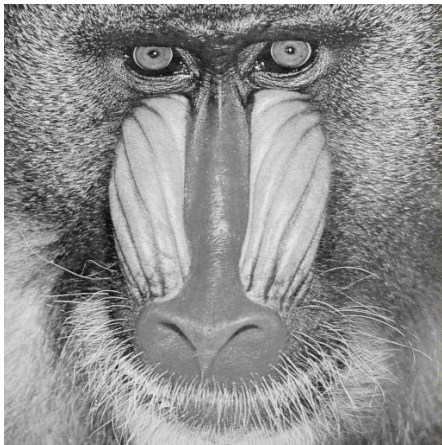


Example Images

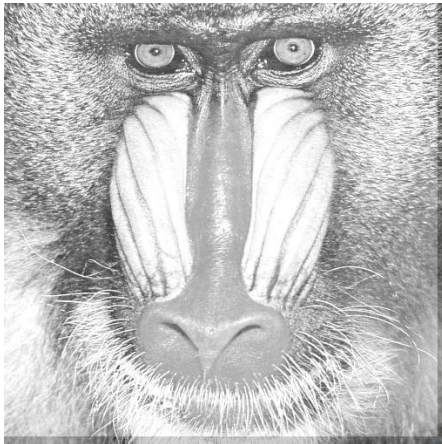
Original baboon



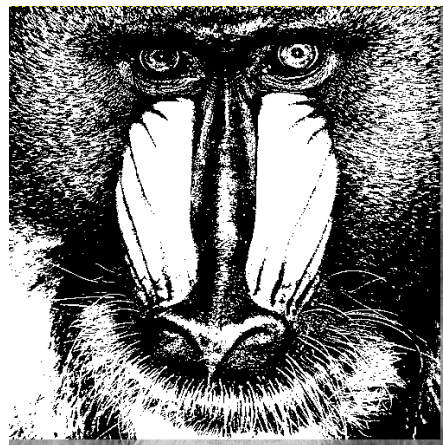
Original Slope



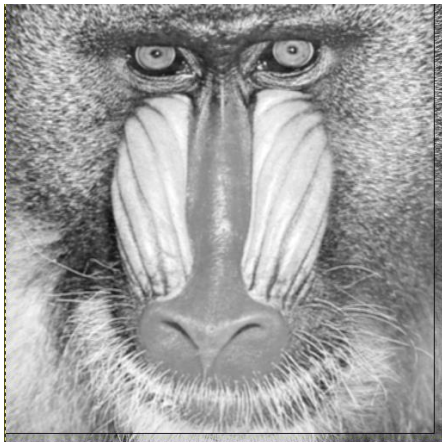
Add 50



Binarize 150



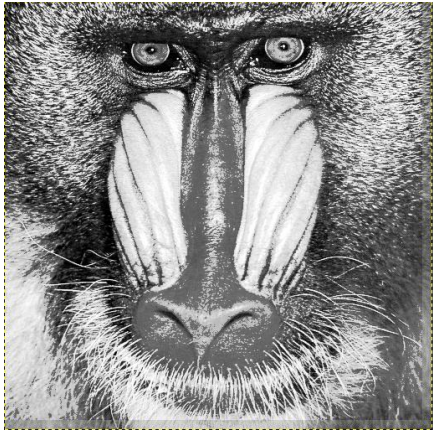
Smooth kernel 3



Smooth kernel 5



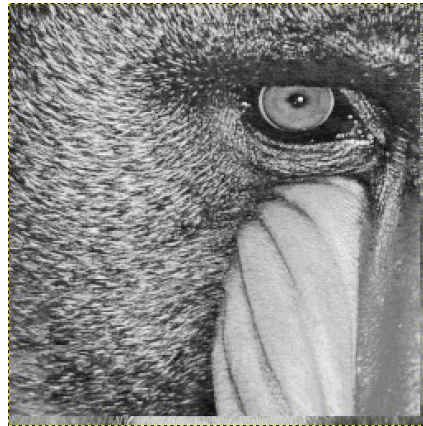
Dual threshold T 150 -val 30 + val 30



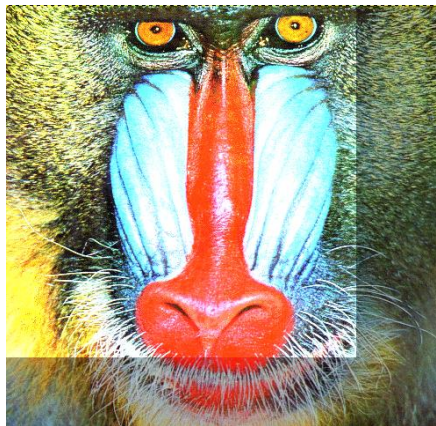
ColorVisual T 50 V1 80
