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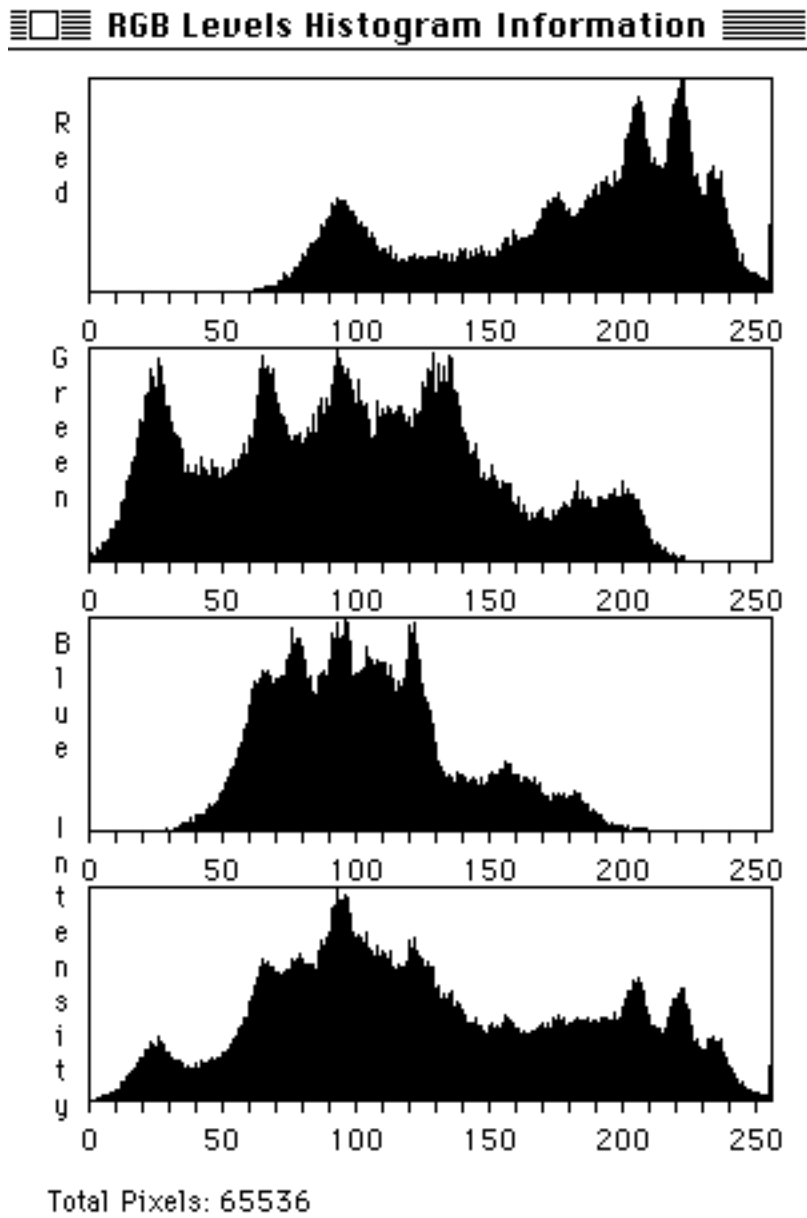


Figure 9.1. An Example Histogram

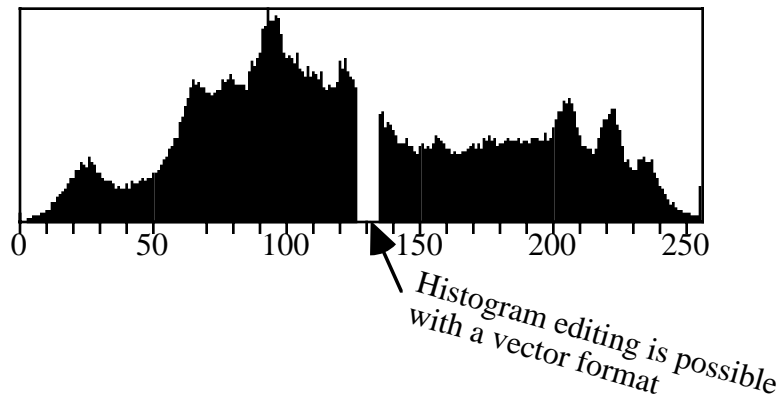


Figure 9.2. A section of the Histogram frames' pict output.

