1. Fading:

* We can use clach function (createCLAHE) to make the image have better contrast and brightness
* Color Shift :
* May be !!!
  + Subtract or add the BGR channels to fix it

1. Scuffs:
2. Tears and Rips:

* 2 and 3. They both properly can use the same way to restore it.
* Using inRange() to find out the white area (Scuffs, Tears or Rips) and use deliate and inpaint method to fix it

1. Stains and Spots:
2. Water and Mold