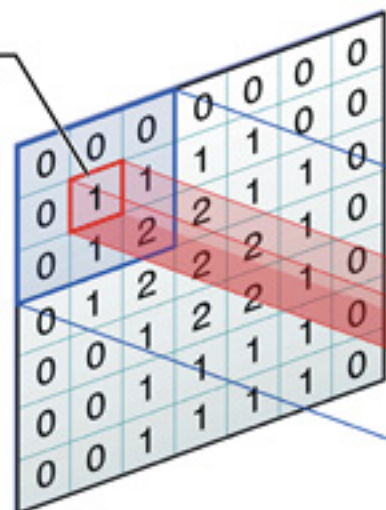


Center element of the kernel is placed over the source pixel. The source pixel is then replaced with a weighted sum of itself and nearby pixels.

$$\begin{array}{r}
 (4 \times 0) \\
 (0 \times 0) \\
 (0 \times 0) \\
 (0 \times 0) \\
 (0 \times 1) \\
 (0 \times 1) \\
 (0 \times 0) \\
 (0 \times 1) \\
 + (-4 \times 2) \\
 \hline
 -8
 \end{array}$$

Source pixel



Convolution kernel (emboss)

New pixel value (destination pixel)



-8