

Tutorial

A2 is out, its called Inpainting



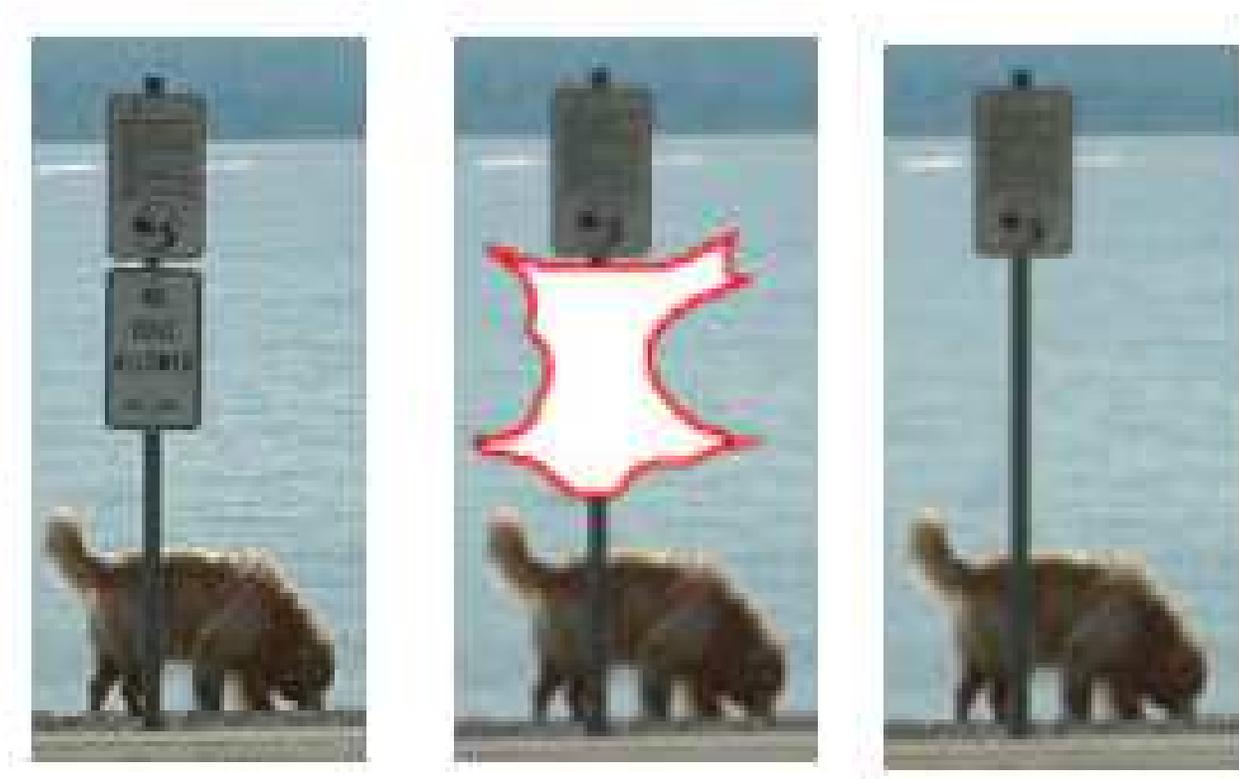
a



b

Tutorial

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Tutorial

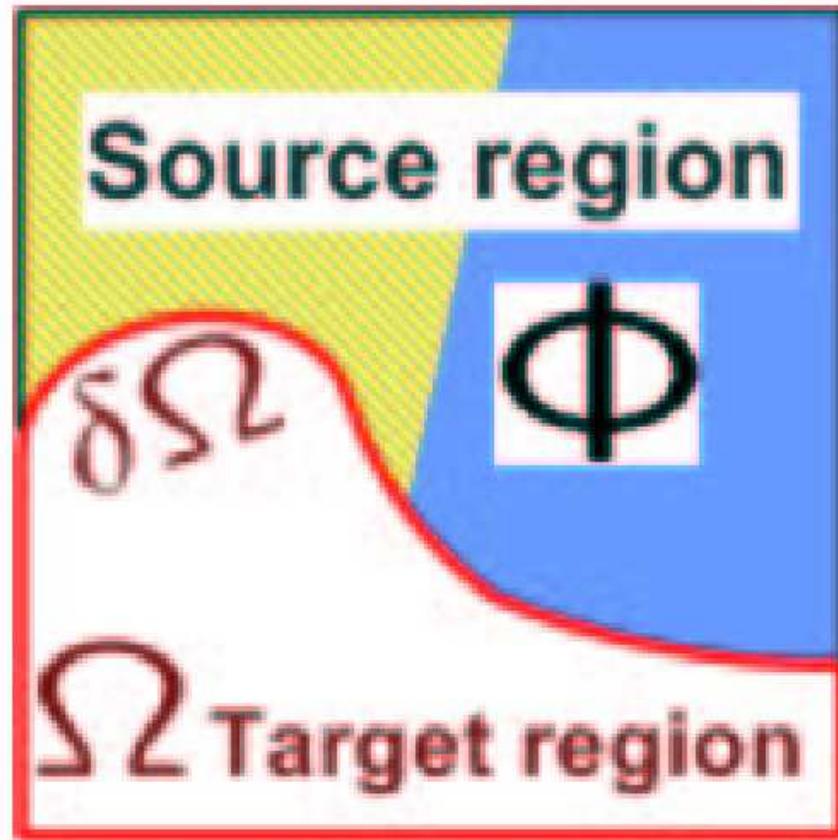
A2 is out, its called Inpainting



How do you think this can be done?

