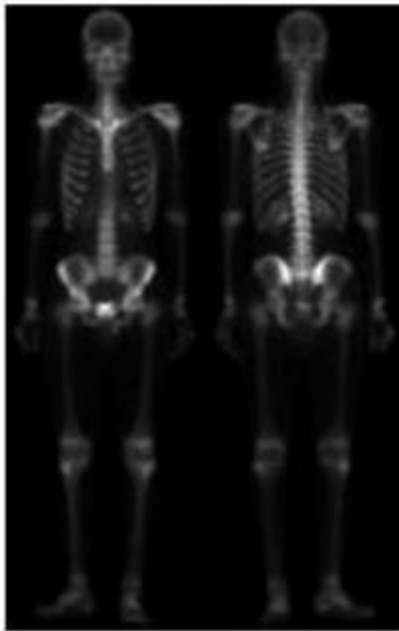


1. bodybone

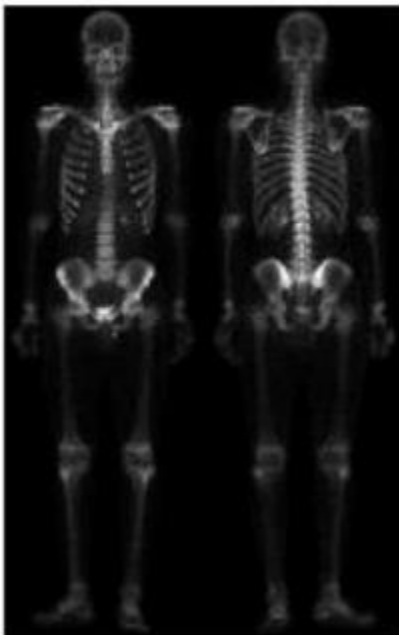
(A) Origin image



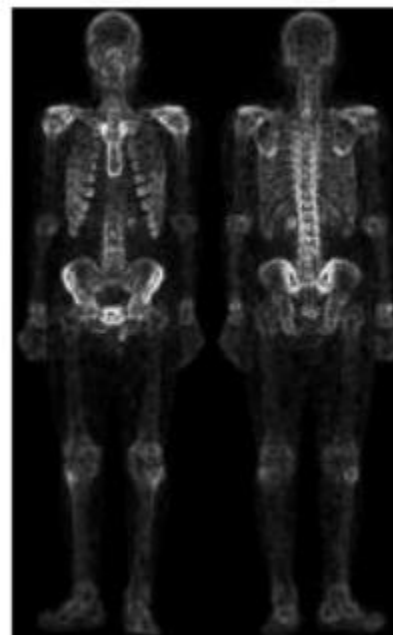
(B) Laplacian



(C) sharpened (A)+(B)



(D) Sobel

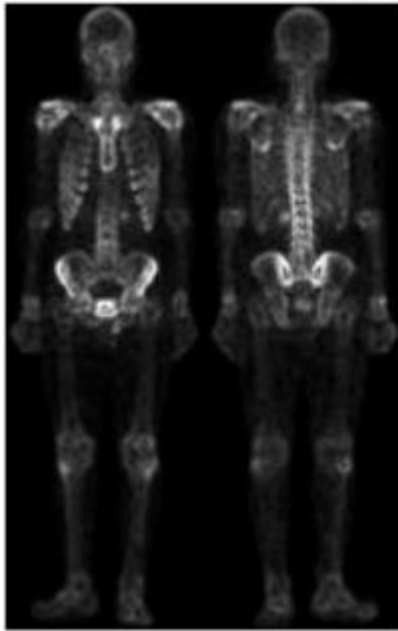


(E) blur

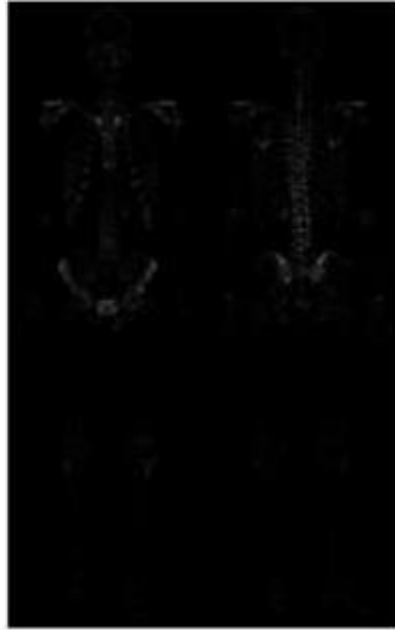


(F) mask

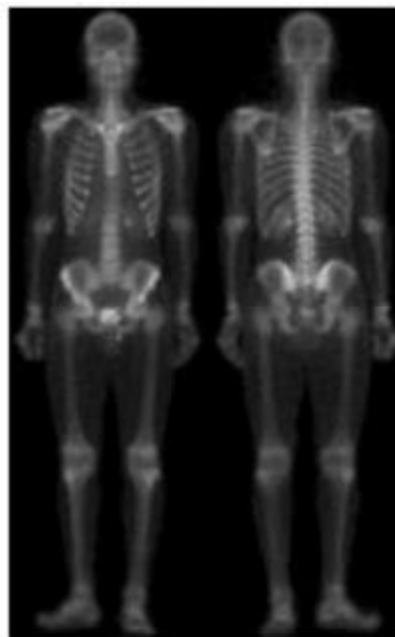
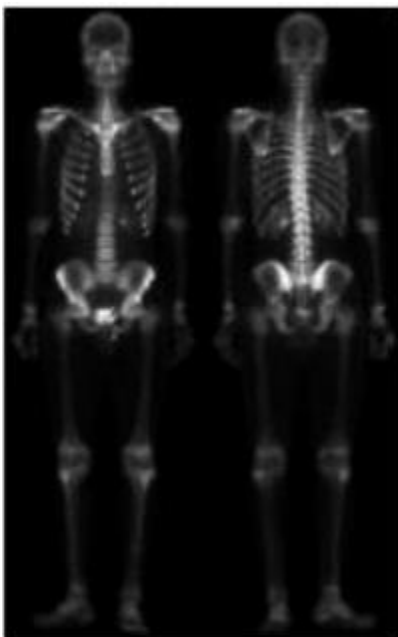




(G) sharpened(A)+(F)

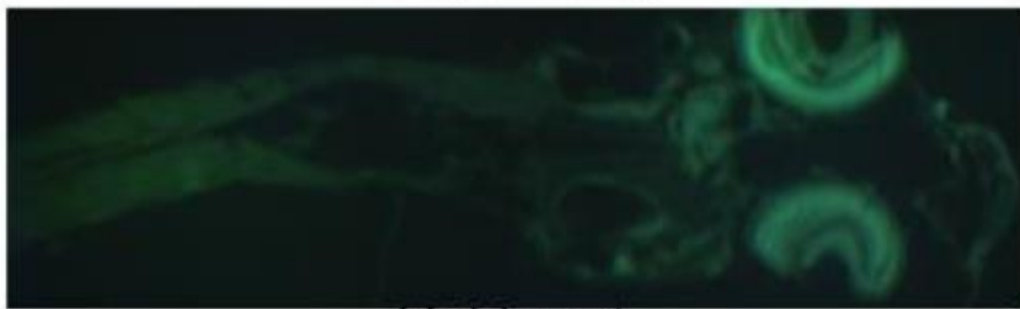


(H) power transform



2. fish

original img



highboost



Sharpened



highboost + Sharpened

