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//// ImageRenderingWithOpenCV.cpp :  
//// Displays the Image using DirectX, uses OpenCV for edge detection  
//  
//-----  
Description: Read binary file and use OpenCV to do edge detection and display continuous  
image in DirectX  
F1 key - Gray scale  
F2 key - Contour  
F3 key - Sobel  
F4 key - Canny  
F5 key - Regular
```

Gray scale(F1)

Direct3D (DX9) - OpenCV Image Filter



## Contour(F2)



## Sobel(F3)



## Canny (F4)



## Regular(F5)

