Change int : changes the RGB value of each pixel with the ratio x

By multiplying each color value with said ratio after looping over the image

Downsample frame: does spatial down sampling as described

Load frames : loades each frame image into an array

Plus 50 : enchants every pixel with 50 more value rgb by looping and adding 50 to each color of every pixel and not exceeding 255

Resize: resizes image by creating a graphics 2d object that draws a bigger image

Sumofpixels: sums each color component and adds it into a new image

Temporal : adds the same frame twice of a given array by looping on the array of images and skipping the ones added twice

Temporal 2 : just like temporal 3 adds the same frame 3 times instead and handle special cases

Rootenchant : replaces each color component by its sqr root

squareEnchant : replaces each color value with its square

And not exceeding 255