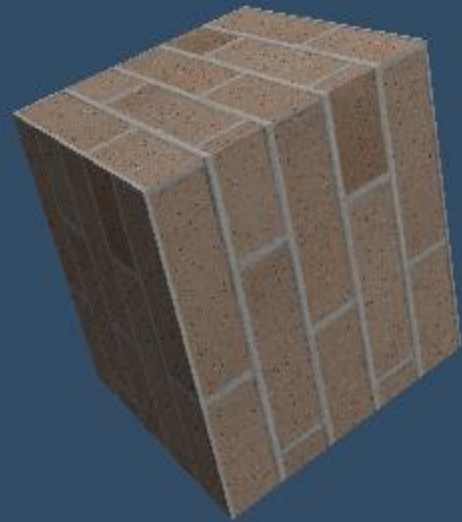
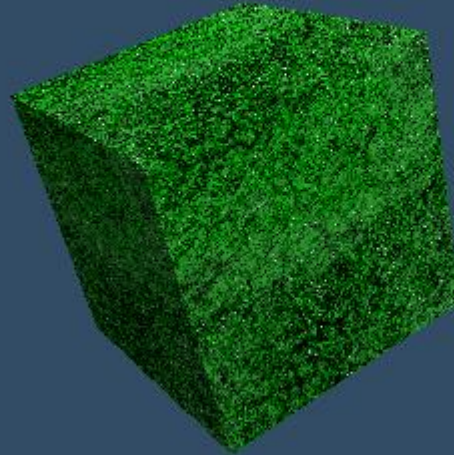


