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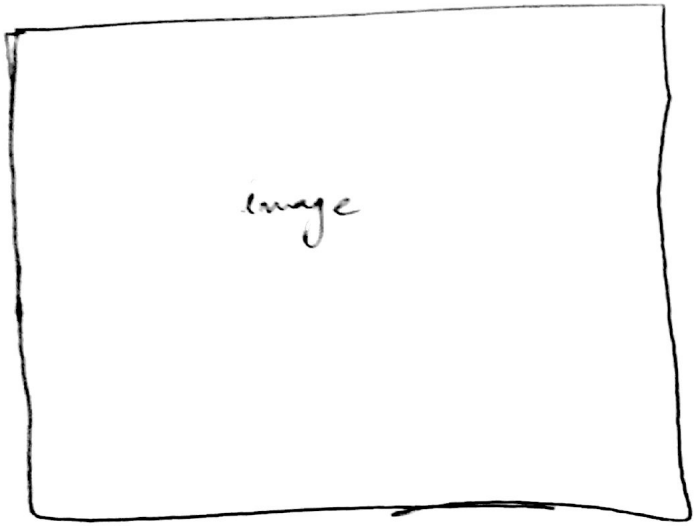
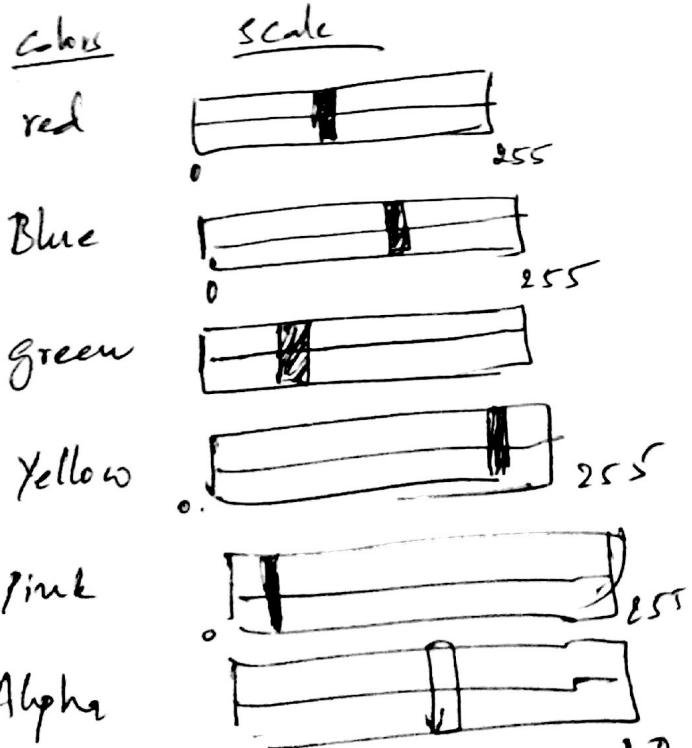
Design:1 (Implemented)

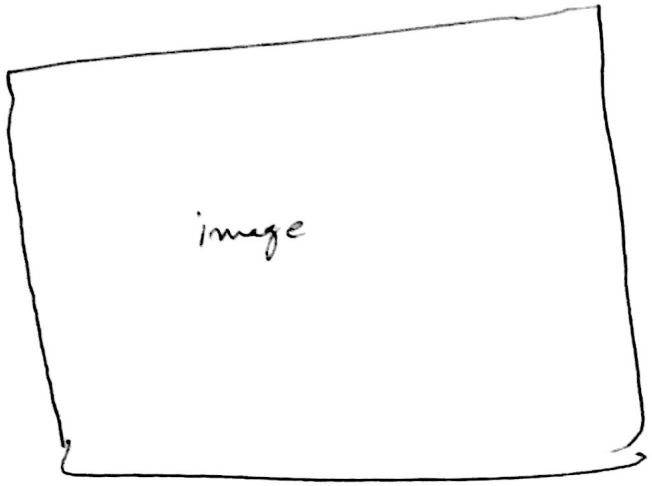


→ In this method for each value which varies between 0 to 1 I devided that into 0.0 to 0.20, 0.20 to 0.40, 0.40 to 0.60, 0.60 to 0.80 and 0.80 to 1.0.

