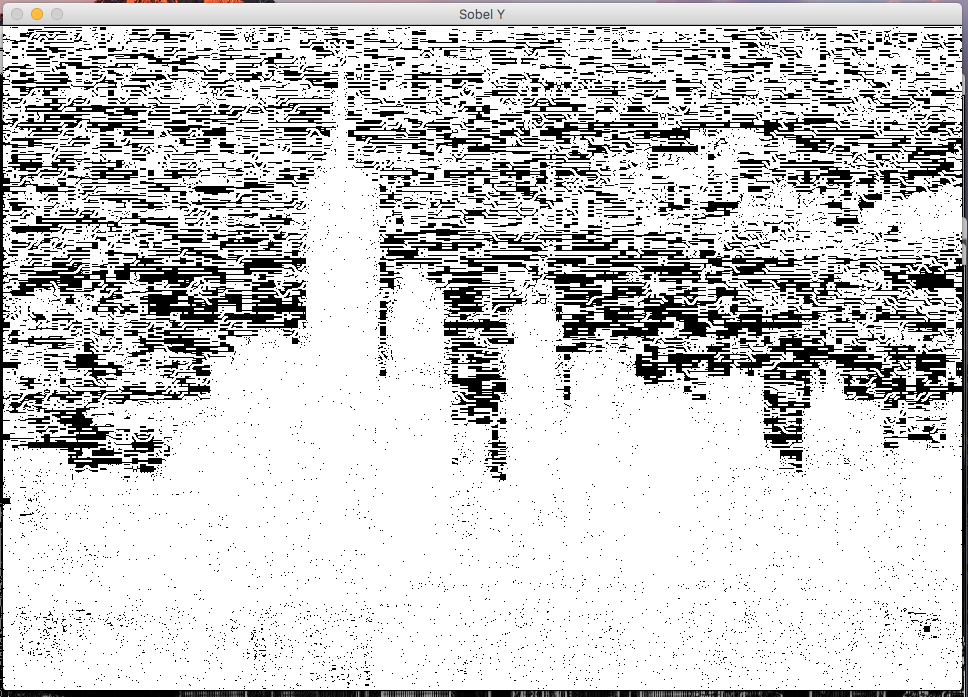
Peter Victoratos

CSC 411

Lab07 Gradients/Edges

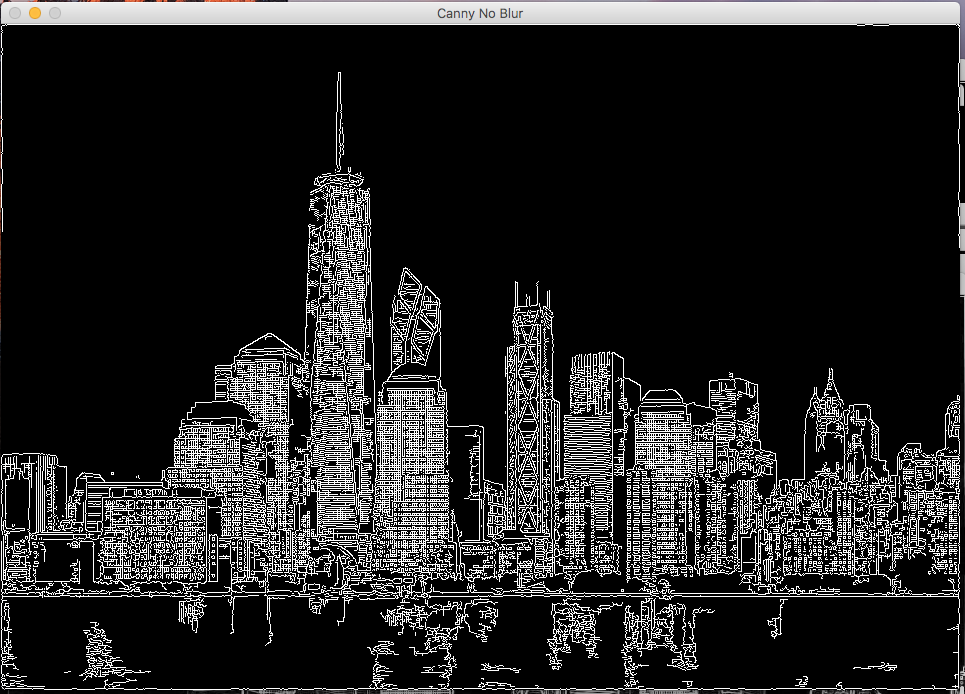


1. Gradients

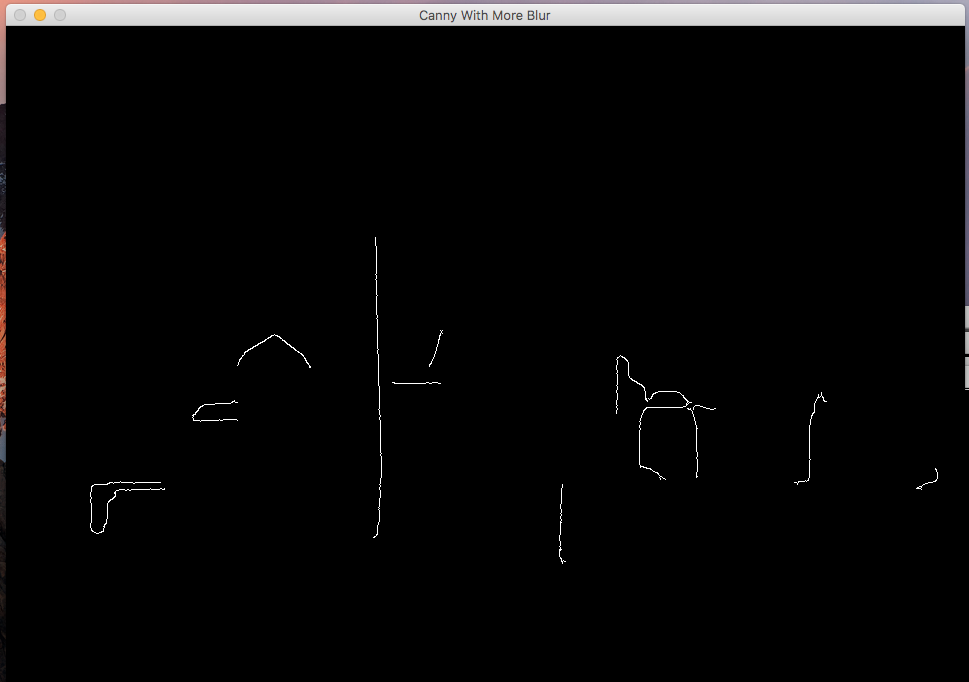
Here are my sobel filters in the x and y direction. Y is distorted