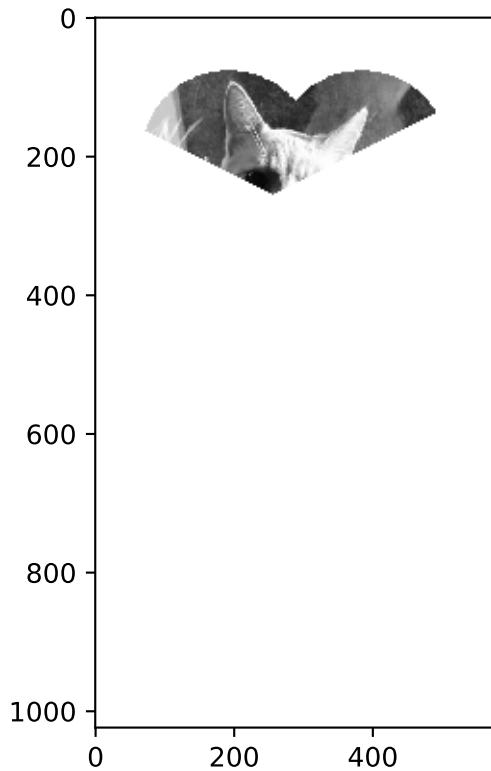


1. heart() - original



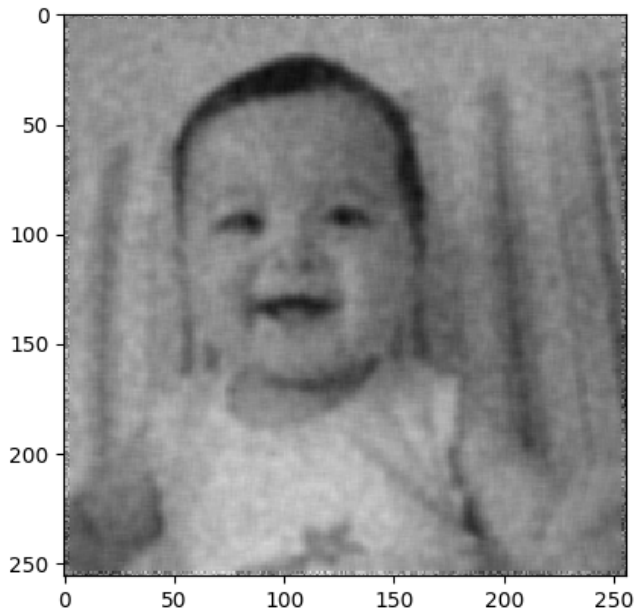
heart()



2. blurring(uniform) - original



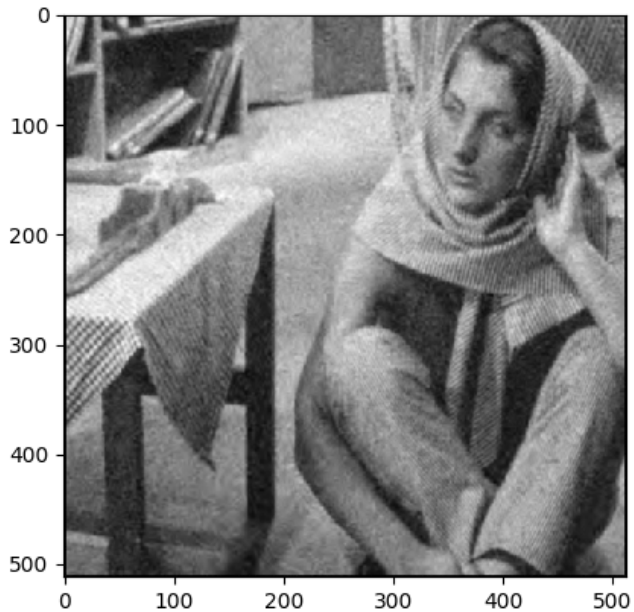
2. blurring(uniform)



