

# Cartoon Rendering Project 2

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# Intro

- Wanted to use Gaussian Pyramid

# Basic Workflow

- DownSample Image
  - Using Gaussian Pyramid
  - On each level, apply bilateral filter
  - Upscale it back
- Grayscale/medianBlur
- Render
  - Shrink image if needed
  - Adaptive thresholding to get edges
  - Save it as mask
  - Bitwise AND it with source image to get the cartoon effect
- Save image

# Example



# Mask and Output

**Mask**



**Output**



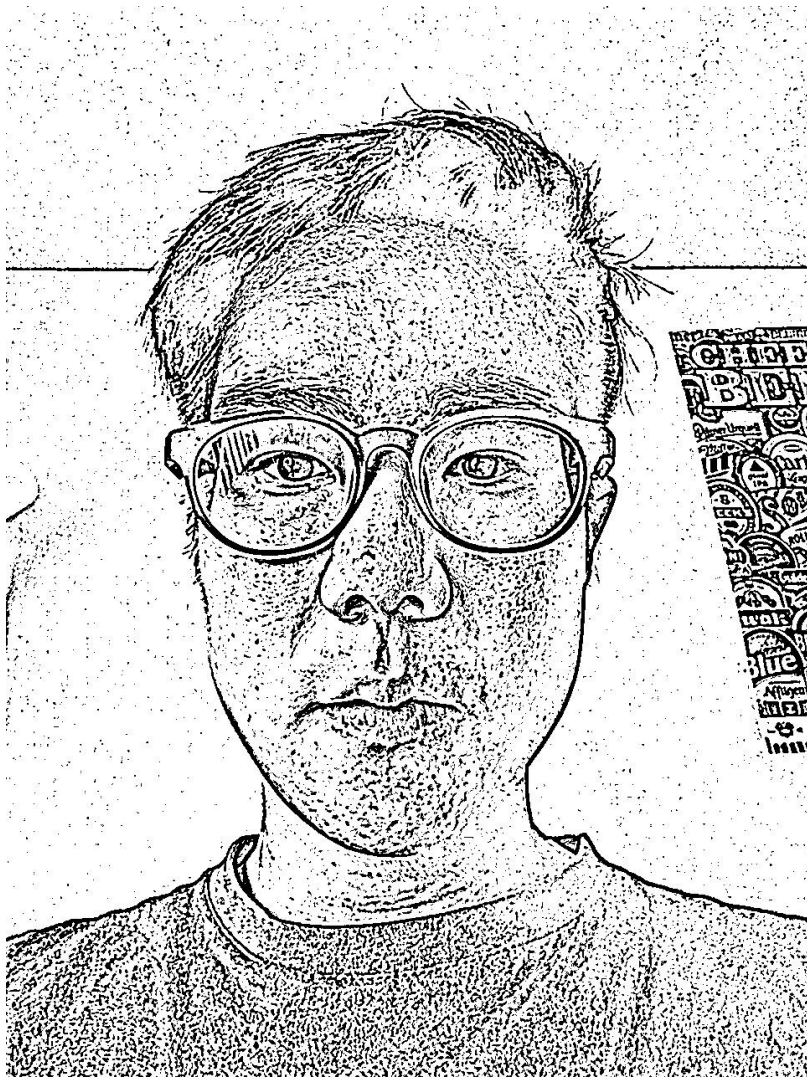


Another! (My face...)



# Mask and Output

**Mask**



**Output**

