# EN.540.635 "Software Carpentry"

## Weekly Challenge 3 - Image Processing with PIL

## Task 1: Changing the luminance of an image

The 3 main properties of a color are its hue, saturation and luminance (also called value). This forms the HSV color space.

1. Hue: These are the colors shown on perimeter of the color wheel. They are the pure colors as all other colors can be created by mixing and manipulating the hues. The wheel (shown in Figure 1) shows the primary hues: red, green and blue, the secondary hues which are created by pairwise mixing of the primary hues are cyan, magenta and yellow.

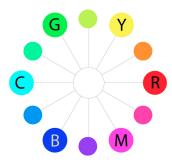


Figure 1: Color Wheel

- 2. Saturation: The saturation controls how much each hue is blended in to create the color. For instance for cyan there is no red hue and the blue and green hues are mixed in equal proportions (R:0%, G:50%, B:50%). For magenta the proportions are (R:50%, G:0%, B:50%) and for yellow the proportions are (R:50%, G:50%, B:0%).
- 3. Luminance/Value: This is the brightness of the color. The brightness or darkness of a color can be manipulated by varying the proportion of white or black added to the color. Formula to calculate how bright a color is given below:

$$L = 0.299 * R + 0.587 * G + 0.144 * B \tag{1}$$

We see in the above equation that the green hue is the major component of luminocity. This is because it is responsible for majority of the brightness perceived by humans. To calculate the luminance of an image we can take the average of the luminance of all pixels in the image. Note: Most computer screens use 24 bit RGB pixels which means the red, green and blue hues are represented by 8 bit numbers and the largest decimal number that can be represented with 8 bits is 255. Hence the maximum luminosity an image can have is 255.

Write out the following python functions to set the user desired luminocity for a sample image.

#### **Example Output**



Figure 2: Original Image

Figure 3: Luminance 100

Figure 4: Luminance 200

# Task 2: Blur an image

In lab we have seen how we can convolve portions of an image with a mask (also called as kernel) to blur it. For reference please watch this video.

Write out the following python function to blur an image.

### **Example Output**



Figure 5: Original Image

Figure 6: Blurred Image

## Submission guidelines

- 1. Please use the function names provided as this helps the grader quickly evaluate your submission.
- 2. Please adhere to the PEP8 guidelines when writing your code. To check if your code is comptabile with pep8 standards run your python script through the autopep8 program. Use the following command to modify your file inplace (Ref):

```
$ pip install autopep8
$ autopep8 —in—place —aggressive —aggressive <filename>.py
```

3. Please write appropriate docstrings for your functions that describe (1) what the function does (2) what are the arguments the function takes and their type (3) what the function returns and their types. An example of how to write a docstring for a function is shown below:

# IF THERE ARE NO PROPER COMMENTS AND DOCSTRINGS WE WILL DEDUCT POINTS OFF OF YOUR SUBMISSION ACCORDINGLY.

4. On Canvas, you are to turn in a single .py file with your Python code. Do not write code in the terminal, copy, paste, and turn that in (we will grade harshly if you do so, as the code will 100% not run).