

Assignment 02

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Part 0: Input Images



image1.png



image2.png

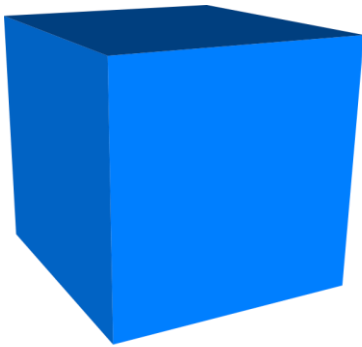
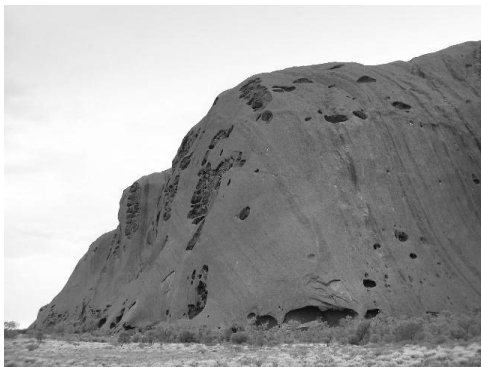


image3.png

Part 1: Filters



pic_1_a.png

This image is a greyscale version of image1. It is 20% of the blue, 70% of the green, and 10% of the red of the color channel.

```
img=img[:, :, 0]*.1+img[:, :, 1]*.7+img[:, :, 2]*.2
```



This image is a threshold of the greyscale of image1. Values greater than 128 is white, and less than or equal to is black.

```
img[img<=threshold]=0
img[img>threshold]=255
```

pic_1_b.png



pic_1_c_0.png -> pic_1_c_10.png

These pictures were created by desaturating image1. The first image is the original image, and the pictures go down incrementally to a greyscale image1.

```
img=mix(img,gray_img,percent)
```



pic_1_d_0.png -> pic_1_d_10.png

These pictures were created by changing the contrast by a factor of .5 to 1.5. This makes the color values of the image either closer or further away from 128.

```
dist_img=img-128.0
dist_img*=factor
dist_img[dist_img<-128]=-128
dist_img[dist_img>127]=127
img=blank+dist_img
```

Part 2: Transformations

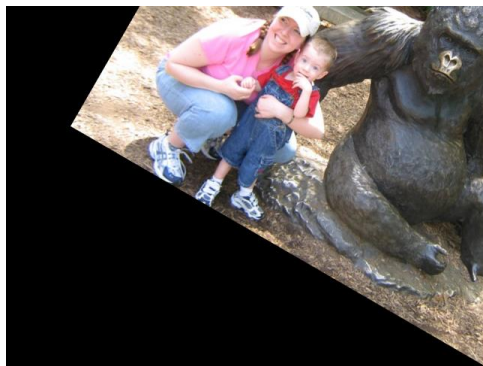


pic_2_a.png

This image is image2 flipped over the y axis. The transformation matrix used was

$$M = \begin{bmatrix} -1 & 0 & w \\ 0 & 1 & 0 \end{bmatrix}$$

```
cv2.warpPerspective(img2,M,(w,h))
```



pic_2_b.png

This image was a rotation of image2 about its lower right corner.

$$M1 = \begin{bmatrix} 1 & 0 & -w \\ 0 & 1 & -h \end{bmatrix} \quad M2 = \begin{bmatrix} \cos(30^\circ) & \sin(30^\circ) & 0 \\ -\sin(30^\circ) & \cos(30^\circ) & 0 \end{bmatrix}$$

$$M3 = \begin{bmatrix} 1 & 0 & w \\ 0 & 1 & h \end{bmatrix}$$

```
M=M3.dot(M2).dot(M1)
```

```
cv2.warpPerspective(img2,M,(w,h))
```



pic_2_c.png

This picture was created by getting the transformation matrix of image1 and image2 on the corners of the cube, and using those to transform the images. Then, the images were overlaid on the cube.

```
M1=cv2.getPerspectiveTransform(orig_tri,tri1_prime)
M2=cv2.getPerspectiveTransform(orig_tri,tri2_prime)
img1_perspective=cv2.warpPerspective(img1,M1,(w,h+100))
img2_perspective=cv2.warpPerspective(img2,M2,(w,h+100))
```