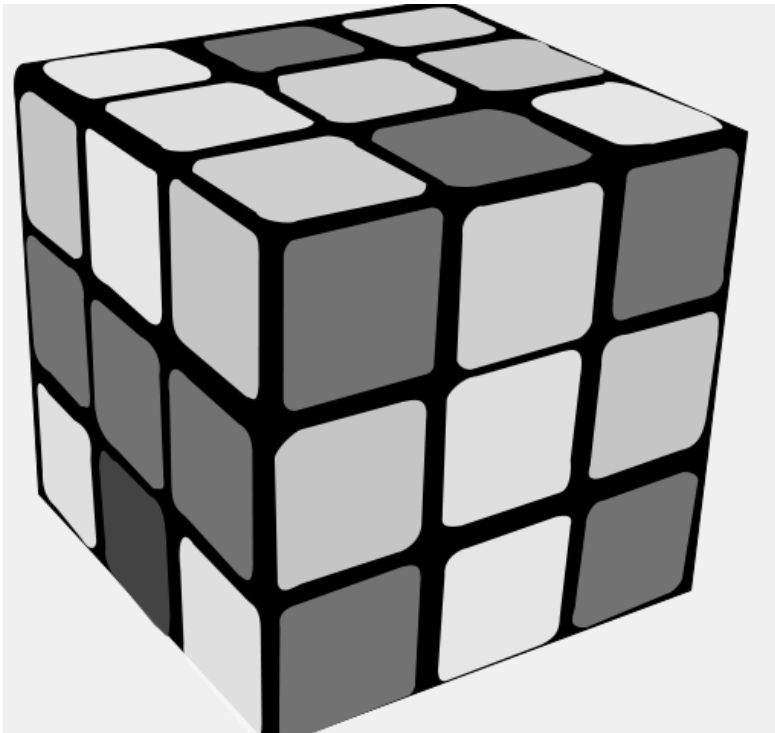
2. blurring(gaussian) - original



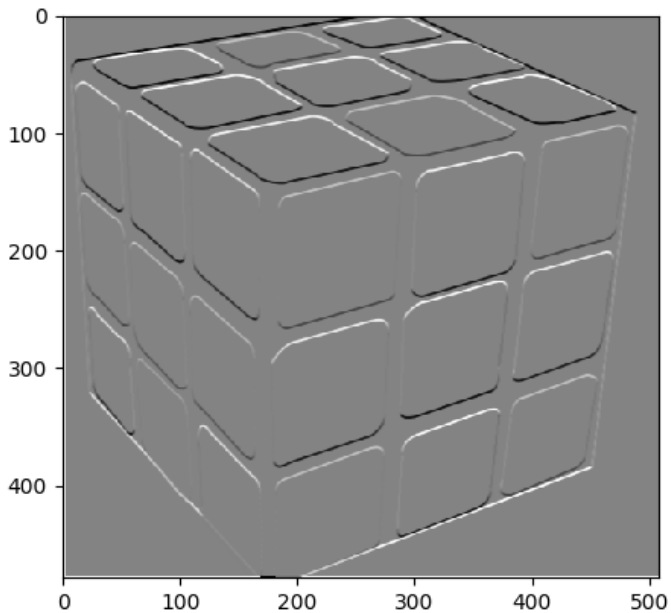
blurring(gaussian)