→ So for each alpha from 0 to 1 the alpha value makes the image Sharp.

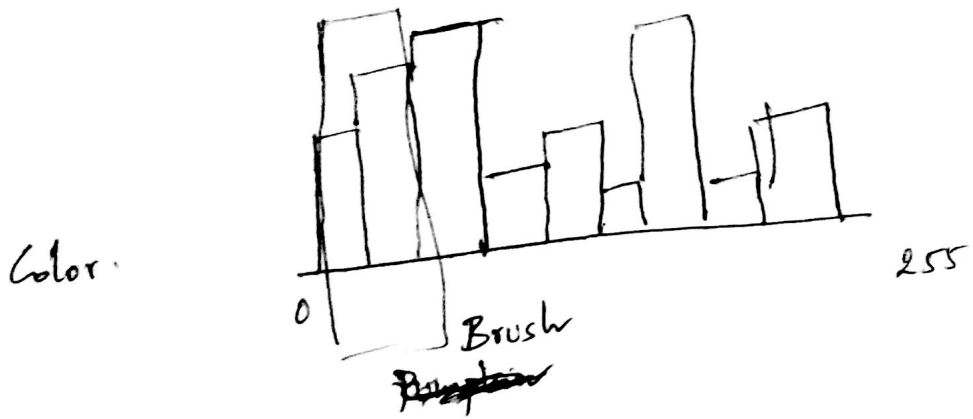


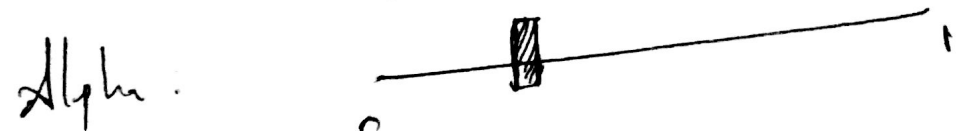
Design 2:



So the graph changes the values from 0 to 255. for the values ~~bits~~ in the brush the image values will be converted into ~~di~~ five different colors.

And the Alpha value changes from 0 to 1. which can be changed further.





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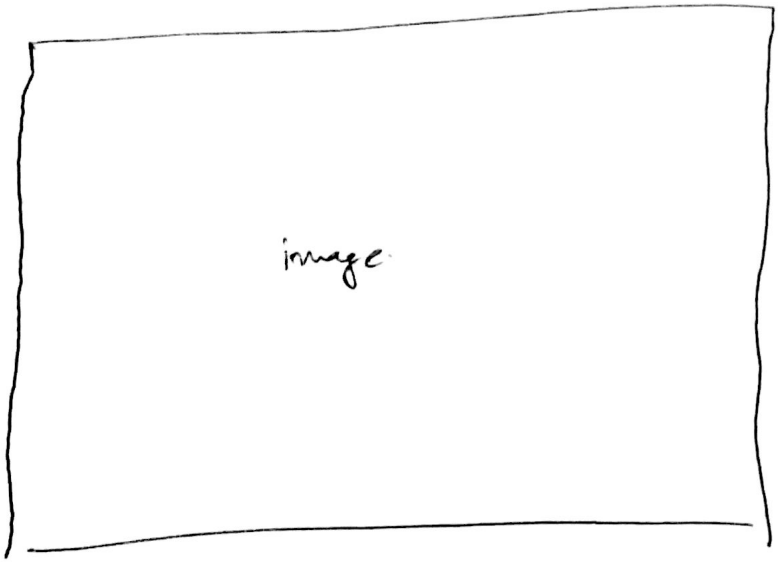
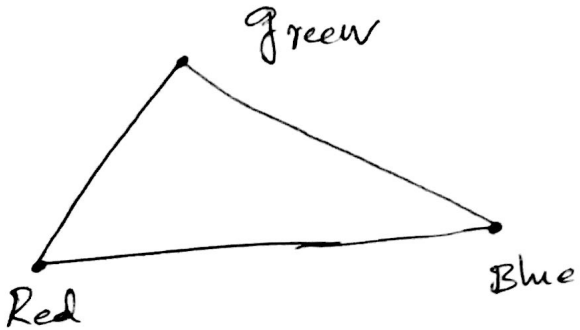
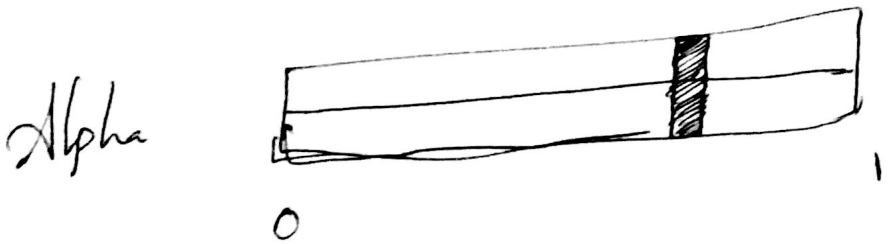
Design 3:







