

# Create an ImageAttributes object and set its color matrix

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using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Drawing.Imaging;
using System.Text;
using System.Windows.Forms;

public class Form1 : Form {

protected override void OnPaint(PaintEventArgs e) {
Graphics g = e.Graphics;
Bitmap bmp = new Bitmap("rama.jpg");
g.FillRectangle(Brushes.White, this.ClientRectangle);

for (int i = 1; i <= 7; ++i) { Rectangle r = new Rectangle(i *
40 - 15, 0, 15, this.ClientRectangle.Height);
g.FillRectangle(Brushes.Gray, r); } float[][][] matrixItems = {
new float[] {1, 0, 0, 0.3f, 0}, new float[] {0, 1, 0, 0.1f, 0},
new float[] {0, 0, 1, 0, 0}, new float[] {0, 0, 0, 0.6f, 0},
new float[] {0, 0, 0, 0, 1}}; ColorMatrix colorMatrix = new
ColorMatrix(matrixItems); ImageAttributes imageAtt = new
ImageAttributes(); imageAtt.SetColorMatrix( colorMatrix,
ColorMatrixFlag.Default, ColorAdjustType.Bitmap); g.DrawImage(
bmp, this.ClientRectangle, // destination rectangle 0.0f, //
source rectangle x 0.0f, // source rectangle y bmp.Width, //
source rectangle width bmp.Height, // source rectangle height
GraphicsUnit.Pixel, imageAtt); imageAtt.Dispose(); } public
static void Main() { Application.Run(new Form1()); } }

[/csharp]
```