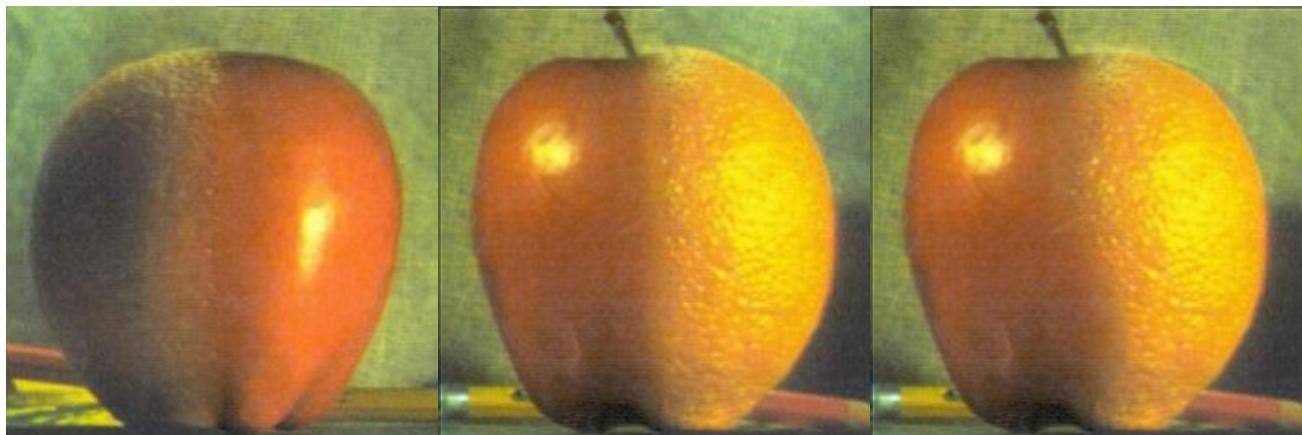
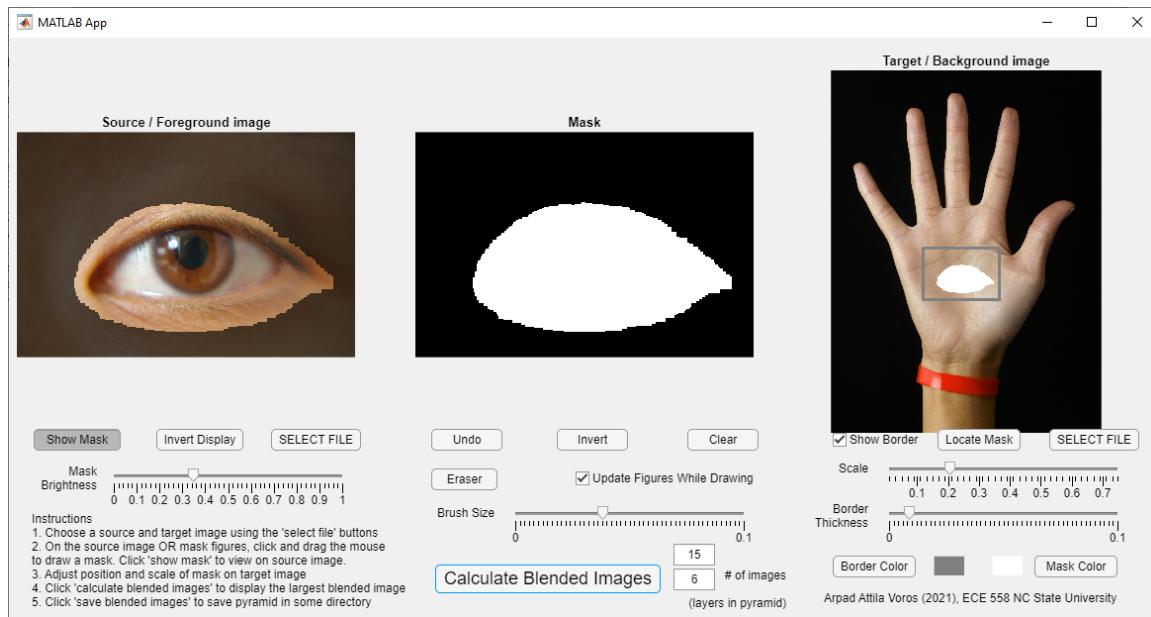
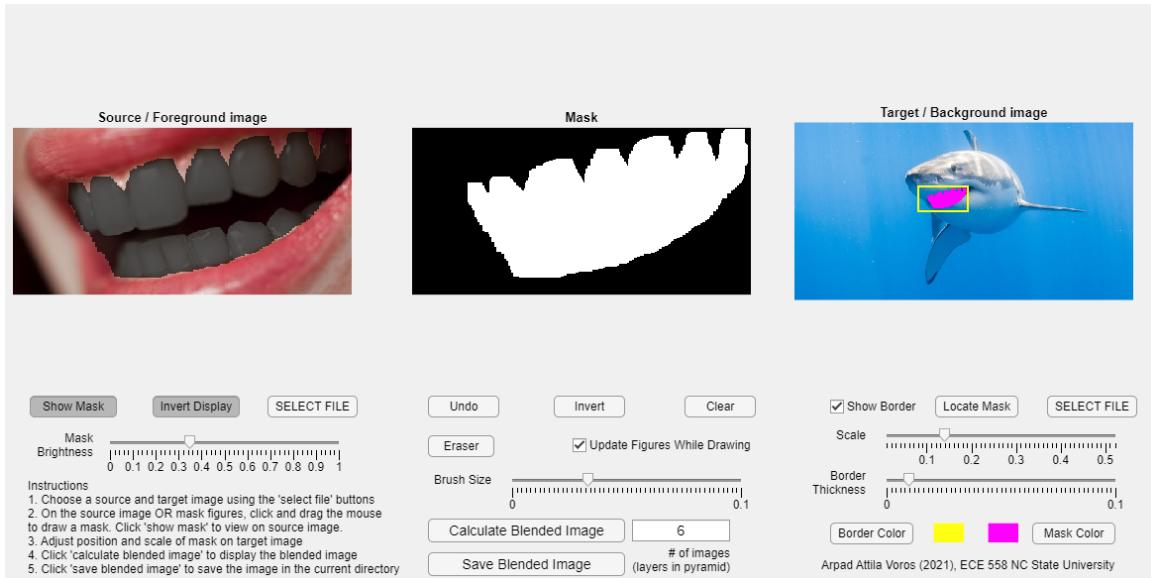
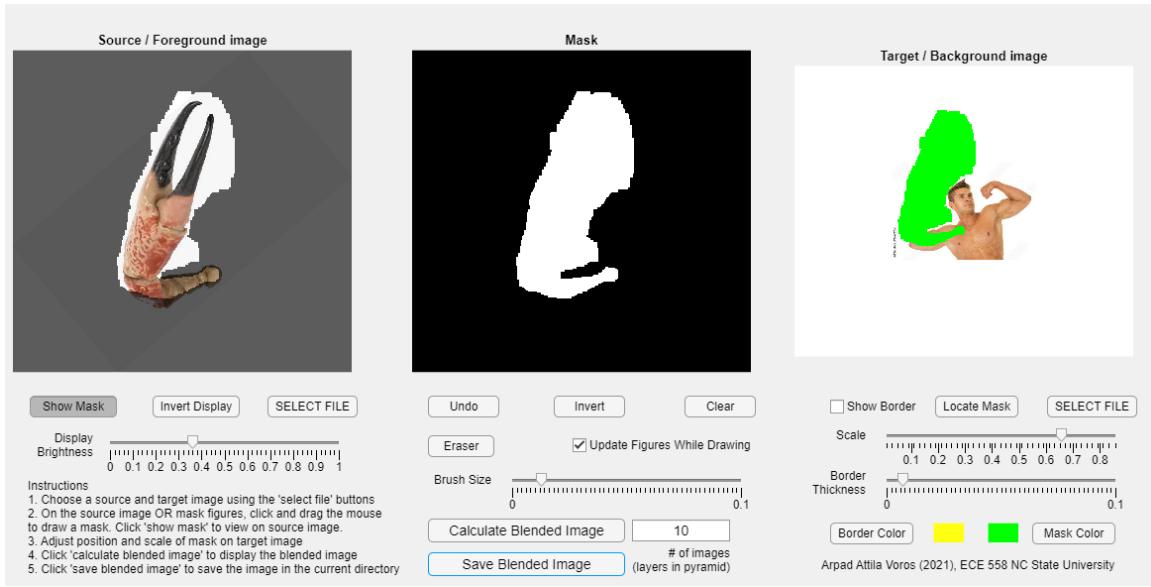


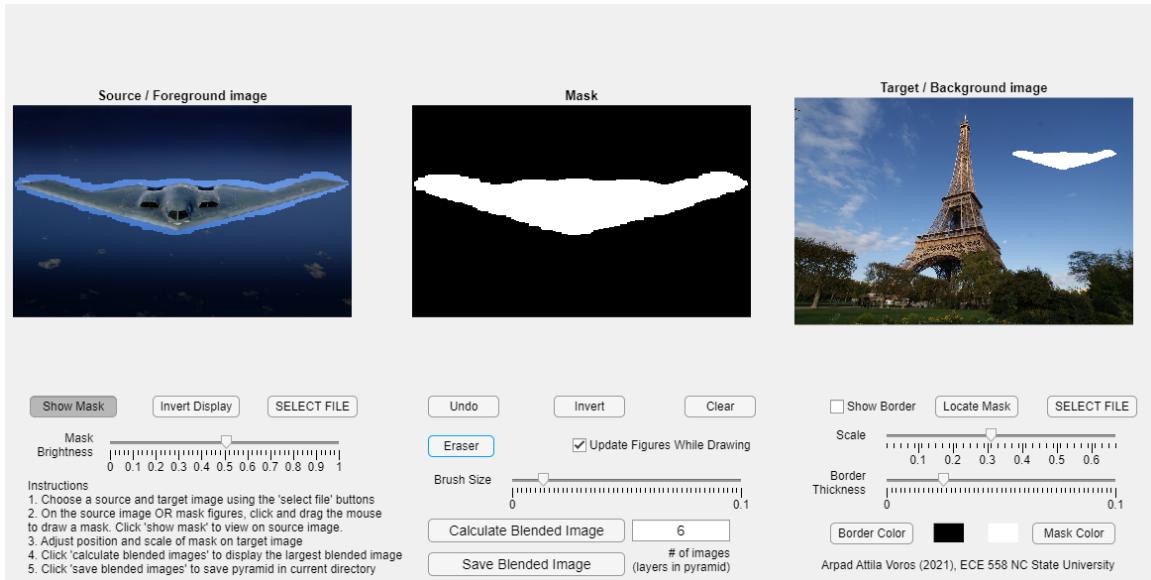
1. The pyramid generator is in `ComputePyr.m`
2. For the mask drawing GUI and the Laplacian pyramid blending, both are in MATLAB app called `proj2ece558.mlapp`. Instructions on how to use are the app itself. Below are some images of the GUI and their outputs. The hand/eye blend was the first instance of the project working.











Since the colour of the sky behind the source image is somewhat uniform, but the colour of the sky in the target image has a vertical gradient, the top part of the blended masked-source image seems brighter on top. I tried to move the mask down, but I got a similar result:



