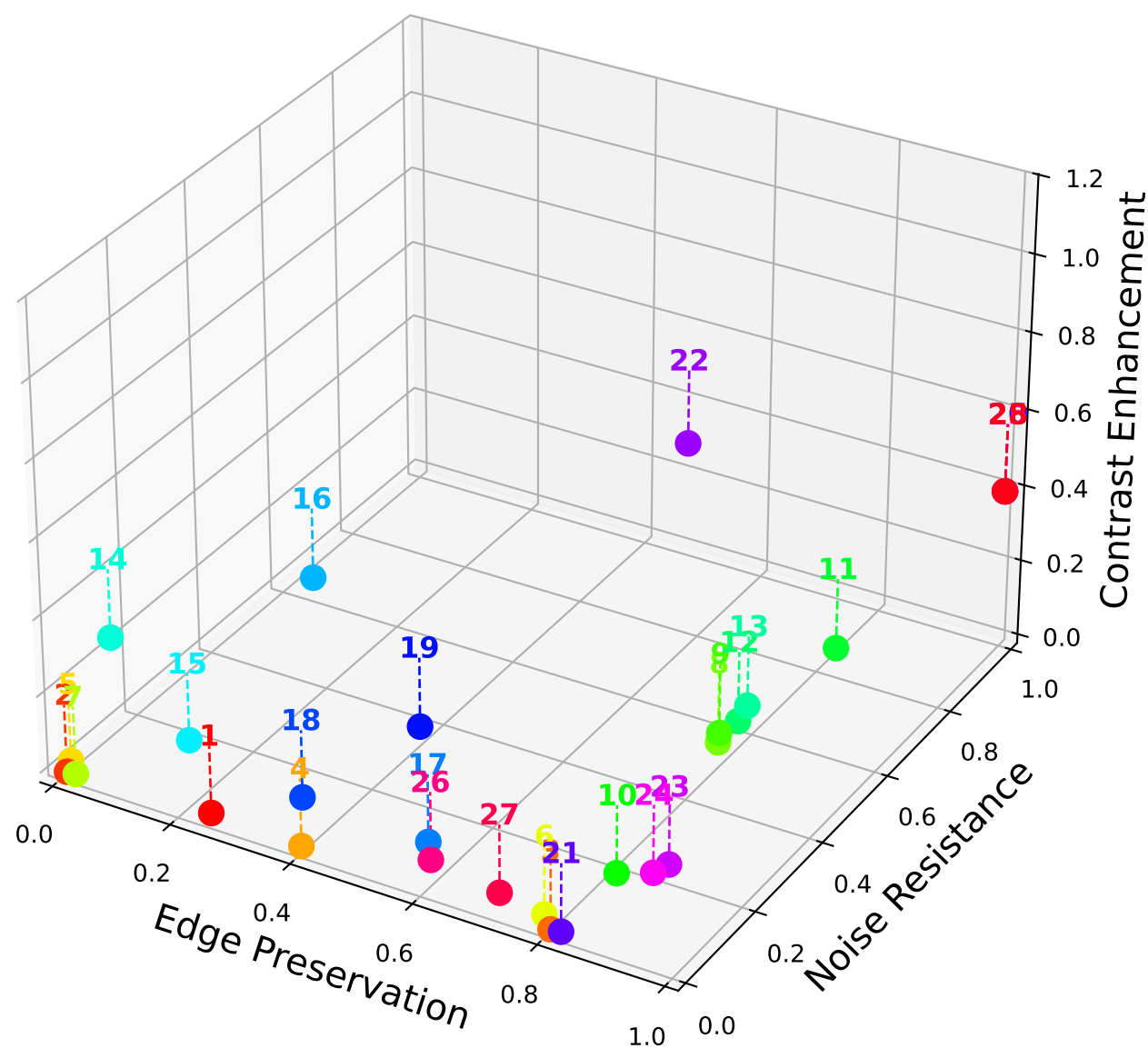


Preprocessing Methods in 3D Feature Space



- 1. Apply sobel
- 2. Apply canny
- 3. Apply laplacian
- 4. Apply prewitt
- 5. Apply schar
- 6. Apply gabor filter
- 7. Compute gradient magnitude orientation
- 8. Apply bilateral
- 9. Apply non local means
- 10. Apply wiener filter
- 11. Apply wavelet denoising
- 12. Apply median filter
- 13. Apply gaussian blur
- 14. Add gaussian noise
- 15. Add salt and pepper noise
- 16. Add speckle noise
- 17. Add poisson noise
- 18. Apply histogram equalization
- 19. Apply adaptive histogram equalization
- 20. Apply gamma correction
- 21. Apply tophat blackhat
- 22. Apply unsharp masking
- 23. Apply retinex
- 24. Apply log transform
- 25. Apply power law transform
- 26. Apply fourier transform
- 27. Apply haar wavelet
- 28. Apply guided filter