2. Nie widać różnić, wynik jest czarny ponieważ obrazy są identyczne

3.Filtr na obrazie 2 działa w pionie a na obrazie 3 w poziomie

4.

BoxBlur

* radius – Size of the box in one direction. Radius 0 does not blur, returns an identical image. Radius 1 takes 1 pixel in each direction, i.e. 9 pixels in total.

GaussianBlur

* radius – Standard deviation of the Gaussian kernel.

UnsharpMask

* radius – Blur Radius
* percent – Unsharp strength, in percent
* threshold – Threshold controls the minimum brightness change that will be sharpened

Kernel

* size – Kernel size, given as (width, height). In the current version, this must be (3,3) or (5,5).
* kernel – A sequence containing kernel weights.
* scale – Scale factor. If given, the result for each pixel is divided by this value. The default is the sum of the kernel weights.
* offset – Offset. If given, this value is added to the result, after it has been divided by the scale factor.

RankFilter

* size – The kernel size, in pixels.
* rank – What pixel value to pick. Use 0 for a min filter, size \* size / 2 for a median filter, size \* size - 1 for a max filter, etc.

MedianFilter

* size – The kernel size, in pixels.

MinFilter

* size – The kernel size, in pixels.

MaxFilter

* size – The kernel size, in pixels.