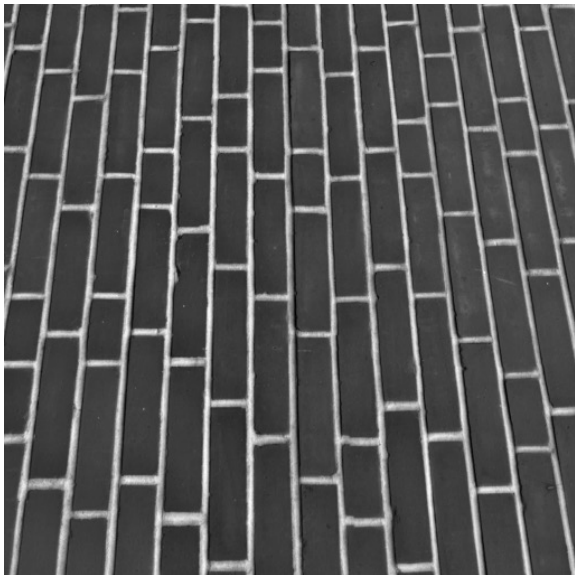
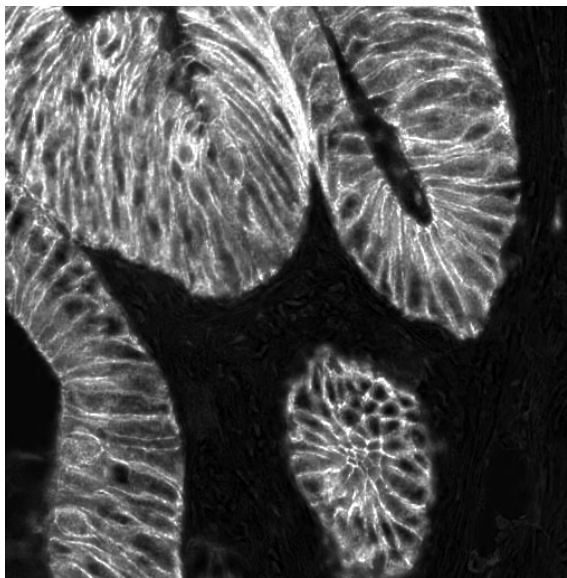


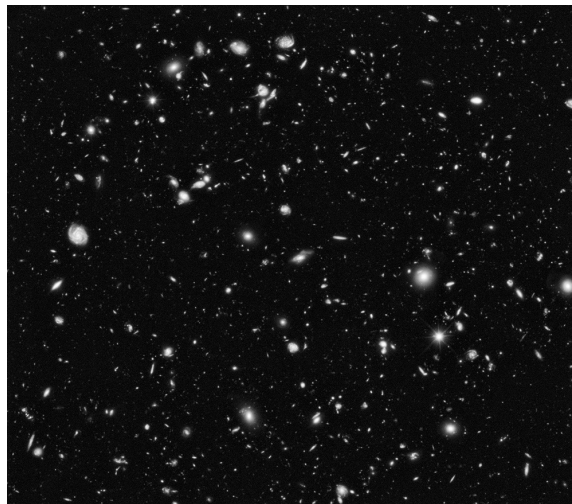
Guess: \_\_\_\_\_



Guess: \_\_\_\_\_



Guess: \_\_\_\_\_



Guess: \_\_\_\_\_

Ask yourself (and your neighbors) this:

“For each of these images, what should I try to identify, and how would I use the operations below to make that thing bright and everything else dark?”

#### **Blur**

#### **Background subtraction**

#### **Invert**

#### **Power Transformation**

*Multiply the image by an exponent - an exponent value of  $>1$  will make the brightest and dimmest pixel be proportionately farther from each other (but all at lower absolute numbers); conversely, an exponent of  $<1$  will decrease the fold-change between foreground and background but will make the numbers higher. A value of 1 will do nothing!*