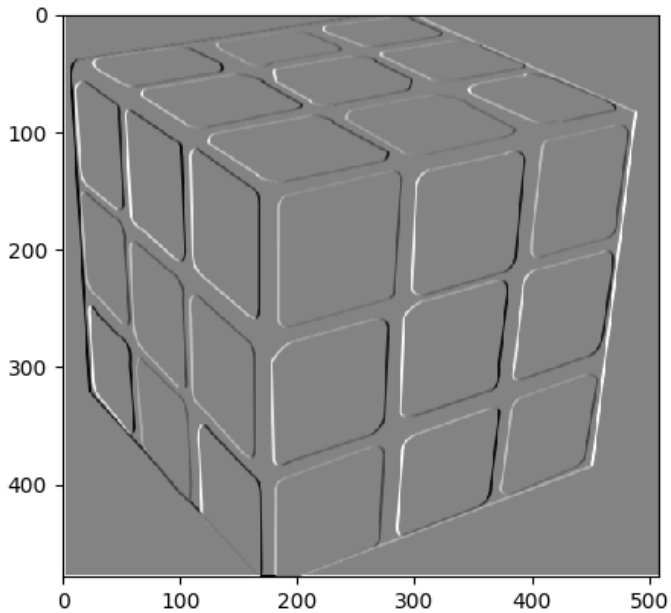
3. detect_edge() - original



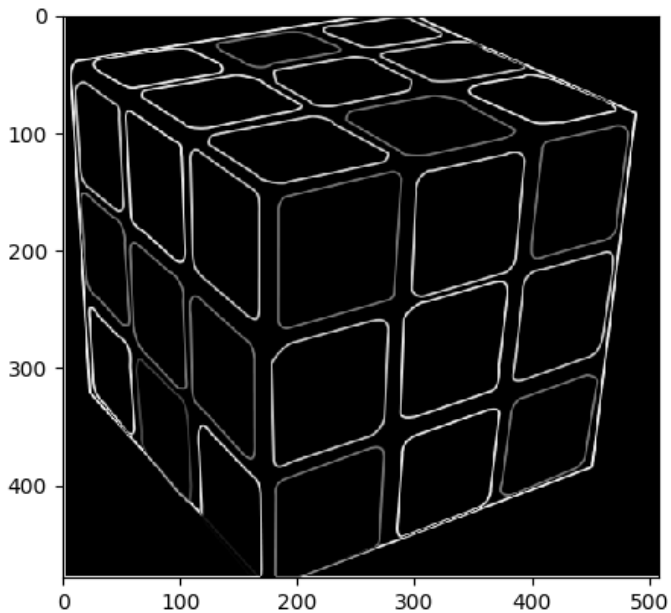
detect_edge(horizontal)



detect_edge(vertical)



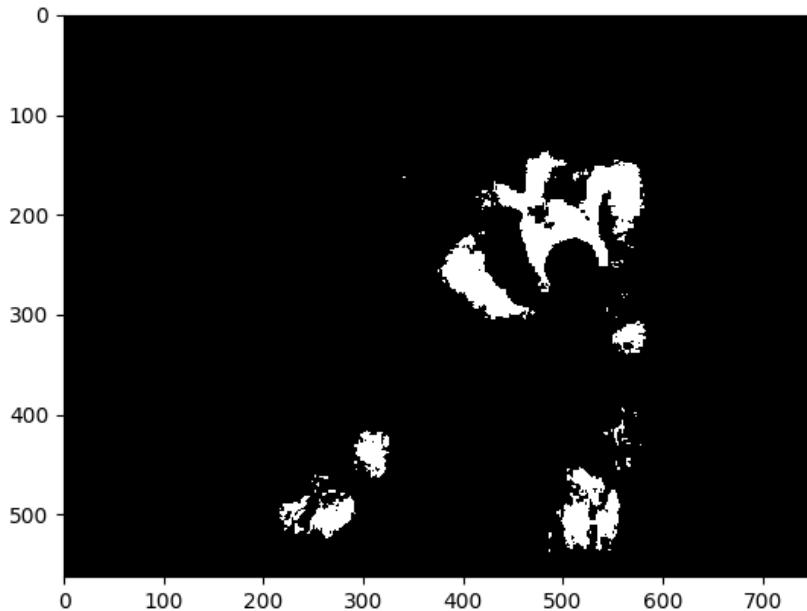
`detect_edge(both)`



4. otsu_threshold() - original



otsu_threshold()



5. `blur_background()` - original



5. blur_background()

