

10) Adding objects to an external scenery using the the above operator(s)

```
bg = imread("scene.jpg");  
a = imread("tom.jpg");  
b = imread("jerry.jpg");  
a = imresize(a,[size(bg,1),size(bg,2),1]);  
b = imresize(b,[size(bg,1),size(bg,2),1]);  
bg(a > 15) = a(a > 15);  
bg(b > 15) = b(b > 15);  
imshow(bg);
```