#### **Tophat Filter**

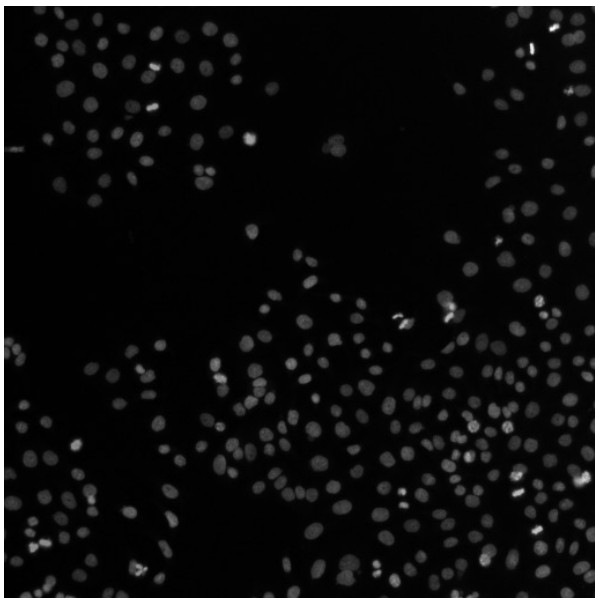
*Enhance round-ish things of the diameter passed in - remove anything larger than that diameter, approximately.*

#### **Ridge**

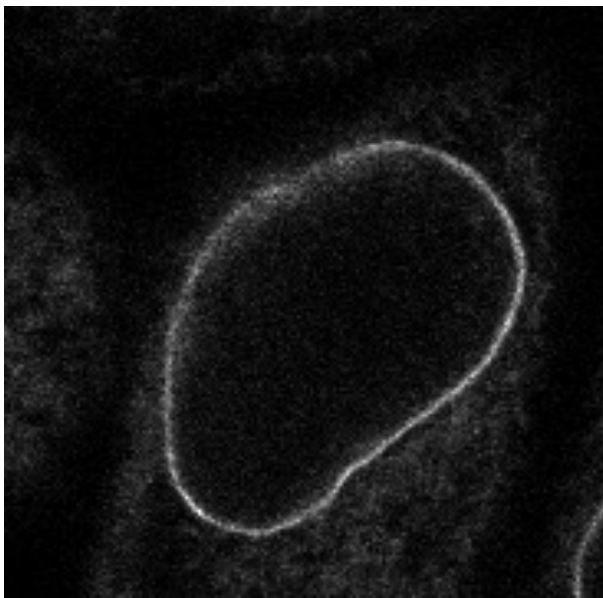
*Enhance anything vaguely tube-like*

#### **Texture Transform**

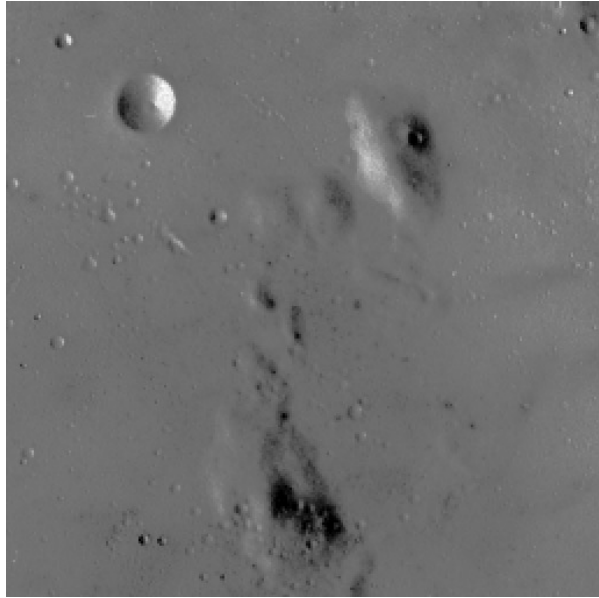
*Enhance areas with textures of a particular size.*



Guess:\_\_\_\_\_



Guess:\_\_\_\_\_



Guess:\_\_\_\_\_



Guess:\_\_\_\_\_

Ask yourself (and your neighbors) this:

“For each of these images, what should I try to identify, and how would I use the operations below to make that thing bright and everything else dark?”

**Blur**

**Background subtraction**

**Invert**

**Power Tranformation**

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**Tophat Filter**

*Enhance round-ish things of the diameter passed in - remove anything larger than that diameter, approximately.*

**Ridge**

*Enhance anything vaguely tube-like*

**Texture Transform**

*Enhance areas with textures of a particular size.*