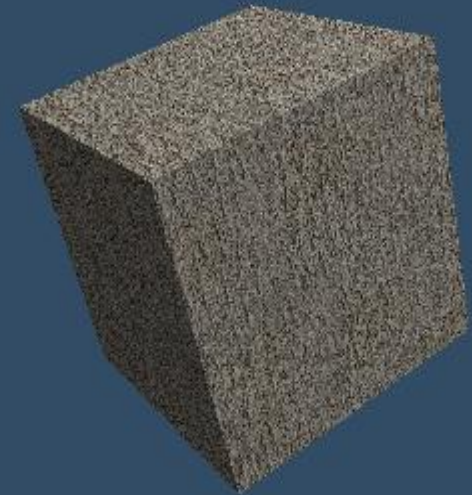
Brick model



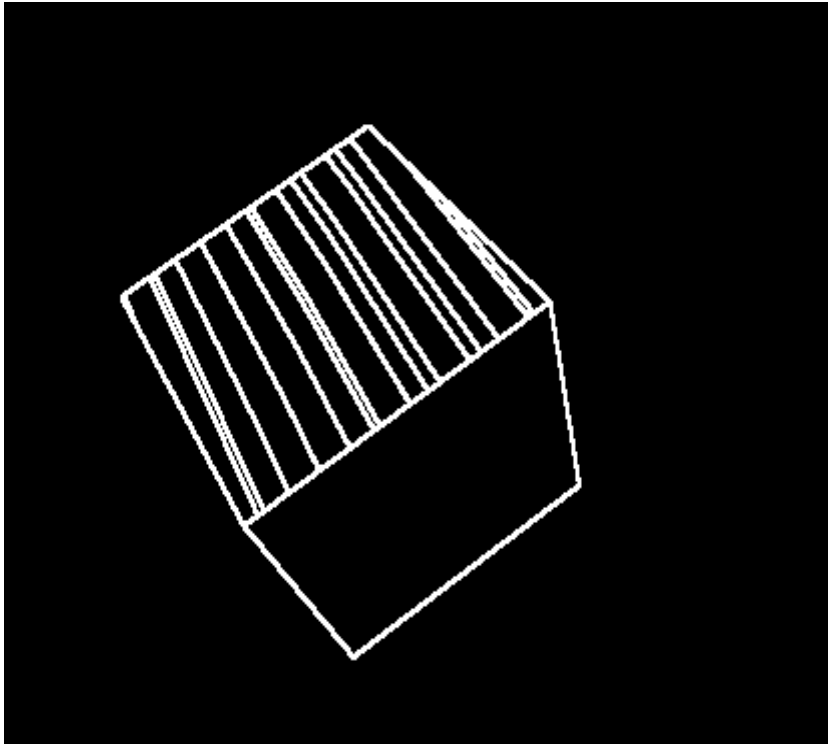
Moss model



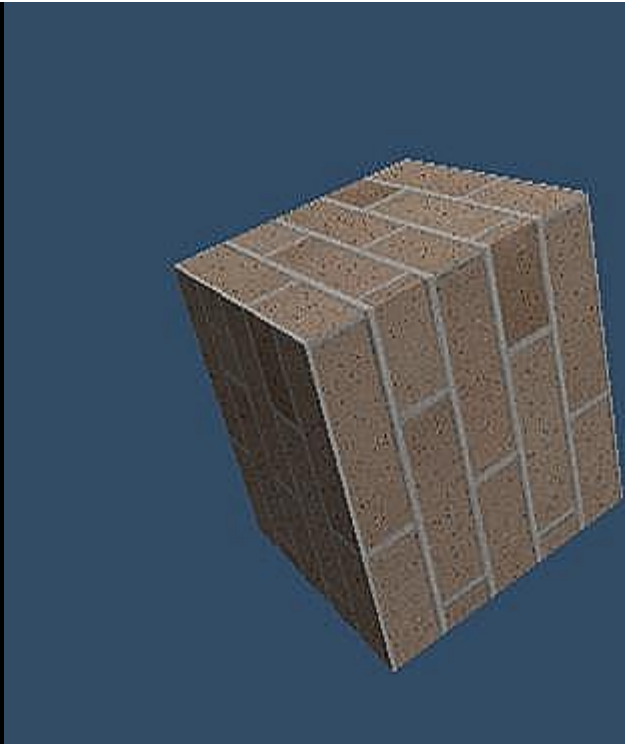
Cement model



Edge detection



Sharpening



