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:

$$\frac{1}{16}\begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$$

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.