

bmp prog

To Do

open, close, etc

Let's say
we finish at 17/11
the first ④

0) edit binary data → manipulate save data in arrays/structs

1) main code in .c and .h

2) the \downarrow compression code in .c .h file
FFT

3) the decompression FFT^{-1} in .c .h file

→ testing will start on non realistic photo (let the t-shirt color blacken for now
user chose color to not reflect)

4) the Qt Gui

4+) made the t-shirt color adjustable (3 color to not reflect)

5) finishing all error handling ~~Program~~

6) done my prog 5min tutorial (Video) "how to use"

7) done my code explanation Video + Github Read me

8) restructuring code in more oop approach
later

10) Sending for 30 people to test

11) apply final 2.0 version and publish
2.0 on Github

~~12~~

Main features

- Resize if two pics aren't in same size
(Possibly Aspect Ratio will be changed) ⇒ or check Aspect Ratio if not same then throw "can't resize"
- check if two are .bmp if not throw error unsupported format.
- Save $\begin{cases} \text{raw.bmp} \\ \text{compressed (FFT or mean pooling)} \end{cases}$
- choose chroma color ⇒ possible (3 color options)
if red we detect orange of red color lighting ~~and~~ and shades error
- Later we can choose to compress first then do chroma replace (for simplicity will work with raw/resized bmp only)
will be slower but less c/c