User Manual for Image Editing

Image editing is the 1st project of this CG course. The program aims to transform the image into various ways. For example, scale, rotate, grayscale, … and so on. With this manual, you can easily understand how to use this program to edit your image.

Operation list

	keyword	description
1	load *file_name*	Load the image (.tga) to edit with the name *file_name*.
2	save *file_name*	Save the image with the name *file_name*.
3	gray	Convert color image to gray scale.
4	quant-unif	Use uniform quantization to convert the current image from 24 bits color image to an 8 bits color image.
5	dither-thresh	Dither an image into black and white with a threshold of 0.5.
6	dither-rand	Dither an image into black and white using random dithering.
7	dither-bright	Dither an image into black and white with a threshold chosen to keep the average brightness.
8	dither-cluster	Dither an image into black and white using cluster dithering.
9	filter-box	Apply a 5*5 box filter
10	filter-bartlett	Apply a 5*5 Bartlett filter
11	filter-gauss	Apply a 5*5 Gaussian filter
12	half	Halve the image size
13	double	Double the image size
14	rotate *angle_degrees*	Rotate the image clockwise by the given amount *angle_degrees*