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- Due to popular demand, there's no new GUI to develop!
 - Helper code has been compiled in:
 - Visual Studio 2008
 - MacOS
 - Linux (on CDF)
 - You'll read and understand an actual Computer Science paper!

Inpainting



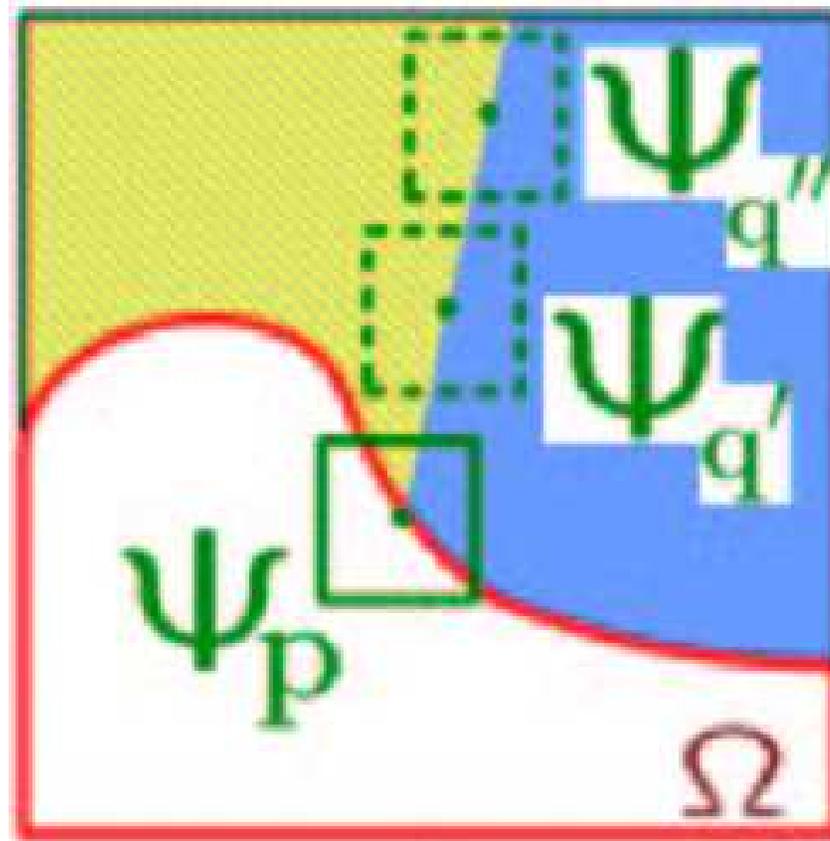
From the target region (region to inpaint)

