

1. GIMP matrix

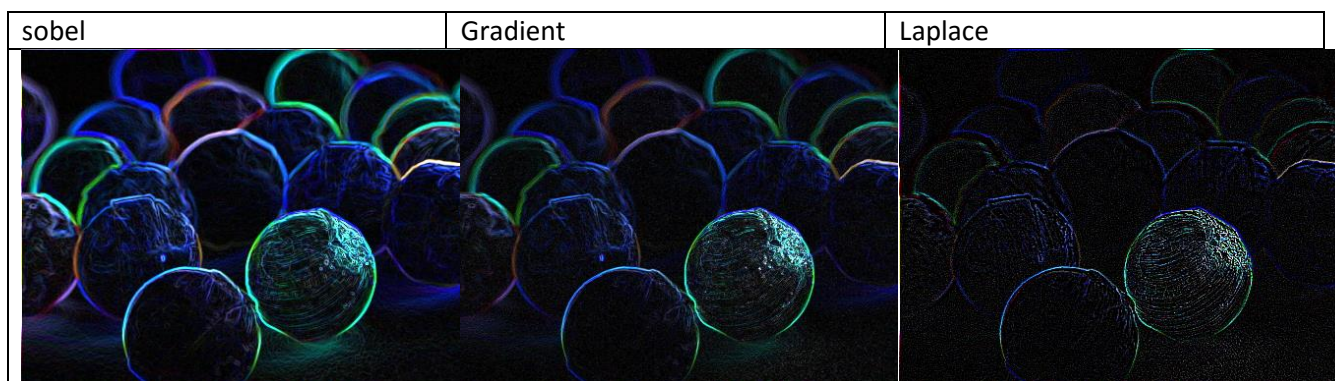
Poza originală



Pixelize



Edge detection



Distort - Shift



Sharpen



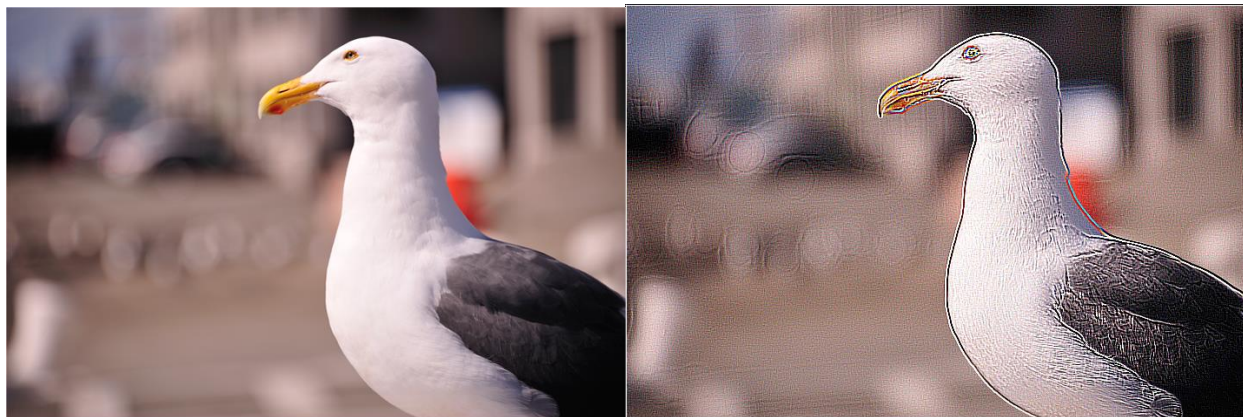
2. Convolution Matrix

Poza originală



Transformări:

8	-5	8
-5	-11	-5
8	-5	8



0	0	0	0	0
0	1	1	1	0
0	1	1	1	0
0	1	1	1	0
0	0	0	0	0

Divisor: Offset:

- blur



0	0	0	0	0
0	-1	-1	-1	0
0	-1	9	-1	0
0	-1	-1	-1	0
0	0	0	0	0

Divisor: Offset:

- sharpen pe imaginea blurată



mask

1	2	4	2	1
2	-6	-9	-6	2
4	-9	25	-9	4
2	-6	-9	-6	2
1	2	4	2	1

Divisor: Offset:

