**Project Proposal**

**Post-processing Effects**

For my final project, I wish to create a simple program that will do quite a few complex post-processing effects. I hope to be able to create some simple but popular photoshop effects, as well as some basic post-processing effects which are present in many modern-day games. Some of the post-processing effects include:

* Glow based on brightness of pixel clusters (also known as Bloom)
* Vibrance (or Saturation)
* Curves (Contrast)
* Dynamic Brightness scaling (depending on image)

The basic photoshop effects that will be presented are as follows:

* Gaussian method blur
* Isolation of each color channel
* Isolation of alpha channel, mapped in black and white
* Pixel expansion (pixelate)

As well as the effects, I will add a function which will be able to select an image to open at runtime, and saving the image as a new file.

Aleksandar Stevcic

101013244

IMD2400A

Final Project