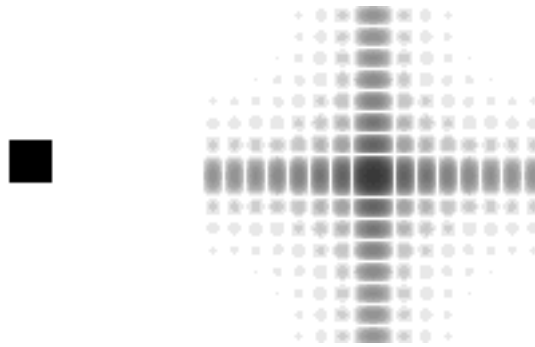


Figure 9.3. A Square and Its FFT.

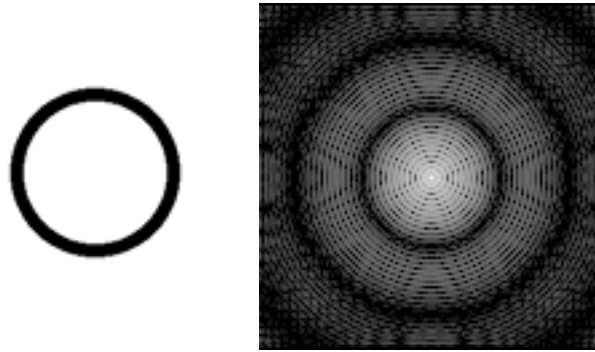


Figure 9.4. A black ring and its FFT

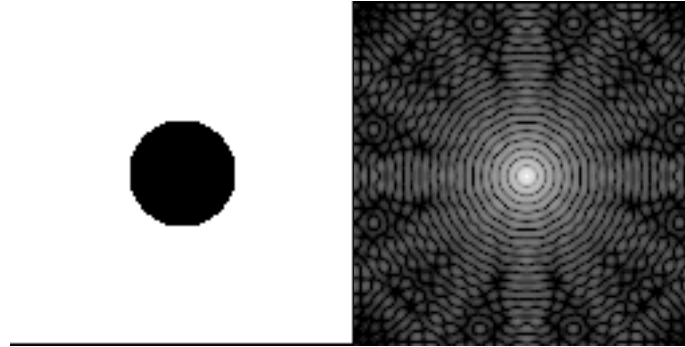


Figure 9.5. A back dot, with FFT

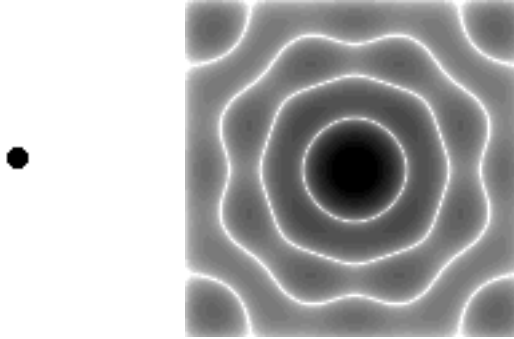


Figure 9.6. An odd-shaped circle, with its FFT

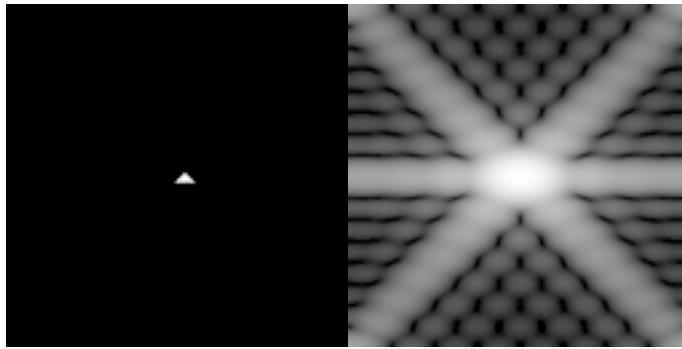


