Report

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Course - Computer Graphics and Image Processing
(Filters)

1 Image Processing: Filters

This is created in Visual Studio 2015, Windows OS. Any type of image is imported using OpenCV library. The imported image is sent to shader as uniform-typed Sampler2D.

Figure 1: Importing an image

A user can choose any of three filtering methods (Negative, Gaussian, and Average) and convert it back to the unfiltered state by popup menu.
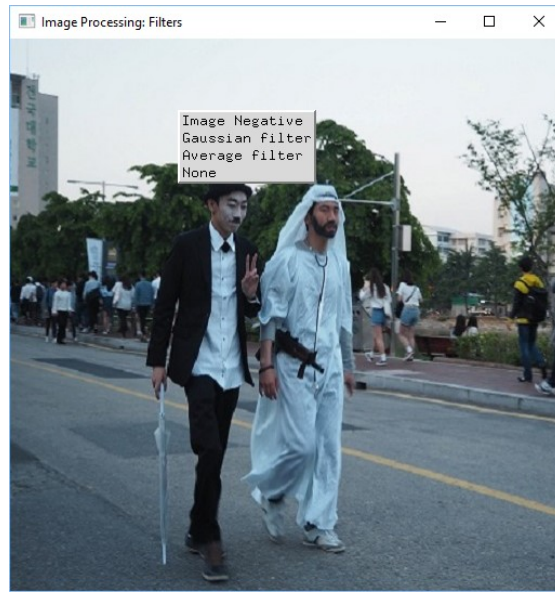
Figure 2: Selecting filter

Those filtering methods are created in FragmentShader.txt. Using an extra uniform-typed choice variable, an filter chosen by the user is performed.
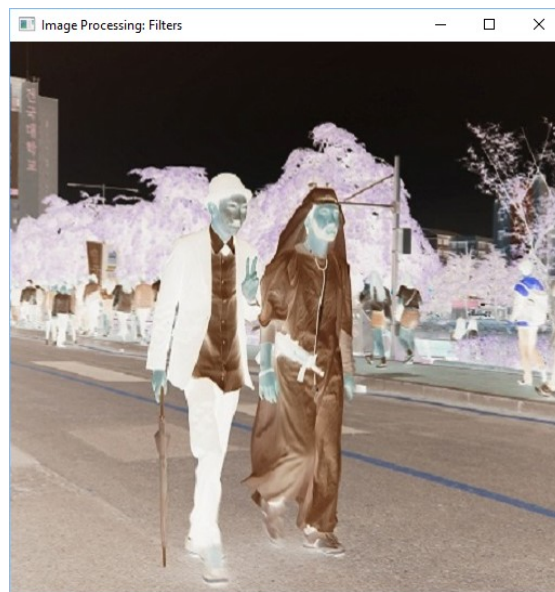

Figure 3: Negative filter

Figure 4: Gaussian filter

Figure 5: Average filter