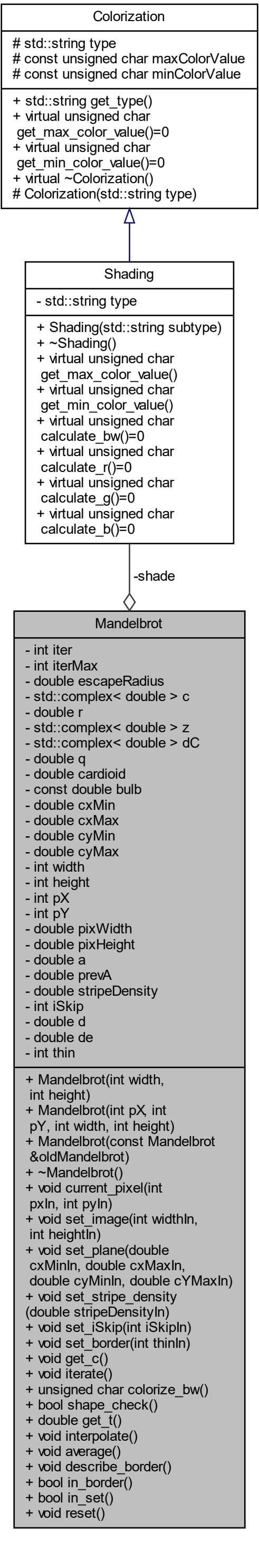
Colorization
std::string type
const unsigned char maxColorValue
const unsigned char minColorValue
+ std::string get_type()
+ virtual unsigned char
get_max_color_value()=0
+ virtual unsigned char
get_min_color_value()=0
+ virtual ~Colorization()
# Colorization(std::string type)
Shading
- std::string type
+ Shading(std::string subtype)
+ ~Shading()
+ virtual unsigned char
get_max_color_value()
+ virtual unsigned char
get_min_color_value()
+ virtual unsigned char
calculate_bw()=0
+ virtual unsigned char
calculate_r()=0
+ virtual unsigned char
calculate_g()=0
+ virtual unsigned char
calculate_b()=0
-shade
Mandelbrot
- int iter
- int iterMax
- double escapeRadius
- std::complex< double > c
- double r
- std::complex< double > z
- std::complex< double > dC
- double q
- double cardioid
- const double bulb
- double cxMin
- double cxMax
- double cyMin
- double cyMax
- int width
- int height
- int pX
- int pY
- double pixWidth
- double pixHeight
- double a
- double prevA
- double stripeDensity
- int iSkip
- double d
- double de
- int thin
+ Mandelbrot(int width,
int height)
+ Mandelbrot(int pX, int
pY, int width, int height)
+ Mandelbrot(const Mandelbrot
&oldMandelbrot)
+ ~Mandelbrot()
+ void current_pixel(int
pxIn, int pyIn)
+ void set_image(int widthIn,
int heightIn)
+ void set_plane(double
cxMinIn, double cxMaxIn,
double cyMinIn, double cYMaxIn)
+ void set_stripe_density
(double stripeDensityIn)
+ void set_iSkip(int iSkipIn)
+ void set_border(int thinIn)
+ void get_c()
+ void iterate()
+ unsigned char colorize_bw()
+ bool shape_check()
+ double get_t()
+ void interpolate()
+ void average()
+ void describe_border()
+ bool in_border()
+ bool in_set()
+ void reset()