when you are choosing different Value on the traingle, Corresponding RGB values will send to the function.

Alpha Value is varying from 0 to 1. So the value choses Correspondingly.

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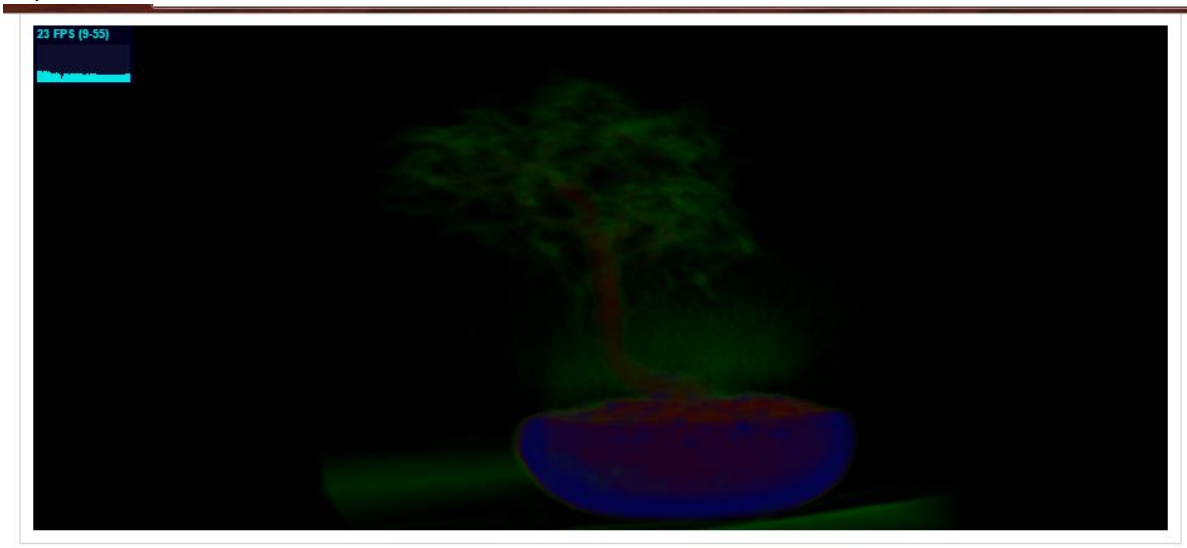
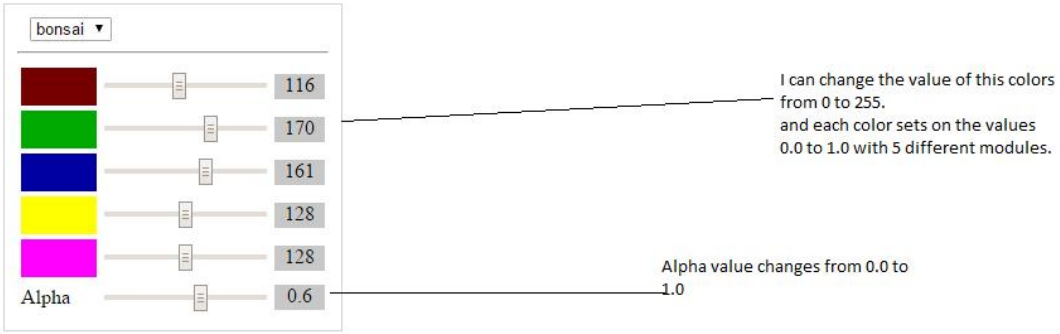
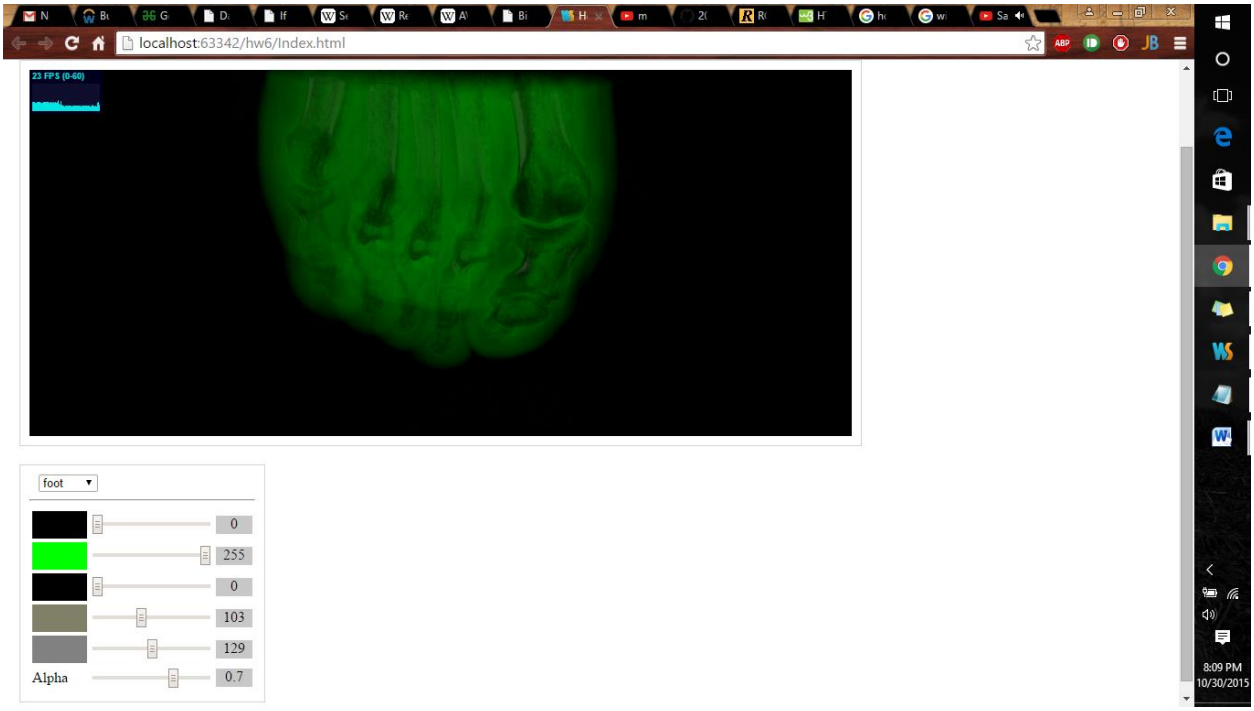
2B)

