```
import tkinter as tk
from PIL import ImageTk, Image

class ImageVisualizer:
    def __init__(self, root):
        self.root = root
        self.root.title("Image Visualizer")

        # Create a canvas to display the image
        self.canvas = tk.Canvas(root, width=500, height=500)
        self.canvas.pack()

        # Create buttons
        self.btn_open = tk.Button(root, text="Open Image", command=self.open_image)
        self.btn_open.pack(side=tk.LEFT, padx=10, pady=10)
        self.btn_close = tk.Button(root, text="Close Image", command=self.close_image,
state=tk.DISABLED)
        self.btn_close.pack(side=tk.LEFT, padx=10, pady=10)

        self.image = None

    def open_image(self):
        # Open a file dialog to select an image
        filepath = tk.filedialog.askopenfilename(filetypes=[("Image files", "*.jpg;*.png;*.jpeg")])

        if filepath:
            # Open the image file
            image = Image.open(filepath)

            # Resize the image to fit the canvas
            image = image.resize((500, 500), Image.ANTIALIAS)

            # Convert the image to Tkinter format
            self.image = ImageTk.PhotoImage(image)

            # Clear the canvas
            self.canvas.delete("all")

            # Display the image on the canvas
            self.canvas.create_image(0, 0, anchor=tk.NW, image=self.image)

            # Disable the Open Image button and enable the Close Image button
            self.btn_open.config(state=tk.DISABLED)
            self.btn_close.config(state=tk.NORMAL)

    def close_image(self):
        # Clear the canvas
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        self.canvas.delete("all")

        # Reset the image variable
        self.image = None

        # Enable the Open Image button and disable the Close Image button
        self.btn_open.config(state=tk.NORMAL)
        self.btn_close.config(state=tk.DISABLED)


if __name__ == "__main__":
    root = tk.Tk()
    app = ImageVisualizer(root)
    root.mainloop()
```