

Dawid Bitner – lab 6

Macierz filtracji

```
private void EmguLinearFiltration_Click(object sender, RoutedEventArgs e)
{
    Mat sourceImage = new Mat(new System.Drawing.Size(500, 500),
    DepthType.Cv8U, 1);
    CvInvoke.Randu(sourceImage, new MCvScalar(0.0), new MCvScalar(255.0));
    Mat laplacian = new Mat();
    CvInvoke.Laplacian(sourceImage, laplacian, DepthType.Cv8U);
    float[,] matrixKernel = new float[3, 3] {
        { 0, -1, 0 },
        { -1, 5, -1 },
        { 0, -1, 0 }
    };
    ConvolutionKernelF matrix = new ConvolutionKernelF(matrixKernel);
    Mat convoluted = new Mat(sourceImage.Size, DepthType.Cv8U, 1);
    CvInvoke.Filter2D(sourceImage, convoluted, matrix, matrix.Center);
    CvInvoke.Imshow("Image", sourceImage);
    CvInvoke.WaitKey(0);
}
```

