Unsharp mask algorithm

An unsharp mask is a filter that is used to enhance the contrast and the overall quality of an image. It’s essentially divided in two steps:

First, create a blurry copy of the original image and subtract the copy to the original; you should be left with the edges of the original image (the unsharp mask) that can be used as a high-pass filter.

Next, combine the mask with the original image so that it adds a “sharpening” effect on the image.

*Sugeriria corregir el codigo un poquito mas para que sea un poquito mas comprensible, porque casi no le entiendo nada nada*

*- Roberto*

Useful links:

* <https://www.cambridgeincolour.com/tutorials/unsharp-mask.htm>
* <https://homepages.inf.ed.ac.uk/rbf/HIPR2/unsharp.htm> (aqui trae algo de mate y graficas)
* <https://luminous-landscape.com/understanding-usm-2/> (las imagenes no tienen sentido, pero tiene varias explicaciones)
* <https://docs.gimp.org/2.6/es/plug-in-unsharp-mask.html> (graficas y explicacion)
* <http://www.irjes.com/Papers/vol2-issue9/ECE3%20-%2073-90.pdf> (un paper sobre esta vara)