Improcessing things that would have helped to know

General issues:

Issues with the 8bit range: grayscale only has 256 levels, so if e.g. filtering leeds to any pixels exceeding that range, either contrast needs to be reduced or all values below 0 and above 256 will be clipped.

Degrees of visual angle are calculated assuming that one degree is the same everywhere. But that would only be true on a round screen

Everything becomes a mess once you use colours

Issues with FFT:

FFT depends on square images. FFT only within an arbitrarily shaped mask is therefore not possible. If using masks, iterative procedures are recommended.

If image does not contain integer number of cycles per SF, FFT will be somewhat fucked.

Because pixels are square and finite, the diagonal is longer that the outer edge. This causes all sorts of fuck ups with oriented stimuli.

There is a trade-off between orientation and spatial frequency similar to the time-frequency trade-off in 1d

Phase often gets treated as independent of SF and Orientation but really isn’t