**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);

}