Figure 9.7. A triangle, with its FFT

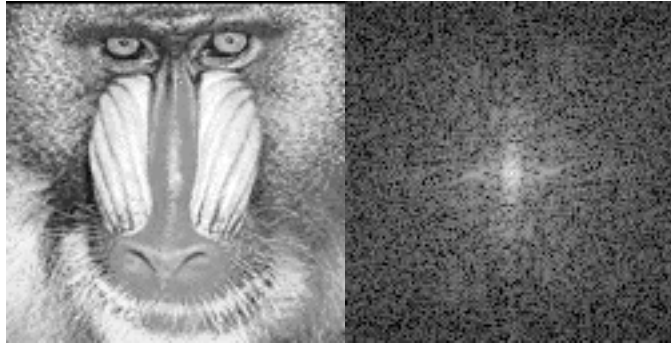


Figure 9.8. mandrill, Its FFT

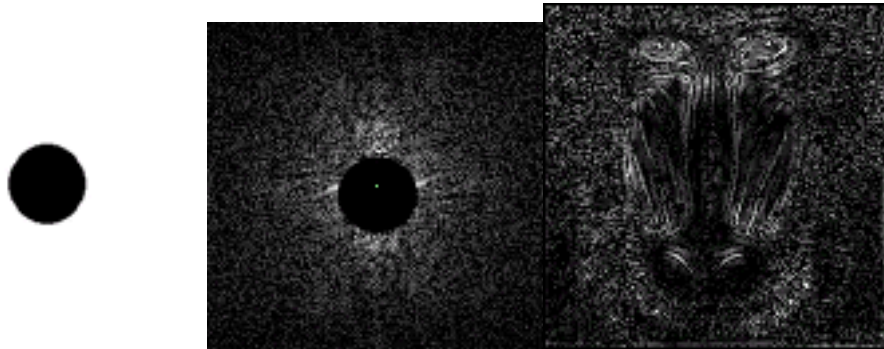


Figure 9.9. , A filter that removes some of the low frequencies from the mandrill and the IFFT

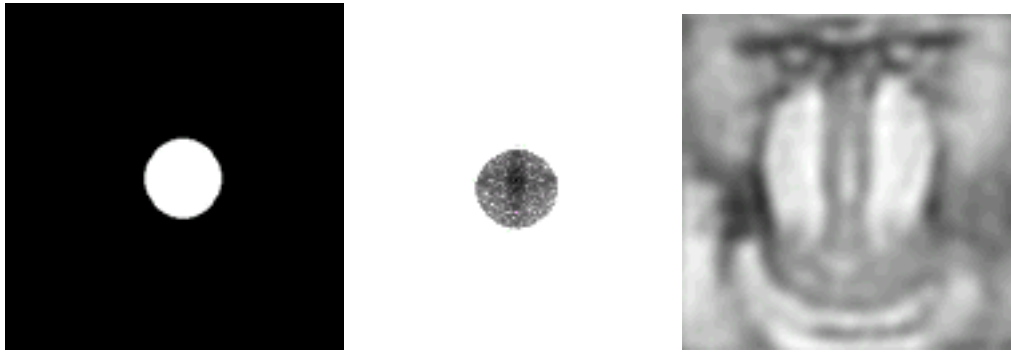


Figure 9.10. A filter that removes some of the high frequencies from the mandrill and the IFFT

