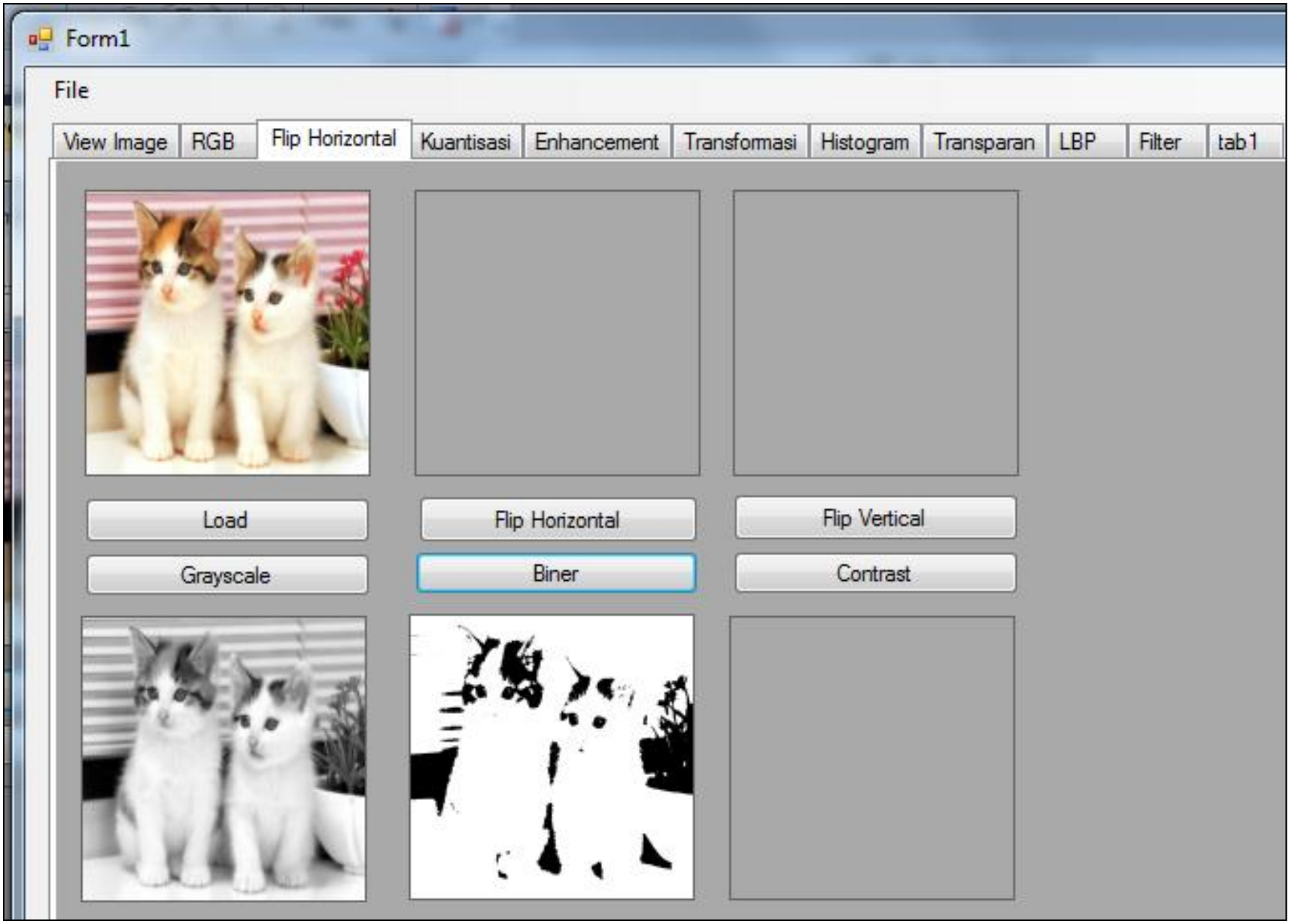
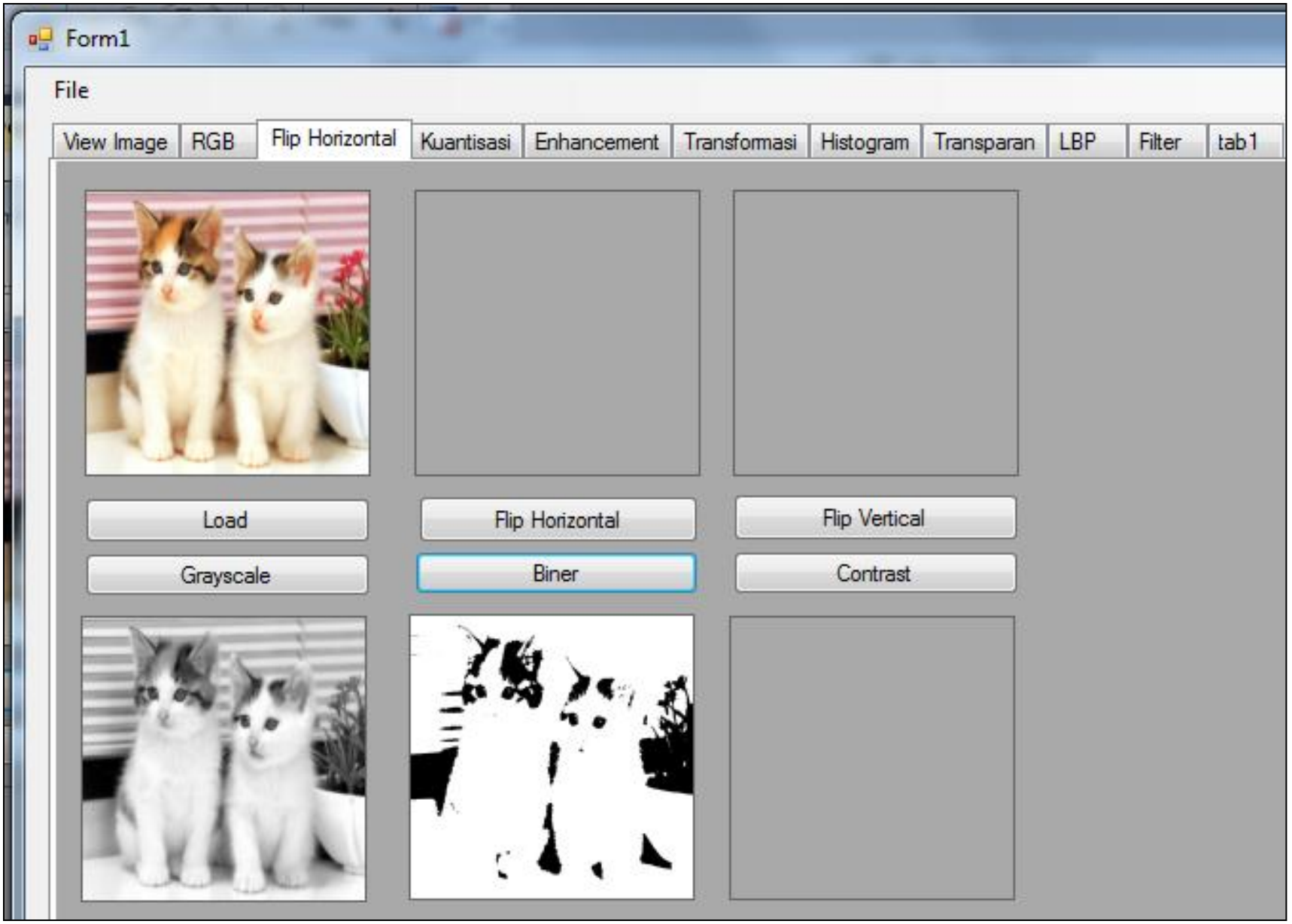
Praktikum 2

Konversi RGB


Form1
File
View Image
RGB
Flip Horizontal
Kuantisasi
Enhancement
Transformasi
Histogram
Transparan
LBP
Filter
tab1
Load
Flip Horizontal
Flip Vertical
Grayscale
Biner
Contrast

```
Bitmap bmp3 = (Bitmap)pbox3.Image;
        Color pixelColor;
        pbox6.Image = new Bitmap(pbox6.Width, pbox6.Height);
        for (int y = 0; y < bmp3.Height; y++)
        {
           for (int x = 0; x < bmp3.Width; x++)
           {
              pixelColor = bmp3.GetPixel(x, y);
              int red = pixelColor.R;
              int green = pixelColor.G;
              int blue = pixelColor.B;
              int rata = (int)(red + green + blue) / 3;
              bmp3.SetPixel(x, y, Color.FromArgb(rata, rata, rata));
            }
        }
        pbox6.SizeMode = PictureBoxSizeMode.StretchImage;
        pbox6.Image = bmp3;
```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```
Bitmap bmp4 = (Bitmap)pbox3.Image;
        Color pixelColor;
        for (int y = 0; y < bmp4.Height; y++)
        {
           for (int x = 0; x < bmp4.Width; x++)
           {
              pixelColor = bmp4.GetPixel(x, y);
