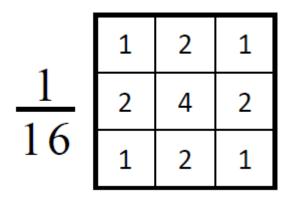
The creative addition we've made is an option operated by "-g" flag, is another option for color estimation using Gaussian relations matrix for weights as we saw in class about image processing:



When our pixel is in the middle of the matrix.

We first use nearest neighbor to select a pixel, then we take all 8 pixels surrounding it, and then by the weights demonstrated by the matrix we calculate the new pixel color.

This method gives us smoother warping, which makes the morphing look a bit more realistic thanks to lose of sharp details in the morphing sequence images.