**H1\_Ortiz**

**Exercise 2**

To enhance coro.bmp the histogram was shifted. Since the gamma value is 1, the transformation was linear. Having a look on the first histogram of Figure 1 and the output histogram, we see that the value of high\_in was 255, low\_out was 0 and high\_out was 230;

Then with the Data Cursor tool we can check the corresponding point for low\_in. This value was 64.

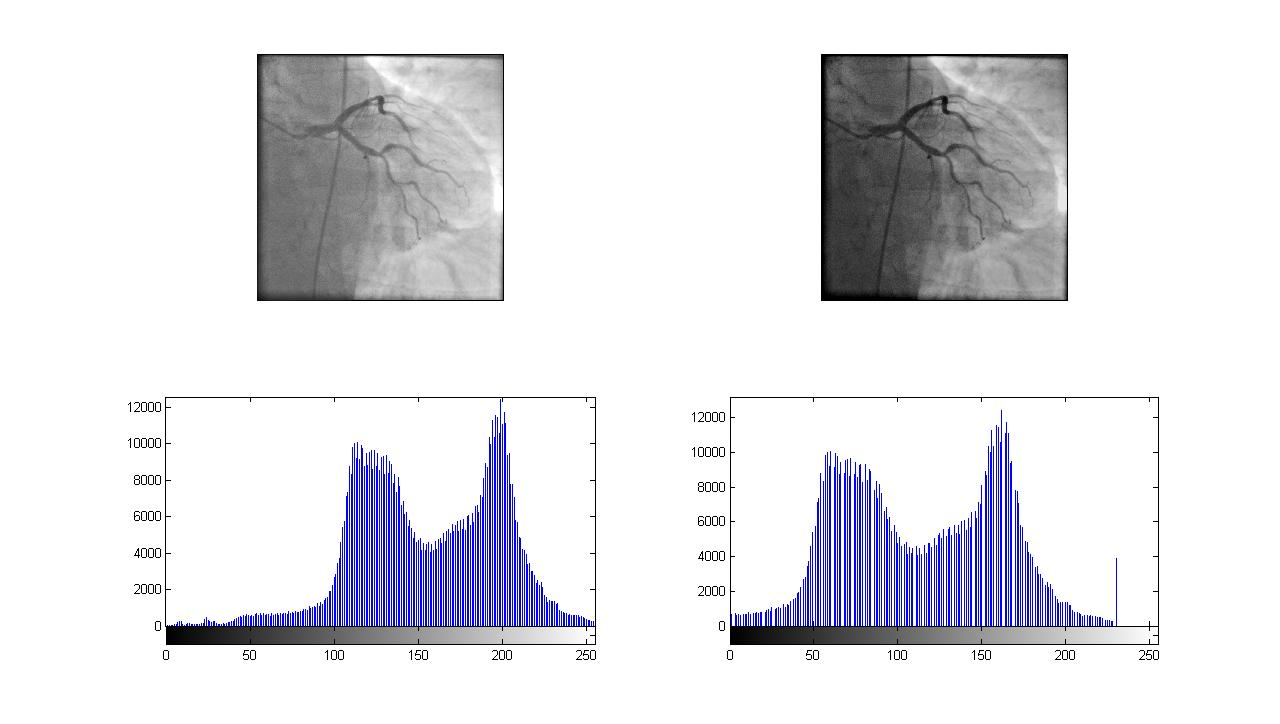
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Figure 1.

We can obtain the original image by applying the inverse of the transformation:

f = @( pto ) pto.\* (high\_out-low\_out)/(high\_in-low\_in) – low\_in\*k

The standard deviation of the difference between corresponding points was caculated and the error was 1 pixel.

**Exercise 3**

With RGB normalization we get free of distortions caused by lights and shadows in an image by means of taking the intensity of each component of color (R, G and B) to be compere with the others intensities at the same pixel.