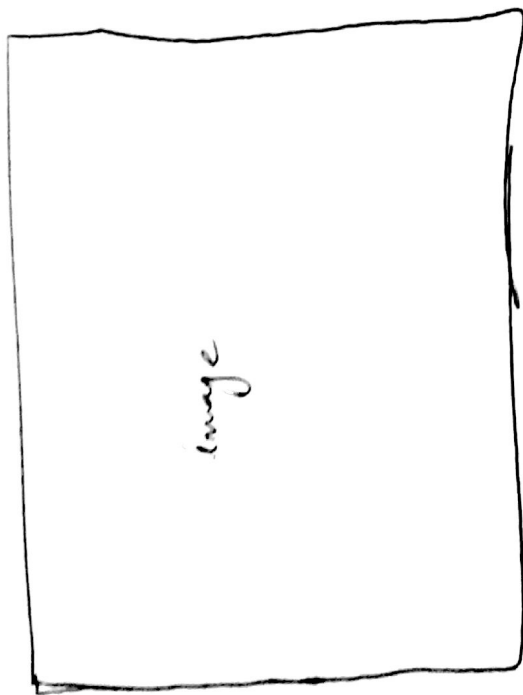
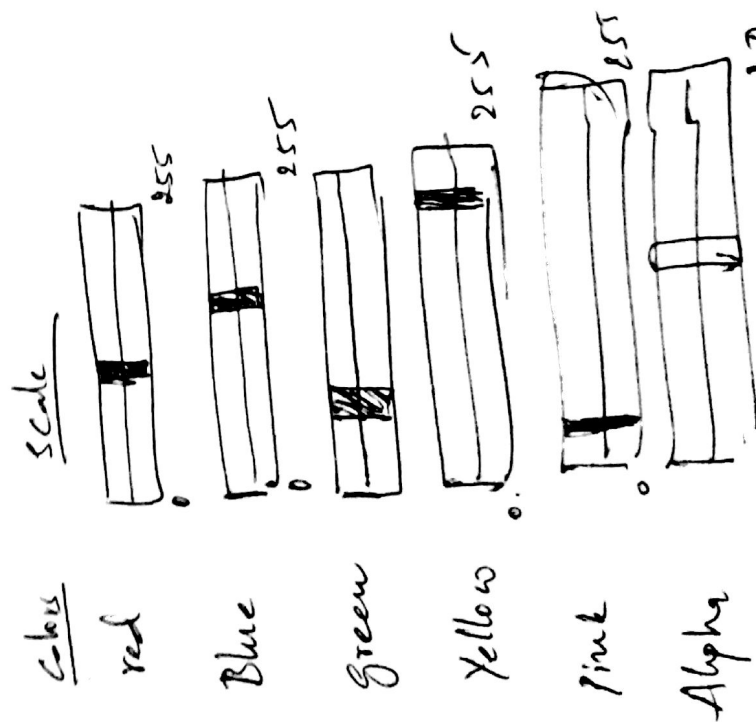


## Design:1 (Implemented)

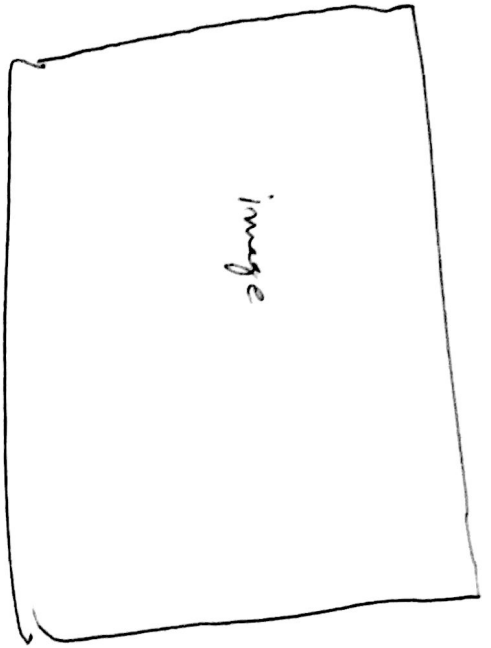


→ In this method for each value which varies between 0 to 1, I divided that into 0.0 to 0.20, 0.20 to 0.40, 0.40 to 0.60, 0.60 to 0.80 and 0.80 to 1.0.

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



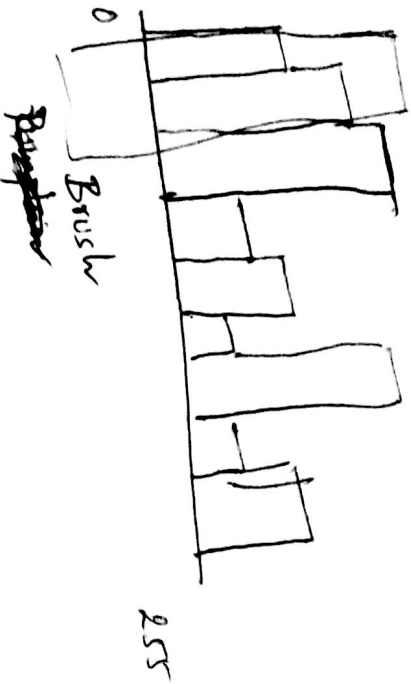
Design 2:



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

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

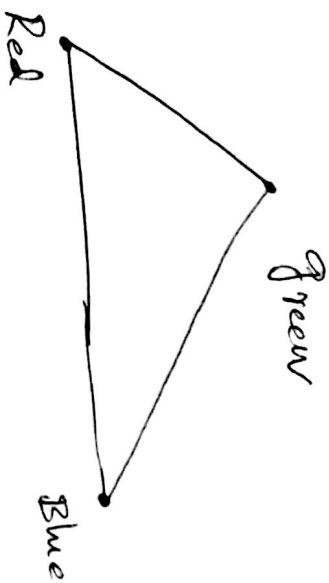
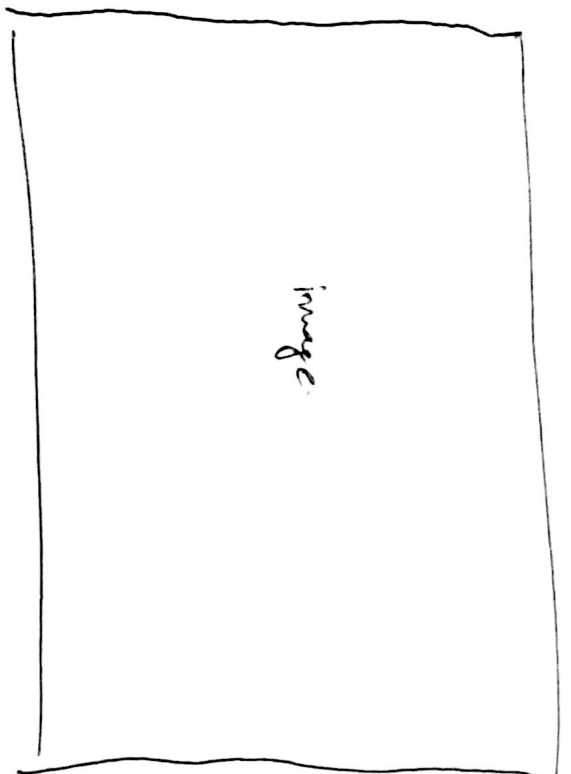
Color.



Alpha.



## Design 3:



Alpha



when you are choosing different value on the triangle, corresponding RGB values will send to the function.  
Alpha Value is varying from 0 to 1. So the value changes correspondingly.