dynamically . 2 filter size must be a size image gilter -> flip the kempel when we multiply it original image top scight pixel will come to top left 2 so on for same 91000 of we change the Kernel dynamically from left to Right then pixel in conv will change from Right to left. After all iteration & Glow will change from potere to pot.

notulies the

The photoshop we can

in Monzontal fastion by changing the

image 180 degree

value of giter

Same 9

as

Horizonta I flipped Rmage