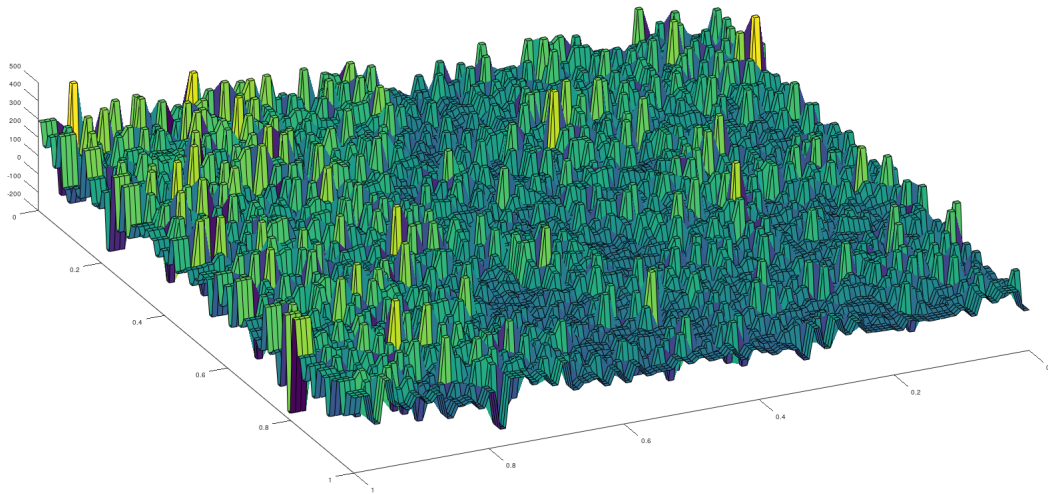


[CAD CAE] Lab 3

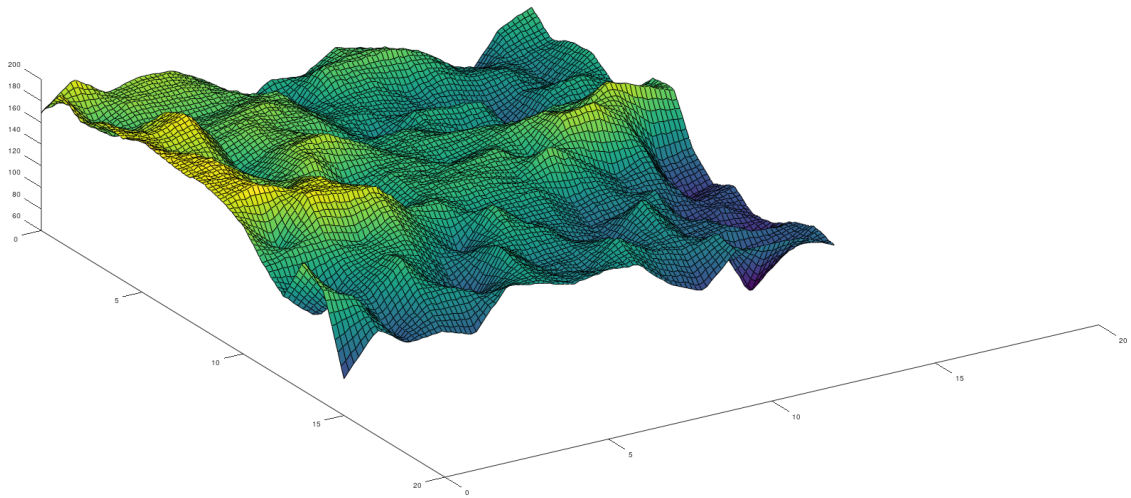
Oryginalne zdjęcie



Bitmap_terrain



Splines2D



Zmodyfikowany kod

```
knot_vectorx=[0, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 15];

knot_vectory=[0, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 15];

% read image
X = imread(filename);

% convert to grayscale
I = rgb2gray(X);
```

```

% read size of image
ix = size(I,1);
iy = size(I,2);

pxx = 2;
nxx = length(knot_vectorx) - pxx;
intervals = ix / nxx;

coeffs = [];

for i = 1:intervals:ix
    row = [];
    for j = 1:intervals:iy
        mean = cast(0, 'uint32');
        for k = i:i+intervals-1
            for l = j:j+intervals-1
                mean = mean + cast(I(k,l), 'uint32');
            endfor
        endfor
        mean = mean / (intervals * intervals);
        row = [row, mean];
    endfor
    coeffs = [coeffs; row];
endfor

```