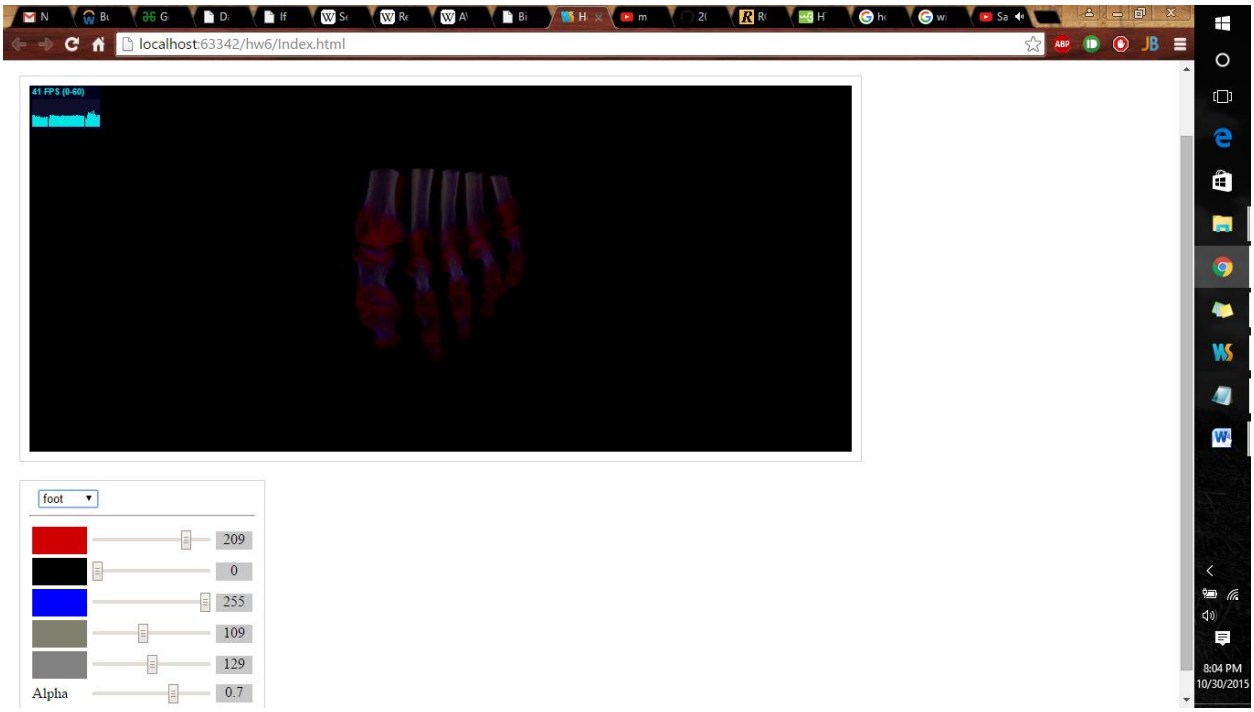




I planned to give users a option to choose which part of the region he likes to have the color. But it made little discrepancy in the values.

Question 3: Below are the interested results:





The above images shows the internal structures very clearly. When I am increasing the green I can see the exterior layers.


localhost:63342/hw6/Index.html
31 FPS (0-60)
bonsai
0
255
0
103
129
Alpha
1
8:08 PM
10/30/2015


localhost:63342/hw6/Index.html
18 FPS (0-60)
bonsai
255
0
0
103
129
Alpha
0.7
8:09 PM
10/30/2015

Pros:

Using this implementation

1. Can get granule level attributes clearly.

2.Can also view them in different views.

3.Can views the different densities in different colors by using noise reduction.

Cons:

1. It is not showing the overall attributes as it is mixing with noise.

2.Need better transfer function to view tiny details with more precision.