## **Image Processing Project #5**

0510894 電機 4D 翁紹恩

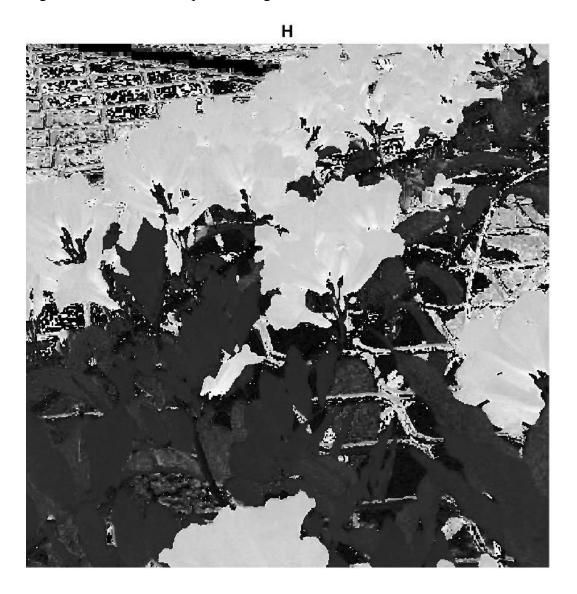
I. Source codes (With Matlab)

```
Img=im2double(imread('violet (color).tif'));
%%%% determined H,S,I via formula1 %%%%%%
R = Img(:,:,1);
G = Img(:,:,2);
B = Img(:,:,3);
min_rgb = zeros(1024,1024);
for i = 1:1024
    for j = 1:1024
         min\_rgb(i,j) = min([R(i,j), G(i,j), B(i,j)]);
    end
end
S = 1 - 3./(R+G+B) .* min_rgb;
I = 1/3 .* (R+G+B);
H = zeros(1024,1024);
num = 0.5*((R - G) + (R - B));
den = sqrt((R - G).^2 + (R - B).*(G - B));
theta = acos(num./(den));
H = theta;
H(B > G) = 2*pi - H(B > G);
H = H/(2*pi);
H(S==0)=0;
%%%% plot figure %%%%%%%
figure
imshow(H)
title('H')
saveas(gcf,'Hue','png');
figure
imshow(S)
title('S')
saveas(gcf,'Saturation','png');
figure
imshow(I)
title('I')
saveas(gcf,'Intensity','png');
```

```
%%%%%%%%%% sphere-based color slicing %%%%%%%%%
a1 = [134.0, 51.0, 143.0];
a2 = [131.0, 132.0, 4.0];
R0 = 30;
rgb Img = imread('violet (color).tif');
sphere R = rgb \ Img(:,:,1);
sphere G = rgb \ Img(:,:,2);
sphere B = rgb \ Img(:,:,3);
sphere img a1 = zeros(1024,1024,3);
sphere img a2 = zeros(1024,1024,3);
\%\%\%\%\%\%\%\%\%\% a1 = [134.0, 51.0, 143.0] \%\%\%\%\%\%\%\%\%
for i = 1:1024
    for j = 1:1024
         if (double(sphere R(i,j))-a1(1))^2 + (double(sphere G(i,j))-a1(2))^2 +
(double(sphere B(i,j))-a1(3))^2 > R0^2
              sphere_img_a1(i,j,:) = [0.5,0.5,0.5];
         else
              sphere_img_a1(i,j,:) = Img(i,j,:);
         end
    end
end
%%%% plot figure %%%%%%
figure
imshow(sphere img a1)
title('Sphere-based color slicing a1 = [134,51,143]')
saveas(gcf,'Sphere-based color slicing a1 = [134,51,143]','png');
\%\%\%\%\%\%\%\%\%\% a2 = [131.0, 132.0, 4.0] \%\%\%\%\%\%\%\%\%\%
for i = 1:1024
    for j = 1:1024
         if (double(sphere_R(i,j))-a2(1))^2 + (double(sphere_G(i,j))-a2(2))^2 +
(double(sphere B(i,j))-a2(3))^2 > R0^2
              sphere img a2(i,j,:) = [0.5,0.5,0.5];
         else
              sphere img a2(i,j,:) = Img(i,j,:);
         end
    end
end
%%%% plot figure %%%%%%
```

figure
imshow(sphere\_img\_a2)
title('Sphere-based color slicing a2 = [131,132,4]')
saveas(gcf,'Sphere-based color slicing a2 = [131,132,4]','png');

II. Figures of H, S and I component images

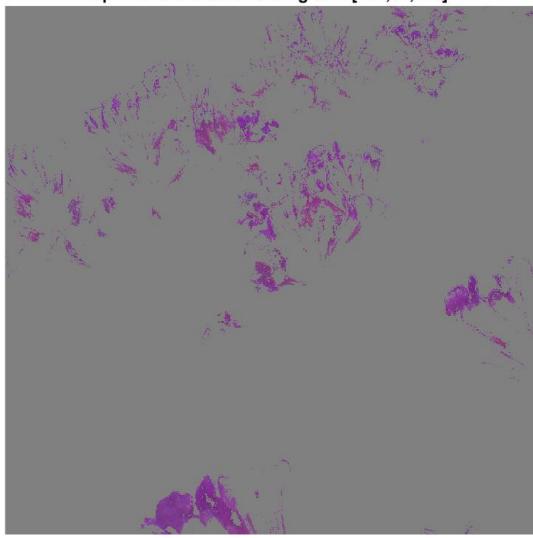






III. Figure of color slicing image using a1

Sphere-based color slicing a1 = [134,51,143]



IV. Figure of color slicing image using a2

Sphere-based color slicing a2 = [131,132,4]

