

# Dealing with Channels

Each individual pixel in our image consist of **3 bytes**, each representing an individual red, green, or blue channel in that image. So, if you want to only modify one color, or two colors, you have to keep track of which byte you are working on, by processing **all three bytes every time through the loop**.

Here, for instance is a filter that only keeps the **blue** channel, and eliminates the **red** and **green** channels in the image:

```
while (beg != end)
{
    *beg = 0;    // turn off red
    beg++;      // go to next color
    *beg = 0;    // turn off green
    beg++;      // go to next color
    beg++;      // leave blue alone
}
```

Here's the result of running the blue filter:



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