

# Y/I/Q channel blurring with 5x5 mean filter

INPUT

OUTPUT

RGB



RGB after Y blur



RGB after I blur



RGB after Q blur

Y



Y blurred

I (+128)



I blurred (+128)

Q (+128)



Q blurred (+128)

# Y/I/Q channel blurring with 10x10 mean filter

INPUT

OUTPUT

RGB



RGB after Y blur



RGB after I blur



RGB after Q blur

Y



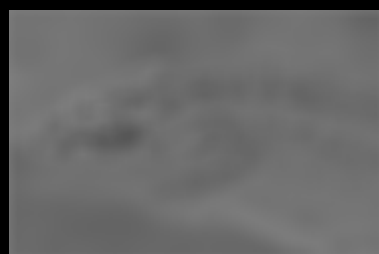
Y blurred

I



I blurred

Q



Q blurred

# Y/I/Q channel blurring with 20x20 mean filter

INPUT

OUTPUT

RGB



RGB after Y blur



RGB after I blur



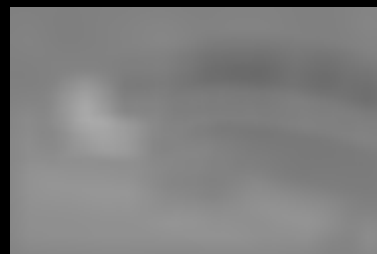
RGB after Q blur

Y



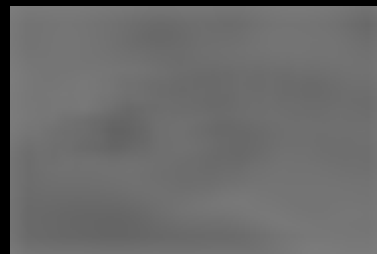
Y blurred

I



I blurred

Q



Q blurred

# Y/I/Q channel blurring with 40x40 mean filter

INPUT

OUTPUT

RGB



RGB after Y blur

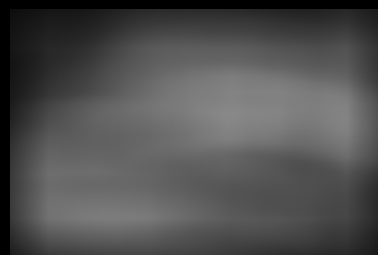


RGB after I blur



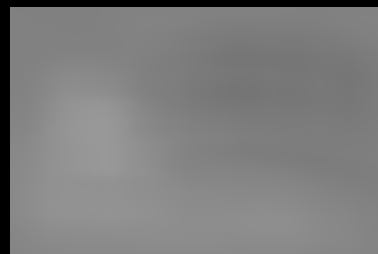
RGB after Q blur

Y



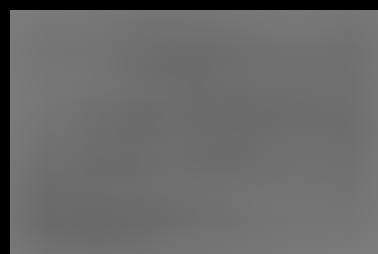
Y blurred

I



I blurred

Q



Q blurred

# Y/I/Q channel sharpening

INPUT

OUTPUT

RGB



RGB after Y sharpen



RGB after I sharpen



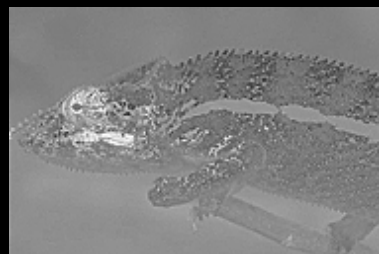
RGB after Q sharpen

Y



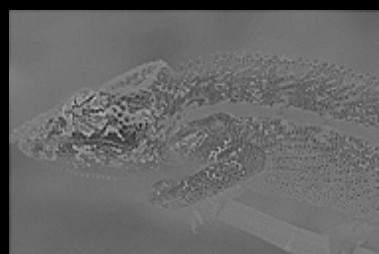
Y sharpened

I



I sharpened

Q



Q sharpened