image=imread('C:\Users\lenovo\Desktop\test.bmp');

image\_r = image(:,:,1);

image\_g = image(:,:,2);

image\_b = image(:,:,3);

a=image\_r;b=image\_g;c=image\_b;

R=double(a);G=double(b);B=double(c);

Z=400/51\*(R+G+B)

[A, map] = imread('C:\Users\lenovo\Desktop\ test.bmp ');

% Image information acquisition

info = imfinfo('C:\Users\lenovo\Desktop\ test.bmp ');

w = info.Width;

h = info.Height;

%

Create a grid that corresponds to the image size

[x,y] = meshgrid(1:w,1:h);

z = x - y + y - x;

i = 1;

j = 1;

% Fill the height value with the image gray value

[z]=Z

% Drawing a three-dimensional image

meshc(x,y,z);

% Drawing surface

surf(x,y,z,'FaceColor','interp','EdgeColor','none','FaceLighting','phong')