              int red = pixelColor.R;
              int green = pixelColor.G;
              int blue = pixelColor.B;
              int rata = (int)(red + green + blue) / 3;
              if (rata < 128) { rata = 0; } else { rata = 255; }
              bmp4.SetPixel(x, y, Color.FromArgb(rata, rata, rata));
           }
        }
        pbox7.SizeMode = PictureBoxSizeMode.StretchImage;
        pbox7.Image = bmp4;
```

Load
Flip Horizontal
Flip Vertical
Grayscale
Biner
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```
//Flip Horizontal
        Bitmap source = (Bitmap)pbox3.Image;
        Color pC; //pixelColor
        int size=source.Height;
        if (source.Width < source.Height) size = source.Width;

        Bitmap bmp1 = new Bitmap(size,size);
        for (int y = 0; y < size; y++)
        {
           for (int x = 0; x < size; x++)
           {
              pC = source.GetPixel(size-1-x, y);
              bmp1.SetPixel(x, y, Color.FromArgb(pC.R, pC.G, pC.B));
           }
        }
        pbox4.SizeMode = PictureBoxSizeMode.StretchImage;
        pbox4.Image = bmp1;
```

```
//Flip Vertical
        Bitmap bmp2 = new Bitmap(size, size);
        for (int y = 0; y < size; y++)
        {
           for (int x = 0; x < size; x++)
           {
              int a = size - y;
              pC = source.GetPixel(x, size-1-y);
              bmp2.SetPixel(x, y, Color.FromArgb(pC.R, pC.G, pC.B));
           }

        }
        pbox5.SizeMode = PictureBoxSizeMode.StretchImage;
        pbox5.Image = bmp2;
```

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```
// fungsi Contrast
        Bitmap source =  (Bitmap)pbox3.Image;
        Bitmap bmp1 = new Bitmap(source.Height,source.Width);
        bmp1 = source;
        Color pixelColor;
        int k = 30;
        for (int y = 0; y < source.Height; y++)
        {
           for (int x = 0; x < source.Width; x++)
           {
              pixelColor = source.GetPixel(x, y);
              int red = pixelColor.R;
              int green = pixelColor.G;
              int blue = pixelColor.B;
              if ((red + k) <= 255)   { red = red + k; } ;
              if ((green + k) <= 255) { green = green + k; };
              if ((blue + k) <= 255)  { blue = blue + k; } ;
              bmp1.SetPixel(x, y, Color.FromArgb(red,green,blue));
           }
        }
        pbox8.SizeMode = PictureBoxSizeMode.StretchImage;
        pbox8.Image = bmp1;
```