



ImgFlow

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Project Overview

- ❑ Create a pipeline for automated image editing
 - ❑ Choose an ordering of nodes to run images through multiple 'filters'
- ❑ Batch processing of images
- ❑ Perform known, or repetitive tasks with minimal user interaction



Key Architectural Drivers

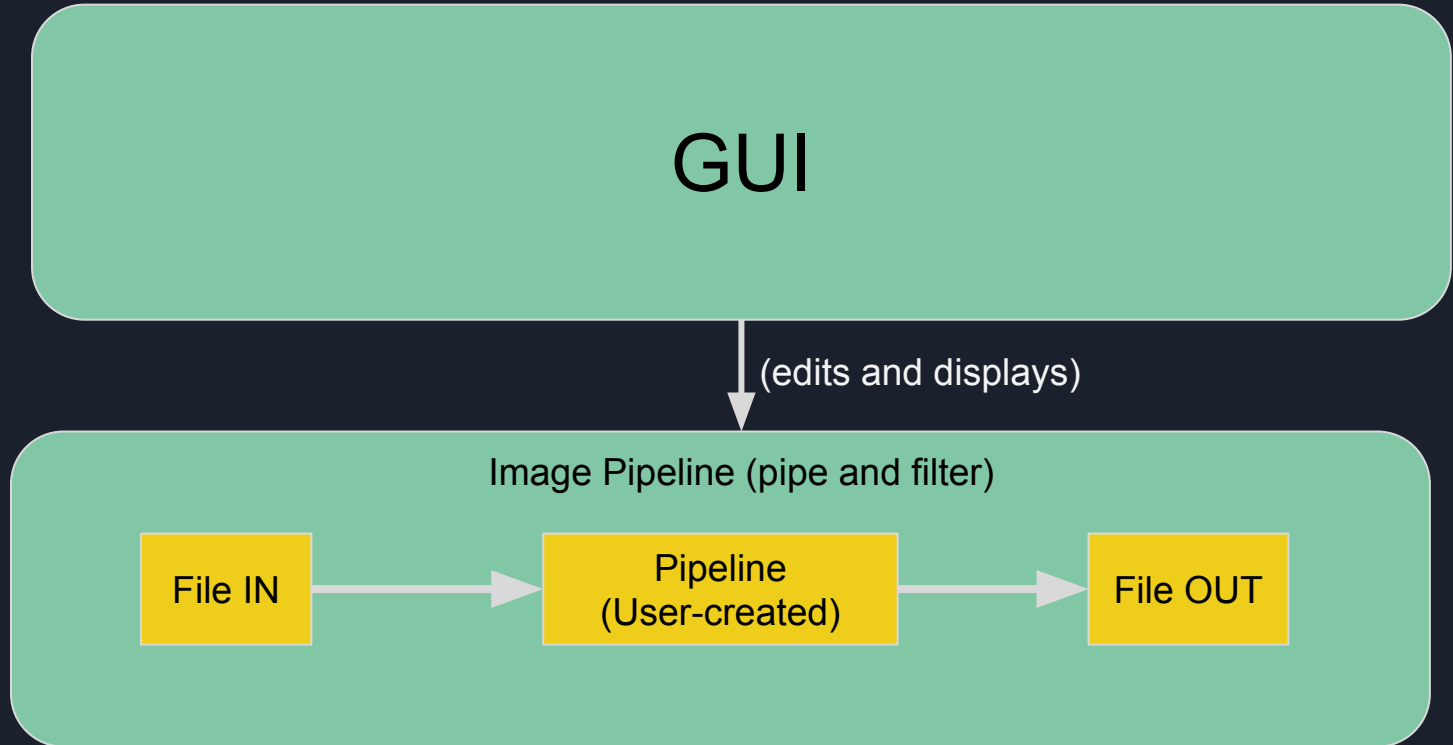
- ❑ An easy to use interface
 - ❑ The user should not have to learn anything complicated to use the system
- ❑ Batch processing
 - ❑ Not only able to process one image, but process a folder full of images



Architectural Style Choices

- ❑ Layered
 - ❑ While the core of the system will push images through a pipe while applying filters, The high level design is that of a layered system.
- ❑ Pipe And Filter
 - ❑ Given that so much of the system is pipe and filter, the system could be regarded as such.
- ❑ Publish/Subscribe
 - ❑ Components in the system resemble this architecture since JavaFX is playing a crucial role in the design.

Our Architecture





Conclusion

- ❑ ImgFlow will automate many graphics processing tasks in a fun and efficient way.