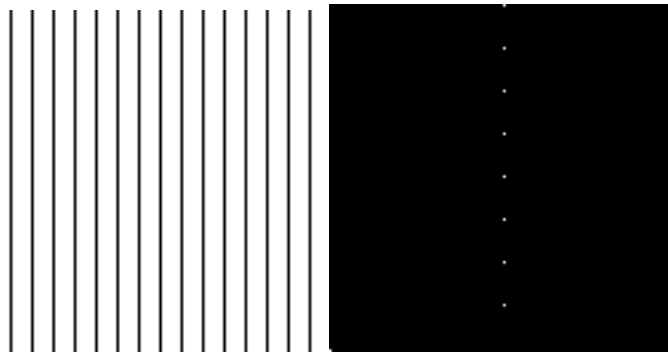


Figure 9.11. A grating with associated FFT

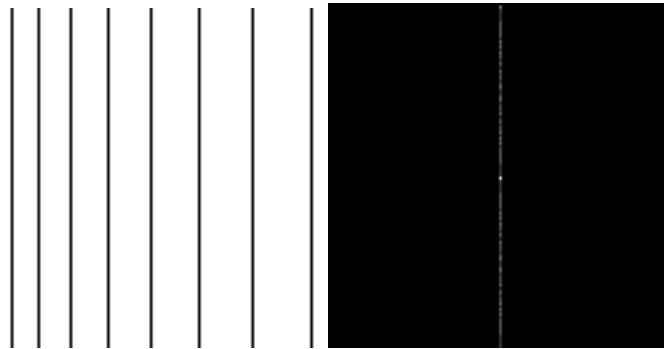


Figure 9.12. A chirp grating with FFT

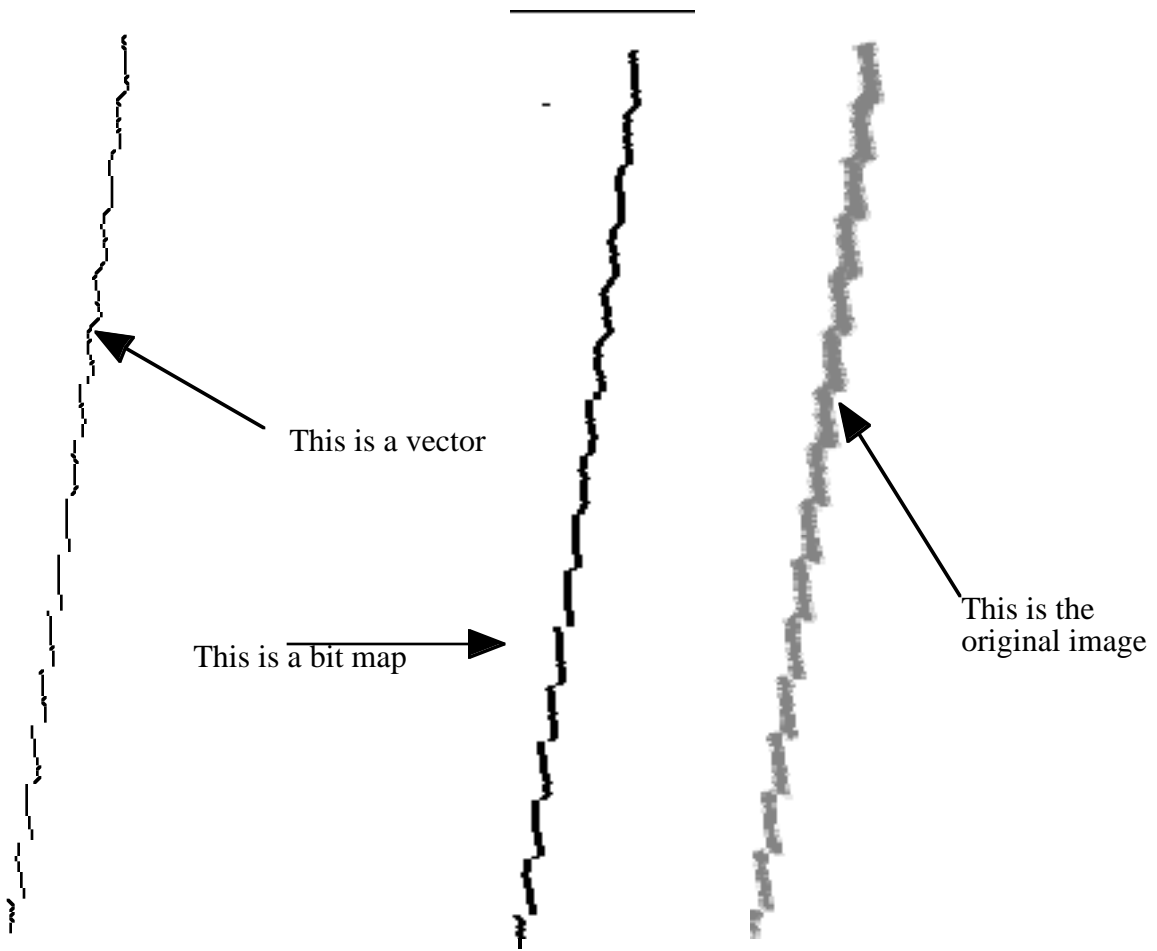


Figure 9.13 Raster to line segment converter

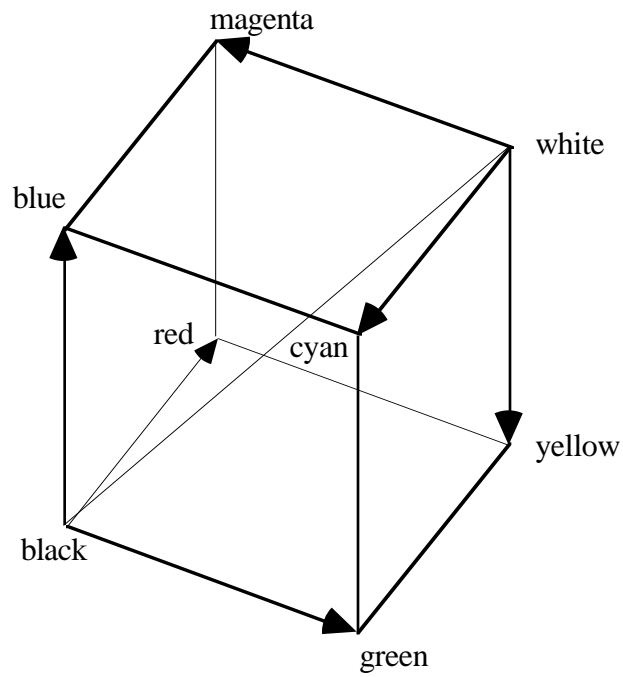


Figure 9.14. Additive vs. Subtractive Color Synthesis

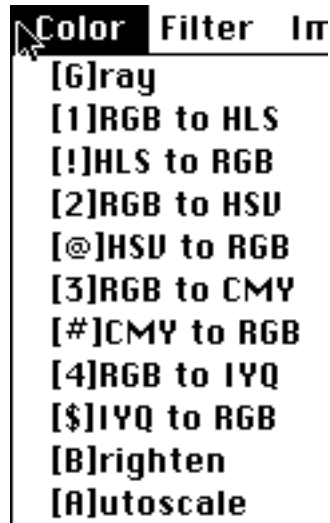


Figure 9.15. The Color menu in the ImageFrame



Figure 9.16 Lena rotated about the center of the frame

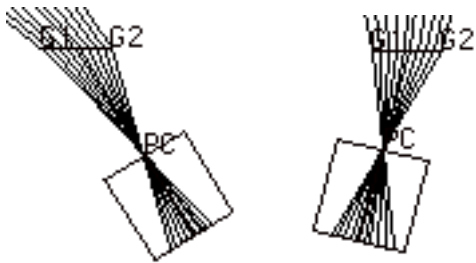


Figure 9.17. A pin-hole camera rotated about its center of focus.