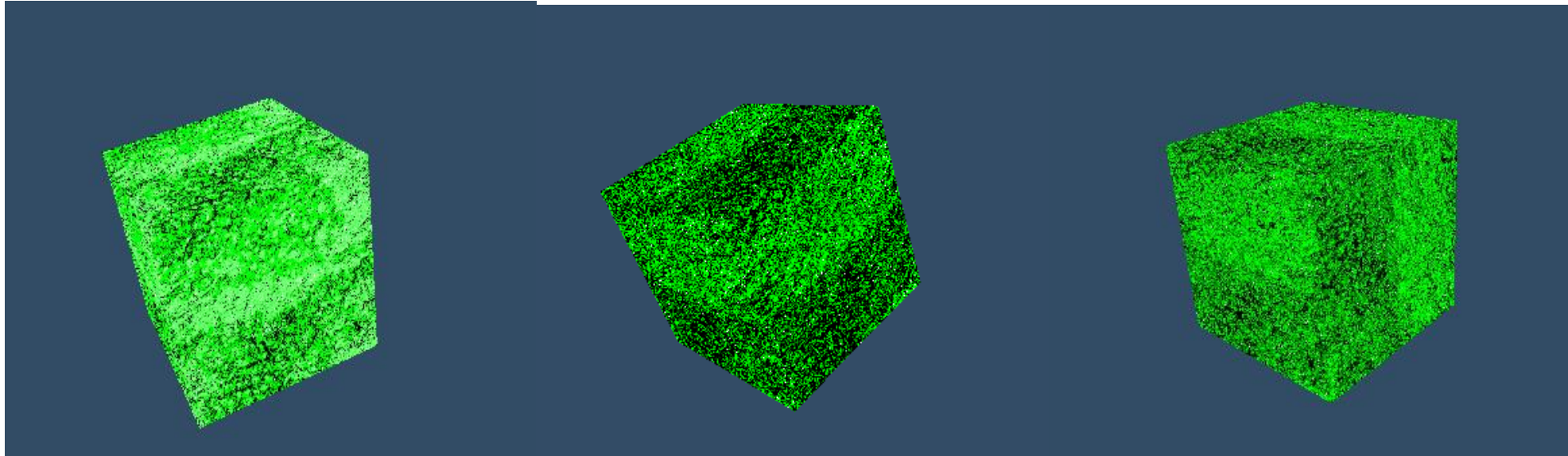
Blur



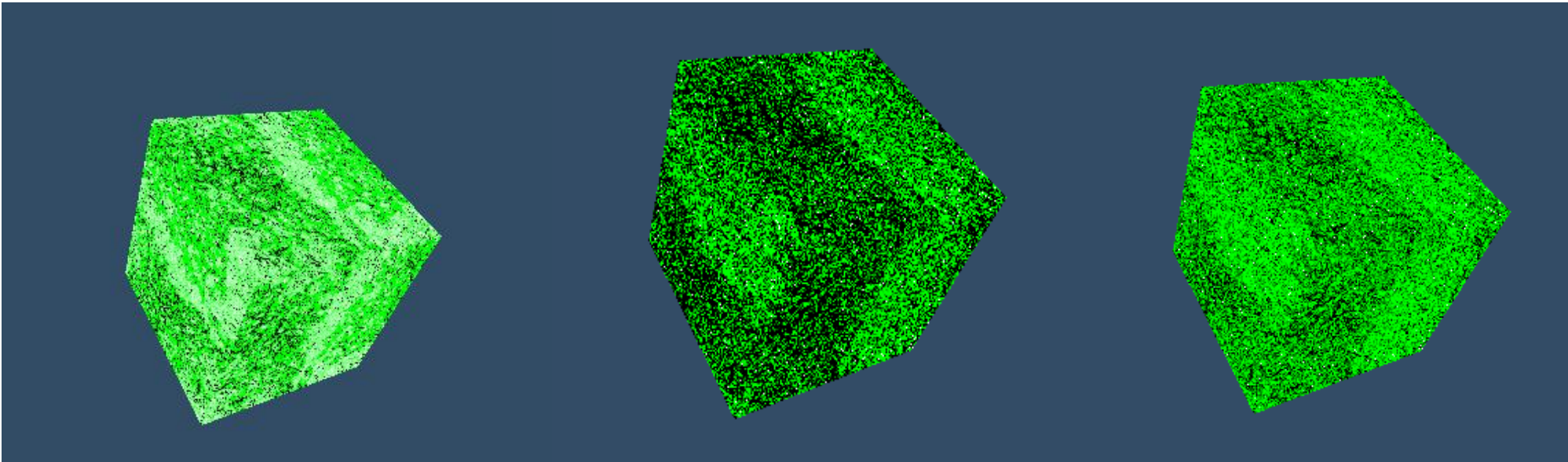
Alpha = 2.5 Bright

Contrast

Saturation

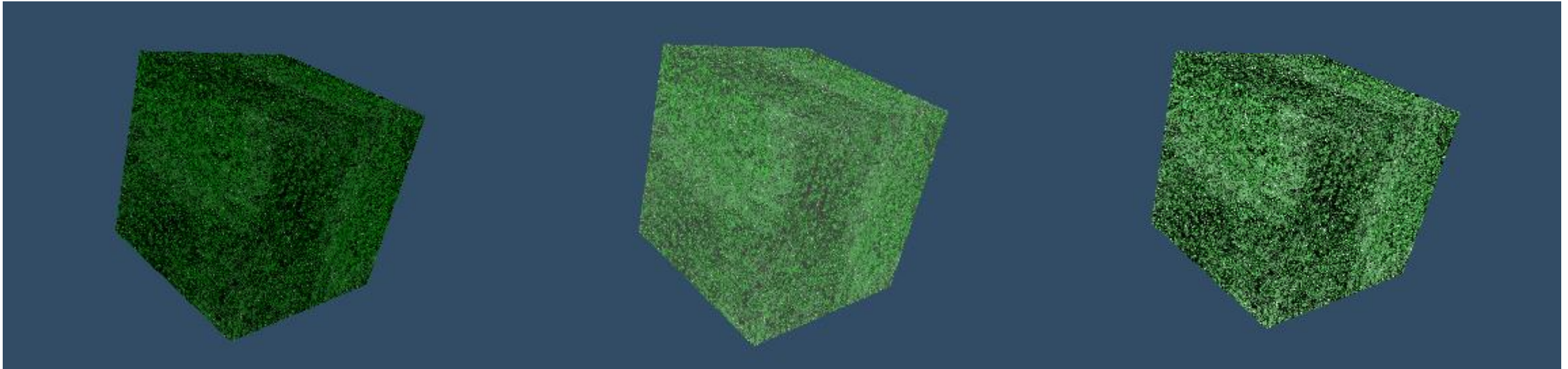


Alpha = 3.5





$\text{Alpha} = 0.5$



$\text{Alpha} = 1.5$