Inpainting



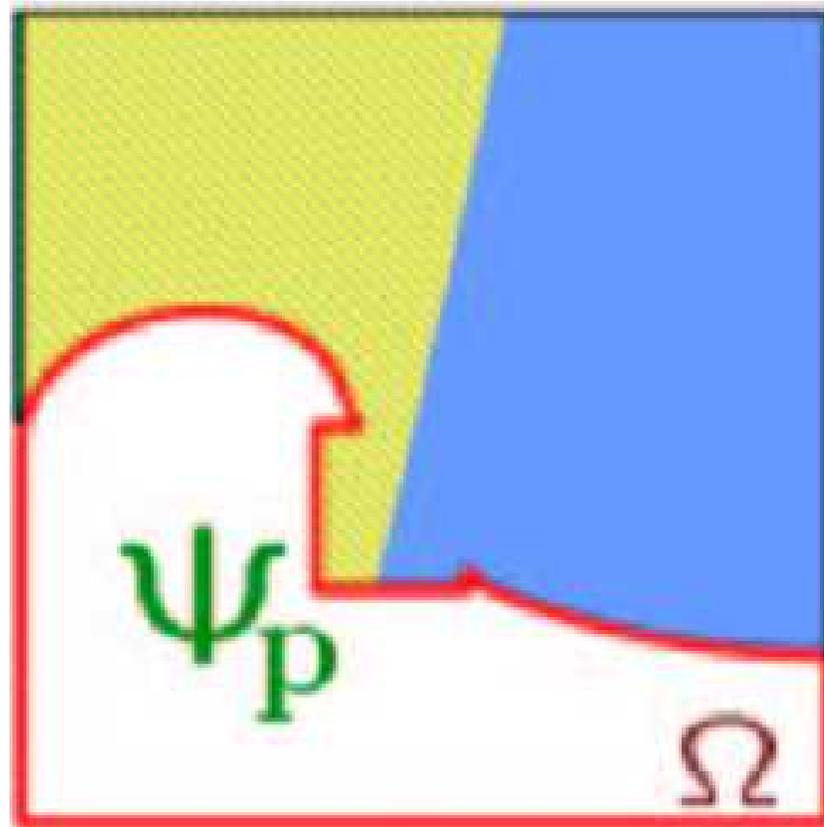
Choose an initial patch: the ordering is crucial!