since the sky itself is a gradient.



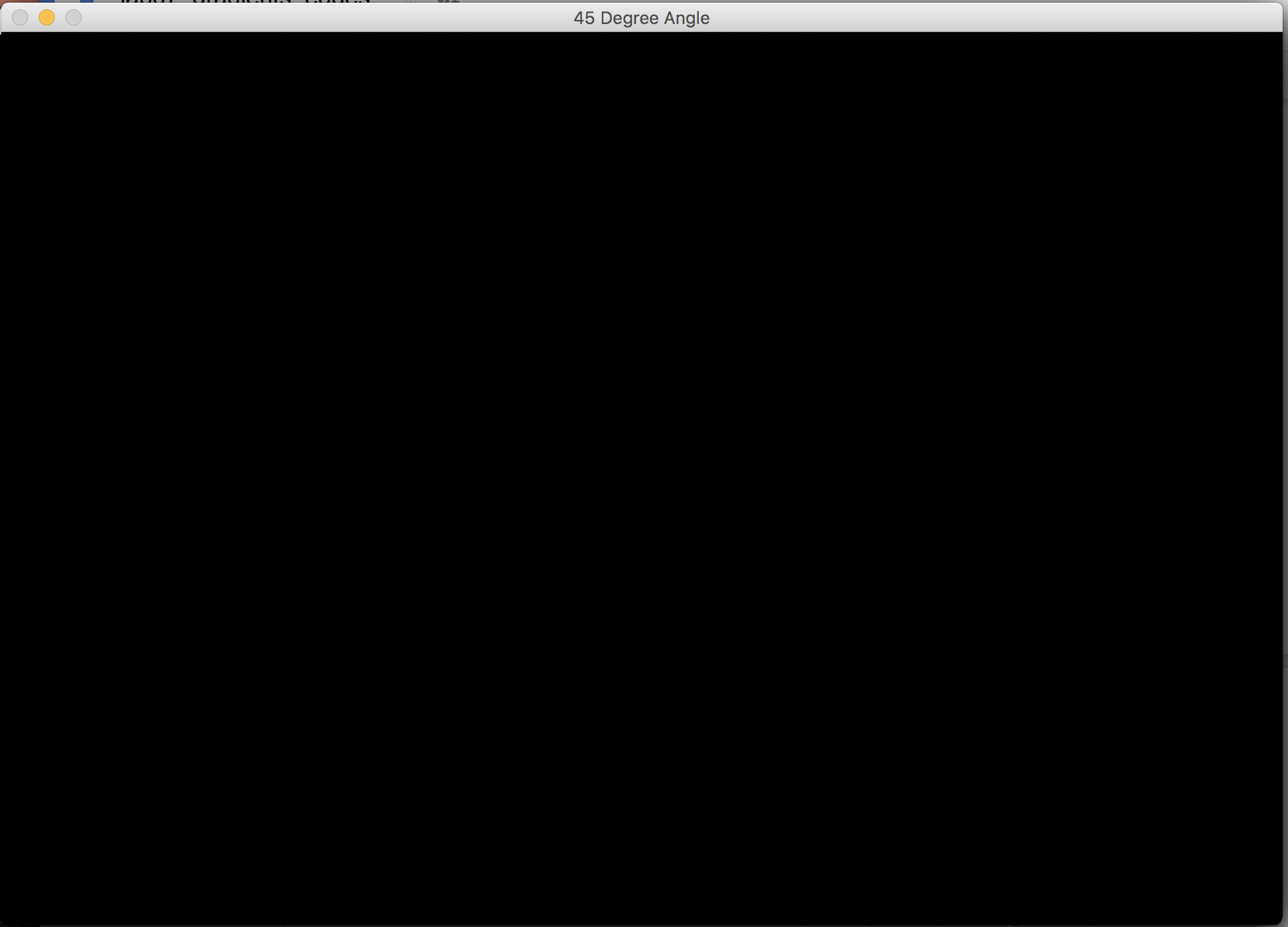
2. Edges







3. Finding Diagonals



Couldn’t get this last one to function properly. This is what my angle function looked like. Still unsure of how to go about this one.

