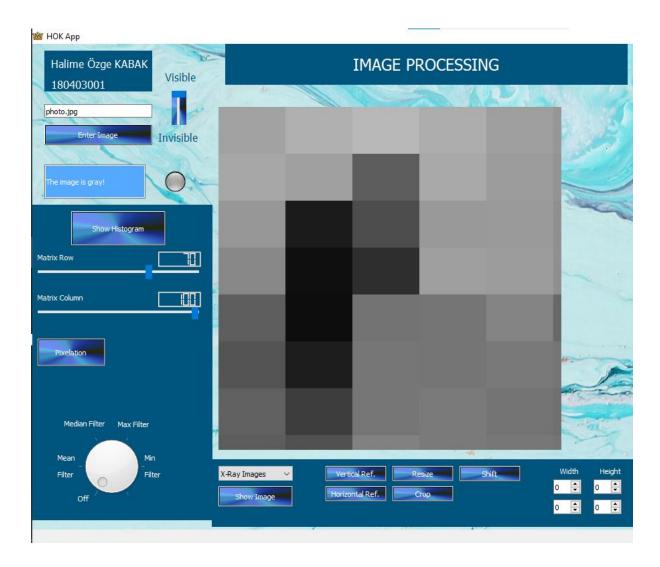
> 50x30 Pixelation (RGB Image)



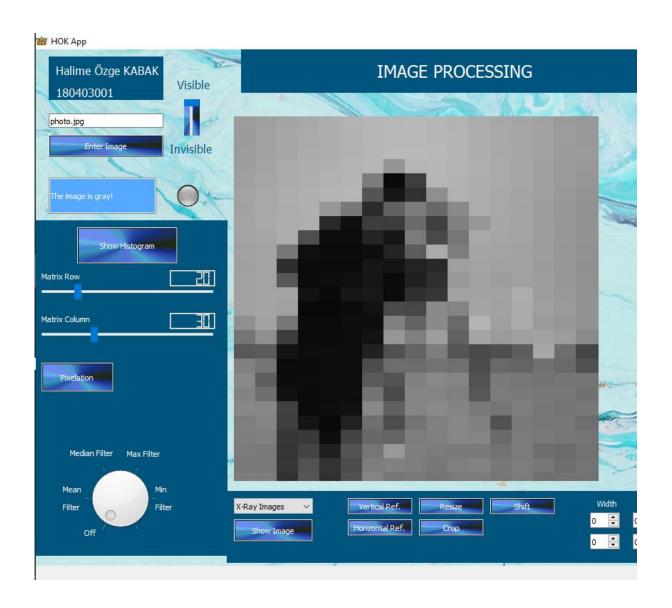
> 60x60 Pixelation (Gray Image)



> 70x100 Pixelation (Gray Image)



> 20x30 Pixelation (Gray Image)



❖ As an extra feature, I added a button that can make colour images gray and binary.



