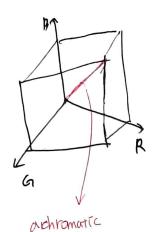
1. BX3×1PLO X1080×30×3600

= 625. no G13

2.



color

ordinamente color

3.

dominant wave length

S= more clear color than cr V= more bigger where than cr

H= same thre with G

S- color thunco

V = 100 smaller Value than C_1

=) H= Same

3= C, Ts Larger

V= C, TS Larger

expurded

4, T) fl gamma TS below 19

(De the runge of dark the pixels
The on Though would be

The range of bas bright pixels to an image would be

negative

| ĺ | BP | 84 | ne | 114 |
|---|----|-----|----|-----|
| | 54 | 54 | b4 | 6P |
| - | 40 | 44 | 30 | 34 |
| - | 14 | 119 | 24 | 29 |

b. Increase both value

1. decrease @ sth parameter

on value

g. Ox

That main ()

Mart sec = conread ("lean a , meg?, =);

Mart your channels [3];

Splitt (timage,

Int math ()

I May src = imread("lenn,png")

Ball

im show ("R", STC[]); (not YUV)
Warkey(0); use BGR Vand

Change

Walkeylo); return o)

R-channel is 2.

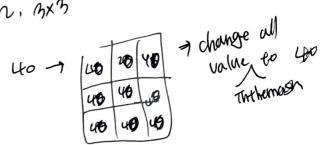
4

9. watther soo Aps)> put this code) below the "inshow (~)" \$ white (1) 3 rap >> frame > Im Show ("Window", frame); watkey (500/4ps);

10. ONGI, Bbin ONS : 1 bin: 4/10 0 18333333733 byn : 26m: Yue OBMA 370033 20 23 66in: 4/46 0,83233 3 32333 29 29 Nom: 12/48 0/13 28 31 Blin: 12/48 3M3

11.

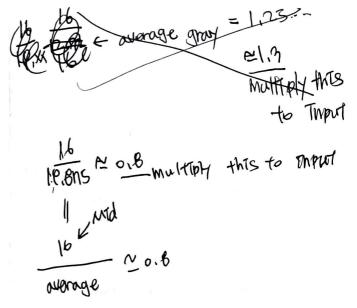
N. BXB



In the mash 45-7 change all value to 45 65 -> change all value on the magn 40 65

no - change all value in themas 009 to no.

| _ | | | | | |
|------|----|----|-----|--------------|---------|
| m, 1 | 0 | b | 1 5 | 2 | . 0 |
| t | 6 | η | в | 8 \ \ | 0 (19/1 |
| 9 | n | 3 | 14 | 15 | |
| | 16 | v | U | <u>u</u> \ | |
| | 18 | 10 | tu- | Mt. | |





6.

| l | _ | | _ | _ | _ | $\overline{}$ | |
|---|---|----|---|----|---|---------------|----|
| | L | _ | _ | | _ | | |
| | | 3 | | 10 | | 30 | 40 |
| | 1 | 40 | 1 | (0 | | 30 | 40 |
| | 1 | 5 | 1 | 5 | T | rs | 40 |
| | 1 | ح | , | 5 | | V5 | 40 |
| | _ | | | - | - | | |

18 10

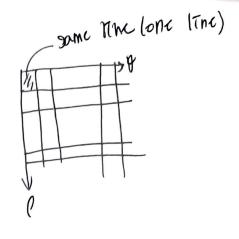
30 ->

| 2 | 54 | 80 | |
|----|----|------|---|
| 18 | 54 | m | L |
| lΩ | 45 | 1 BO | |

\$5-7 60 (0

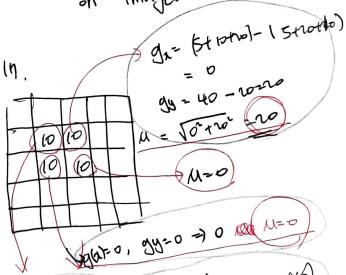
60-6

16



T) the humber of pixels that on the time

TT) Same with number of pixels on mage



9n= (st20+10) - (so+20+16)