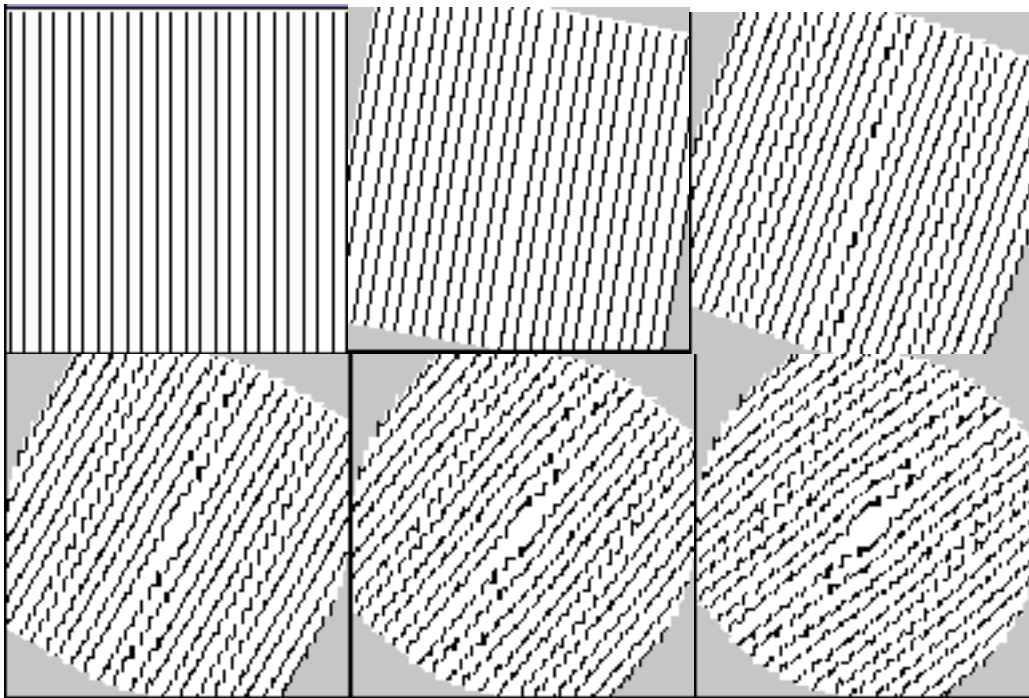


Figure 9.18. Incremental rotation in an integral coordinate system.

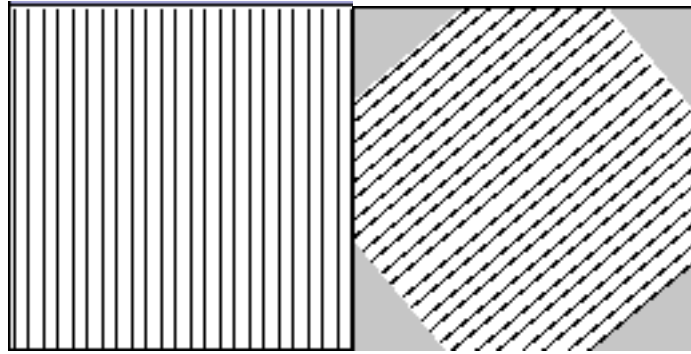


Figure 9.19. Non-incremental rotation



Figure 9.20. Mandrill after 18 incremental rotations of 20 degrees each.

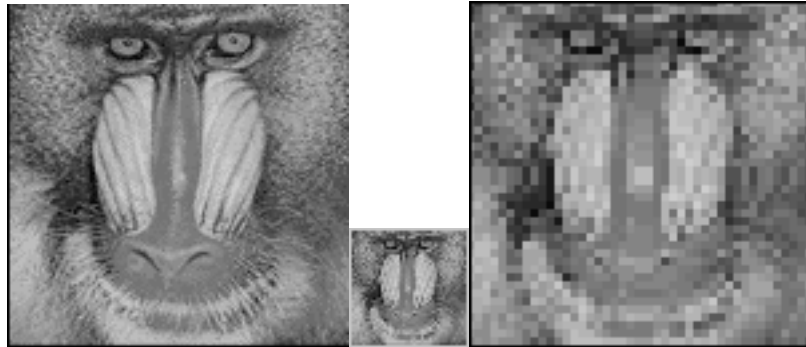


Figure 9.21. Original Mandrill, Zoom out 3:1, then Zoom in



Figure 9.22. Shear in x and shear in y.



