Slide 1: Cover Slide

- **Image to ASCII Art Conversion**

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Slide 2: Introduction

- Image processing helps visualize and analyze images.

- ASCII art:
  - transforms images into characters for visual representation.

- Aim:
  - Convert images into grayscale ASCII art using C.

Slide 3: Methodology Overview

- Load image using stb_image library.

- Convert RGB to linear RGB.

- Calculate luminance.

- Map grayscale to ASCII characters.

- Save ASCII output to text file.

Slide 4: RGB to Luminance Conversion

- Convert sRGB to linear RGB:

- Conditional gamma correction.

- Compute luminance:
  - L = 0.2126R + 0.7152G + 0.0722B

- Compress back to sRGB for grayscale.

Slide 5: ASCII Mapping

- Grayscale (0-255) mapped to: @%#*+=-:.

- Darker shades → denser characters.

- Output saved in ascii_art.txt.

Slide 6: Sample Output

- Visual proof of concept.

- Resolution and clarity depend on image size.
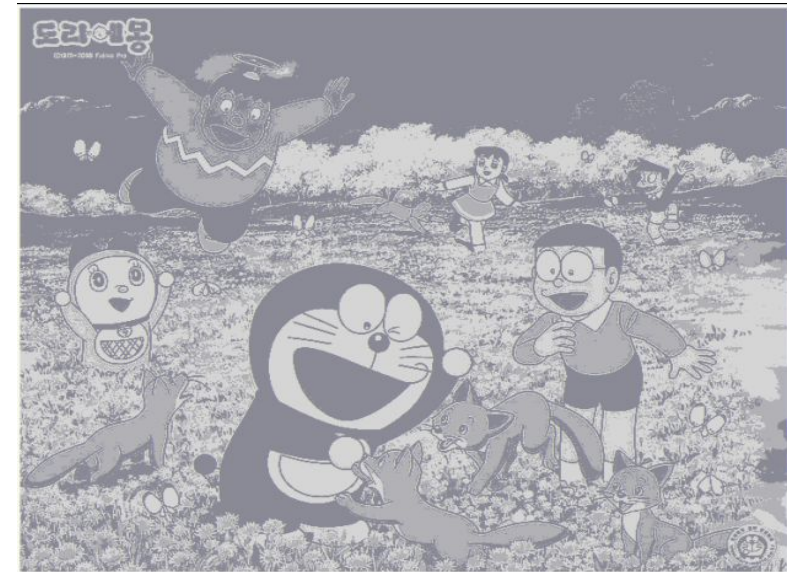
Slide 7: Conclusion

- Successfully converted images to ASCII.

- Efficient use of C libraries and math functions.

- Future: Enhance with resizing, color support.