

# Paralelized Blur Effect

Authors:

Nicolás Viveros - [nviverosb@unal.edu.co](mailto:nviverosb@unal.edu.co)

Ivan Herrera - [biherrerap@unal.edu.co](mailto:biherrerap@unal.edu.co)

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Original project can be found [here](#)

This folder contains all the necessary files to run a simple blur effect algorithm on a given `.png` file.

## Dependencies

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- This project uses the `png++` library, which can be found [here](#)

## Compilation

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In order to compile the file, the following flags have to be used:

- ``libpng-config --ldflags``
- `-pthread`

So the whole compilation line should look something like this:

```
g++ -o main main.o `libpng-config --ldflags` -pthread
```

## Licensing

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Code released under the [GNU General Public License](#).