Figure 9.23. Many cool effects are based on feedback

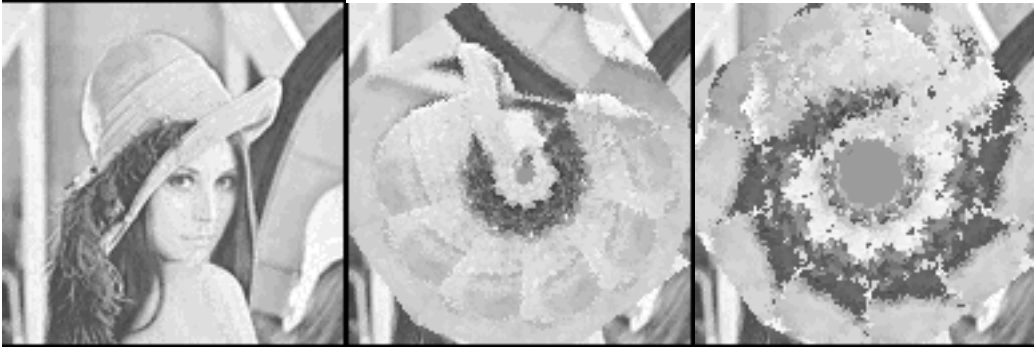


Figure 9.24. Rotational feedback (10 iterations, 36 degrees each)

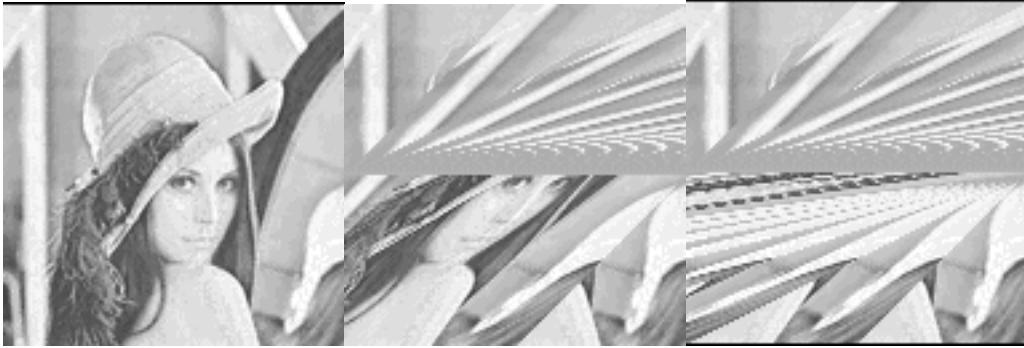


Figure 9.25 Shear x feedback

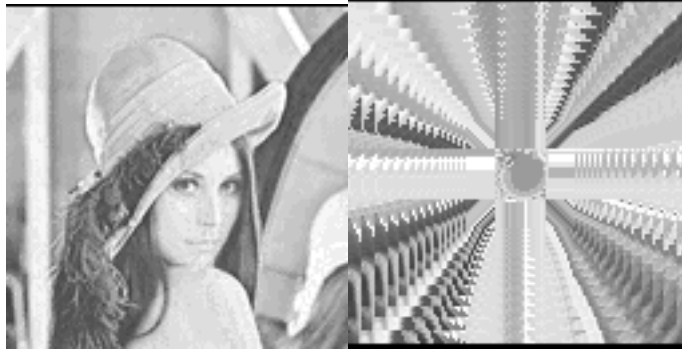


Figure 9.26 Rotational and zoom feedback (sequentially applied)



Figure 9.27 Composite transform feedback