

Computer Graphics - Lab class 1

1. Setup your development environment and make sure everything works. Create a "hello world" in python.
2. Read an input image, represent it as a numpy matrix.
3. Show the image read on step 2.
4. Write a function that receives the image read at step 2, and the parameters NEW_WIDTH and NEW_HEIGHT; and computes a new image with the specified number of pixels of width and height. Use regular sampling and bilinear interpolation.