CV



scale ratio 2



ColorBright
DR 2 DG 2 DB 2 == 2 times brightness



Histogram stretch A 50 B 150 stretched



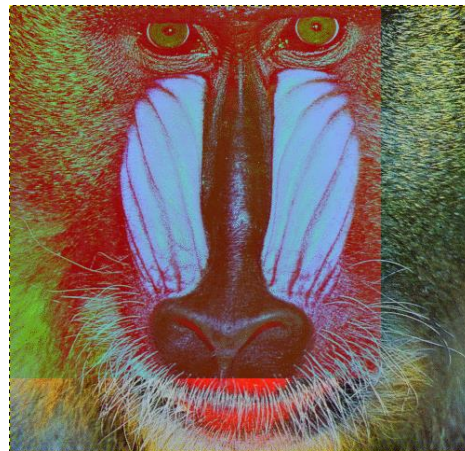
Hsitostretchnorm (deafault no user inputs) max/min



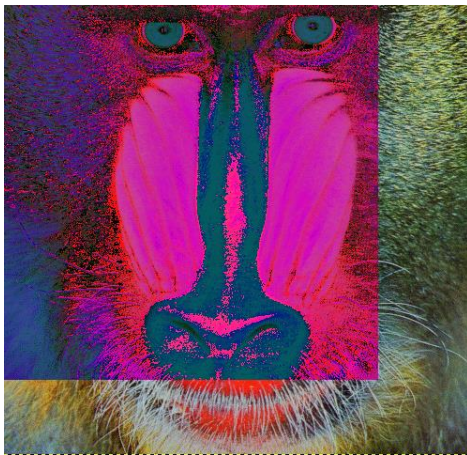
Histogram threshold T 150 Foreground A 150 B 50



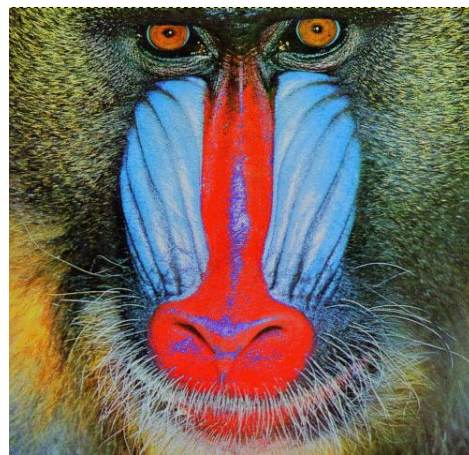
colorstretch R 150 100



RGB to HSI



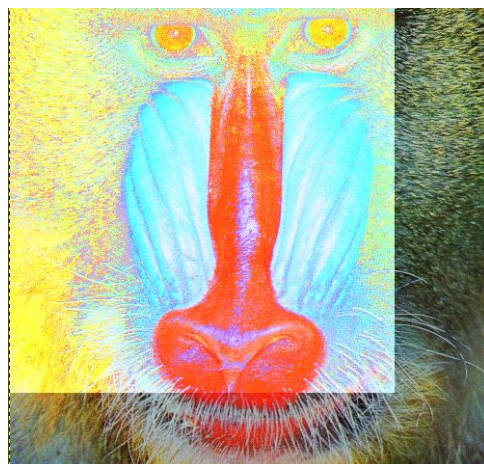
HSI to RGB (a little data loss)



