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Task1 – CMY



This Task is how to change RGB into CMY that have 4 channel and then show it

Task2-CMYK



This one is same as task 1 but have more than method to find minimum of CMY then find already we will get CMY to minus min to make a photo can separate each color easier.

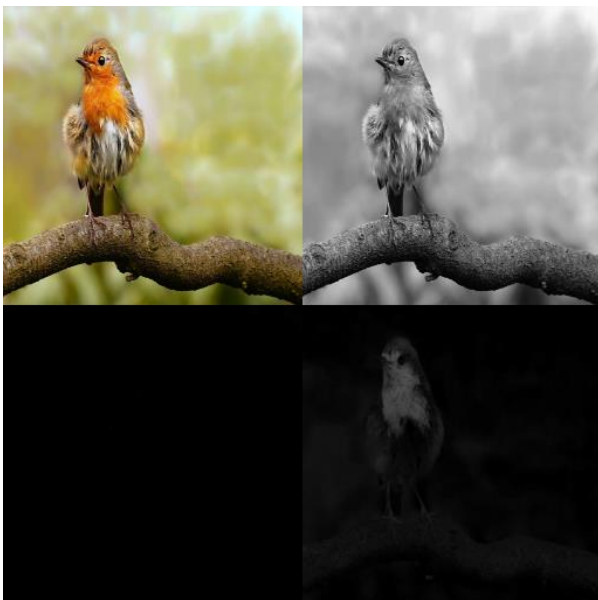
Task-3: YUV(Basic), YUV(SDTV), YUV(HDTV), YIQ



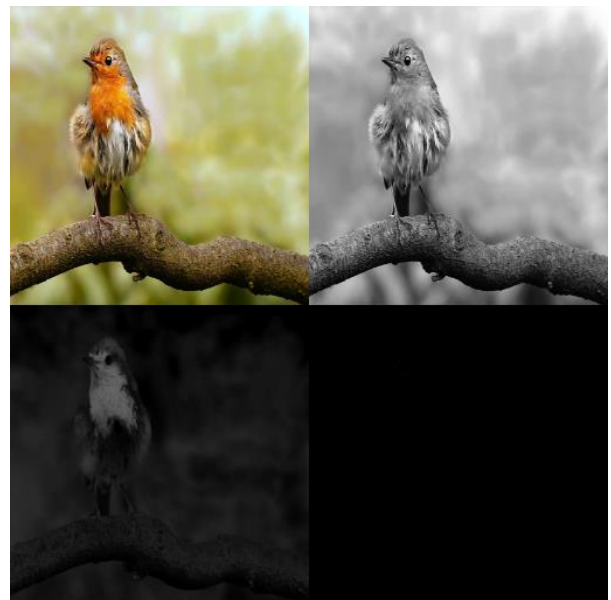
Basic



SDTV



HDTV



YIQ

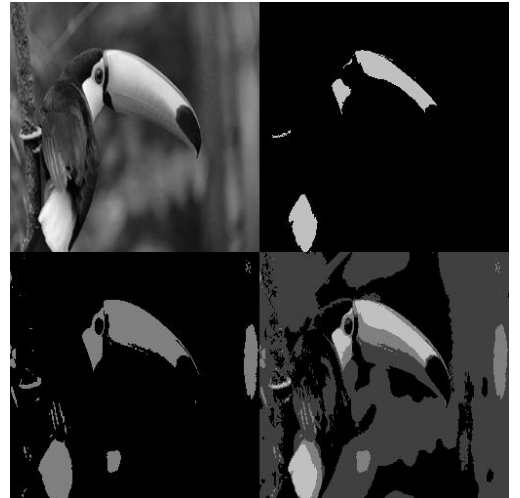
This Task is about YUV(Basic), YUV(SDTV), YUV(HDTV), YIQ it about to adjust brightness in video game how to adjust it.

Task-4: Save Grey image out separately from Y channel of related model



This Task is about how to get grey image using knowledge Task 1-3 to implement it.

Task-5: Quantization of the luminance channel



This Task is about Quantization of the luminance channel to divide the value with constant then save only the quotient coefficient but remove the remainder

Task-6: HSB Shifting – Dynamic drawing



This task is about how to increase or decrease hue