```
# IMAGE TO SKETCH CONVERTER


#Step - 1 - Load Libraries and Image
#Step - 2 - Converte Image into Gray Scale
#Step - 3 - Inveted Gary Scale Image [For
Shifting toward selected channel]
#Step - 4 - Apply Image Smooting For Shading
effect
#Step - 5 - Invert Blur Image and Apply
division between gray and invert_blur.
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#Step-1
import numpy as np
import cv2

#Read Image--------------------
img = cv2.imread("hulk.jpg")
img = cv2.resize(img,(800,600))

#Create Trackbar----

def nothing(x):
    pass
```

```
#window name
cv2.namedWindow("Color
Adjustments",cv2.WINDOW_NORMAL)
cv2.resizeWindow("Color Adjustments", (300,
300))
cv2.createTrackbar("Scale", "Color
Adjustments", 0, 255, nothing)
cv2.createTrackbar("Color", "Color
Adjustments", 0, 255, nothing)

#Step -2
#Convert into gray--
gray = cv2.cvtColor(img,cv2.COLOR_BGR2GRAY)


while True:
    scale =  cv2.getTrackbarPos("Scale",
"Color Adjustments")
    clr = cv2.getTrackbarPos("Color", "Color
Adjustments") #getting track bar value


    #Extracting Color Code --
    #Step - 3
    inverted_gray =  clr - gray  #inverted
color image
    #Step -4
```

```
    blur_img =
cv2.GaussianBlur(inverted_gray,(21,21),0)
    #Step -5
    inverted_blur = clr - blur_img  #inverted
blured image
    fltr =
cv2.divide(gray,inverted_blur,scale = scale)



    #Output-----------------------
    cv2.imshow("opt",fltr)
    k = cv2.waitKey(1)
    if k == ord("q"):
        break
    if k == ord("s"):
        cv2.imwrite("res.jpg",fltr)

cv2.destroyAllWindows()
```