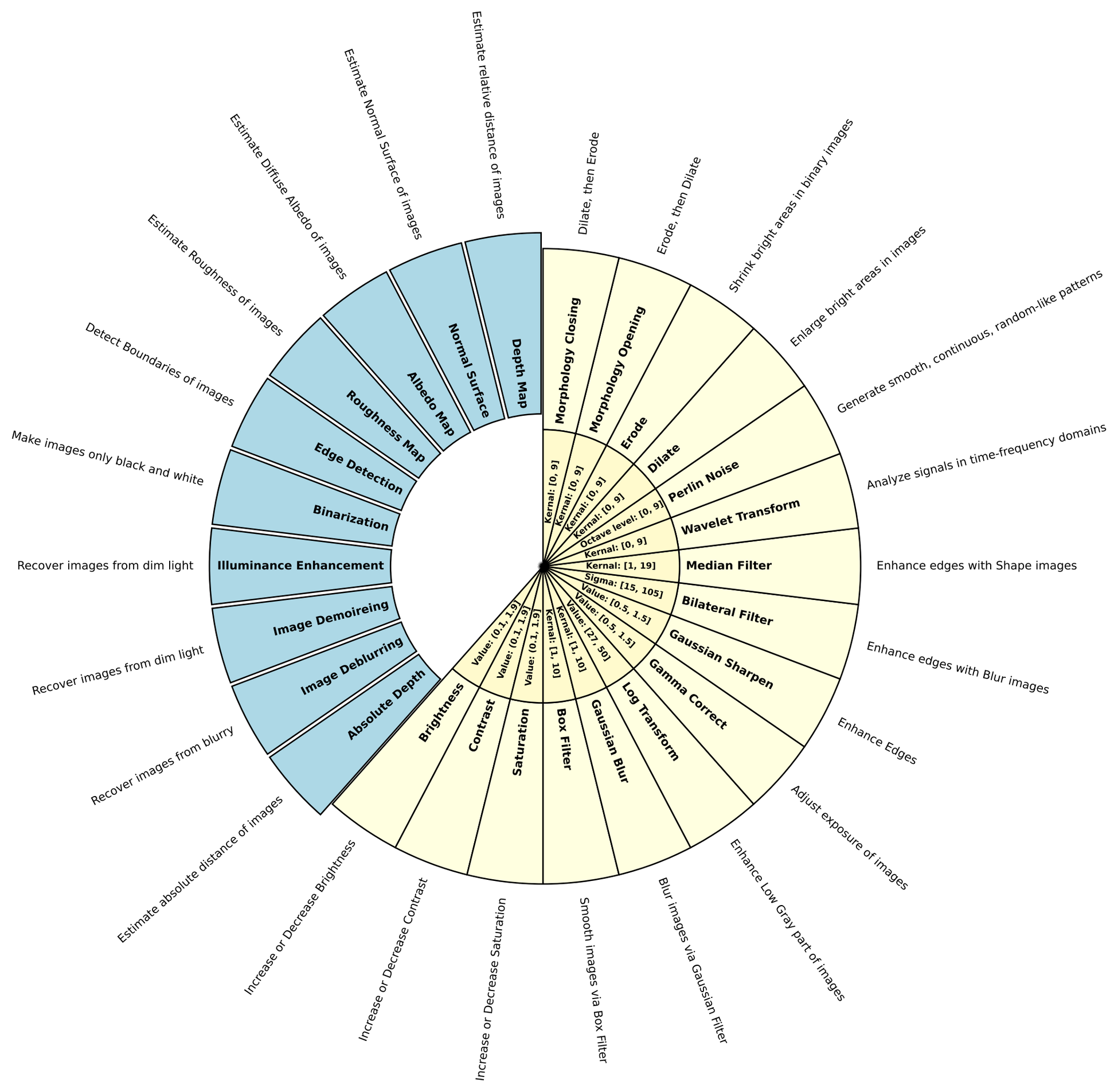
Depth Map
Estimate relative distance of images
Normal Surface
Estimate Normal Surface of images
Albedo Map
Estimate Diffuse Albedo of images
Roughness Map
Estimate Roughness of images
Edge Detection
Detect Boundaries of images
Binarization
Make images only black and white
Illuminance Enhancement
Recover images from dim light
Image Demoireing
Recover images from dim light
Image Deblurring
Recover images from blurry
Absolute Depth
Estimate absolute distance of images
Brightness
Increase or Decrease Brightness
Value: (0.1, 1.9)
Contrast
Increase or Decrease Contrast
Value: (0.1, 1.9)
Saturation
Increase or Decrease Saturation
Value: (0.1, 1.9)
Box Filter
Smooth images via Box Filter
Kernal: [1, 10]
Gaussian Blur
Blur images via Gaussian Filter
Kernal: [1, 10]
Log Transform
Enhance Low Gray part of images
Value: [27, 50]
Gamma Correct
Adjust exposure of images
Value: [0.5, 1.5]
Gaussian Sharpen
Enhance Edges
Value: [0.5, 1.5]
Bilateral Filter
Enhance edges with Blur images
Sigma: [15, 105]
Median Filter
Enhance edges with Shape images
Kernal: [1, 19]
Wavelet Transform
Analyze signals in time-frequency domains
Kernal: [0, 9]
Perlin Noise
Generate smooth, continuous, random-like patterns
Octave level: [0, 9]
Dilate
Enlarge bright areas in images
Kernal: [0, 9]
Erode
Shrink bright areas in binary images
Kernal: [0, 9]
Morphology Opening
Erode, then Dilate
Kernal: [0, 9]
Morphology Closing
Dilate, then Erode
Kernal: [0, 9]