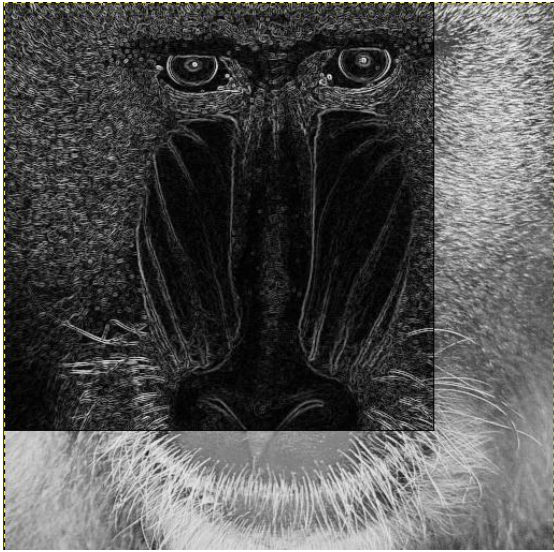
HSI stretchnorm default min max (contrast)



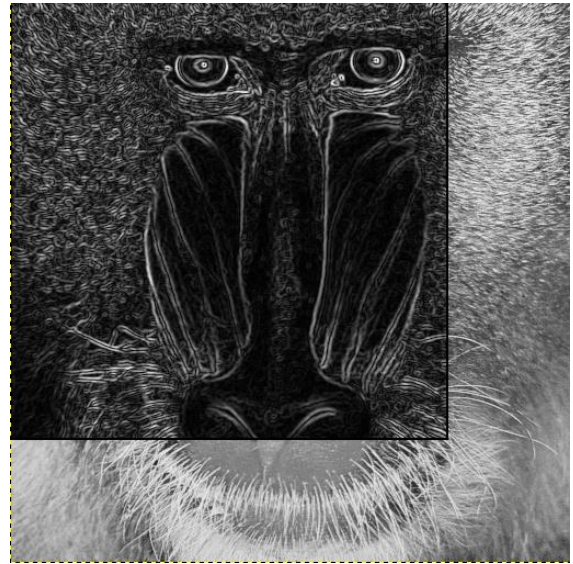
HSI stretch A 200 B 250 (contrast)



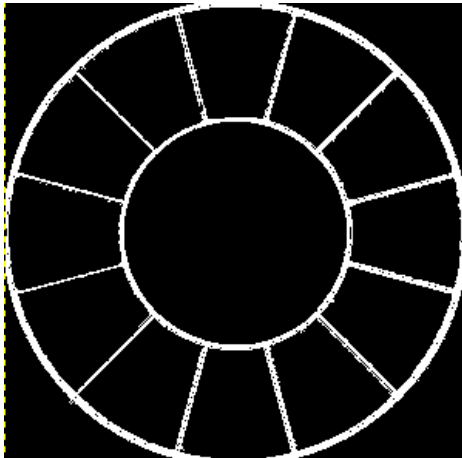
Sobel3 Filter



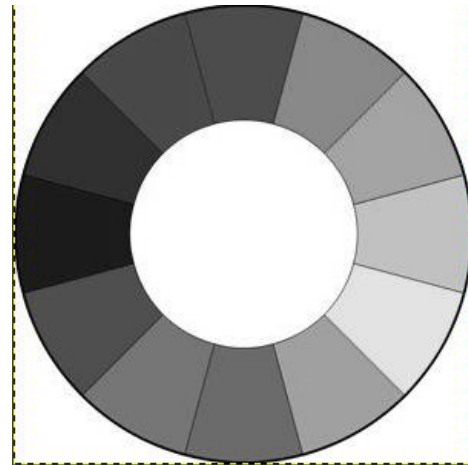
Sobel5 filter



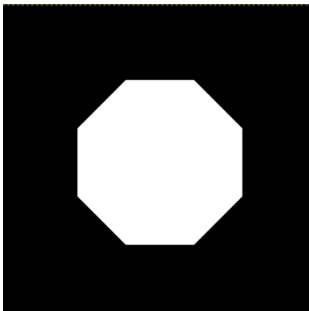
Binary Edge TH 50 TL 9



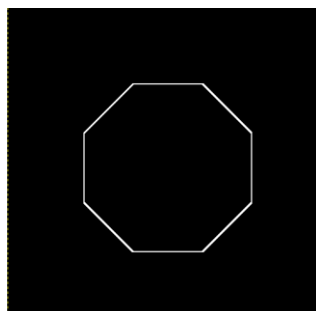
Wheel original



Octagon original



Octagon Binary Edge



Octagon 45 degree BE



Octagon Horizontal