Inpainting: Determine a region to inpaint



Find a good source region for the target patch

Inpainting: Determine a region to inpaint



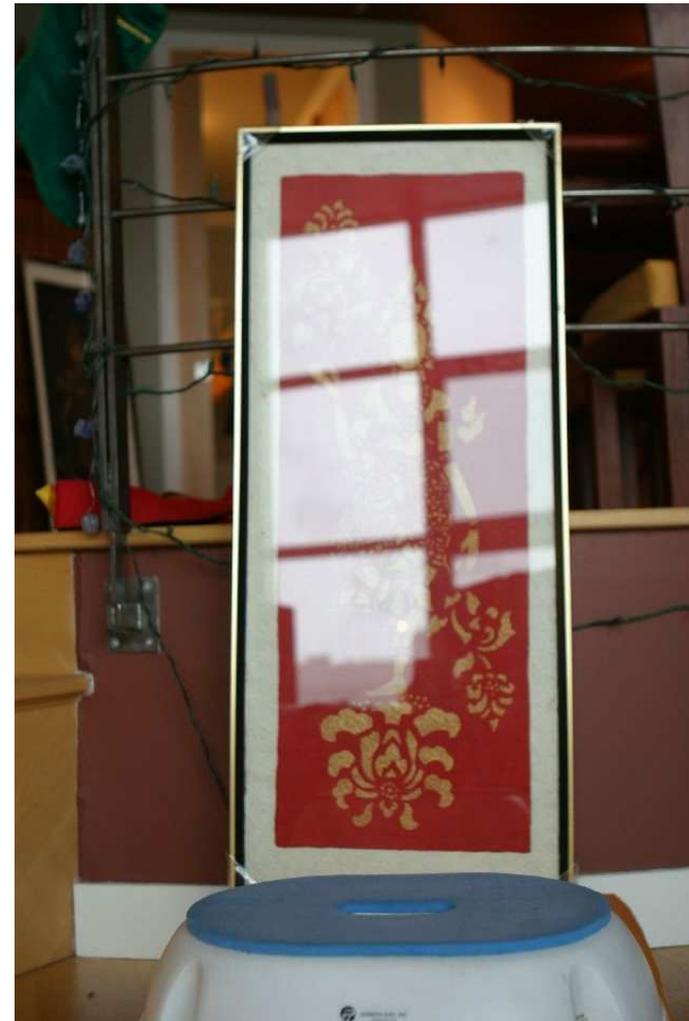
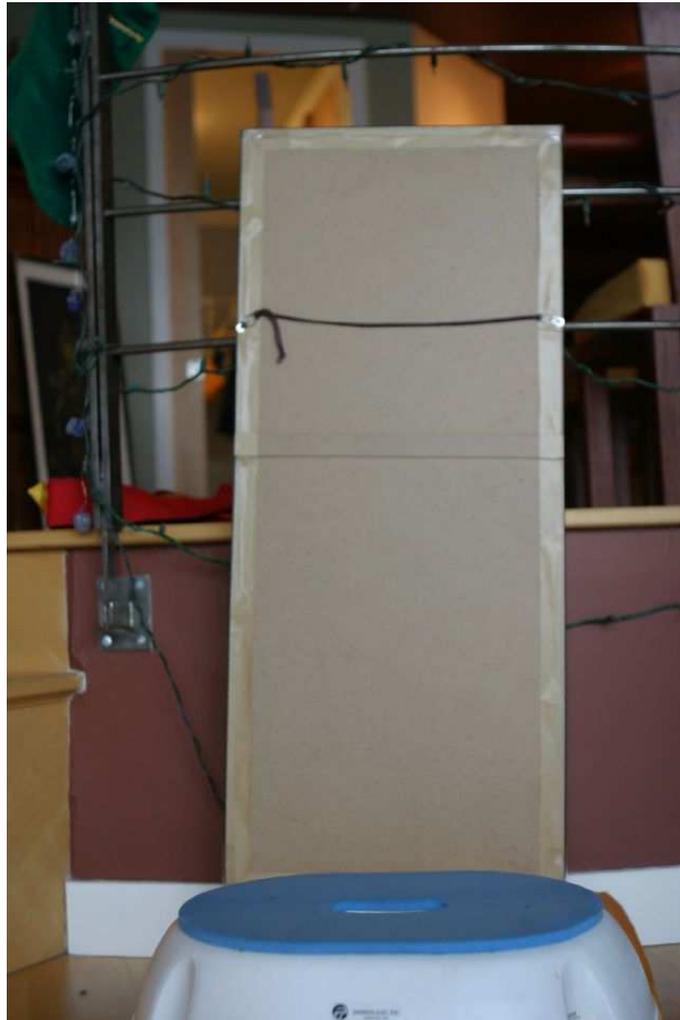
Paste the patch

Go to the assignment description on-line

A1 Part B Question 1

The Object image computed in the second run contains a lot of pixels that **should** really be part of the background, **but aren't**. Equivalently, even though the Alpha Matte should be zero at those pixels, the algorithm assigned non-zero values.

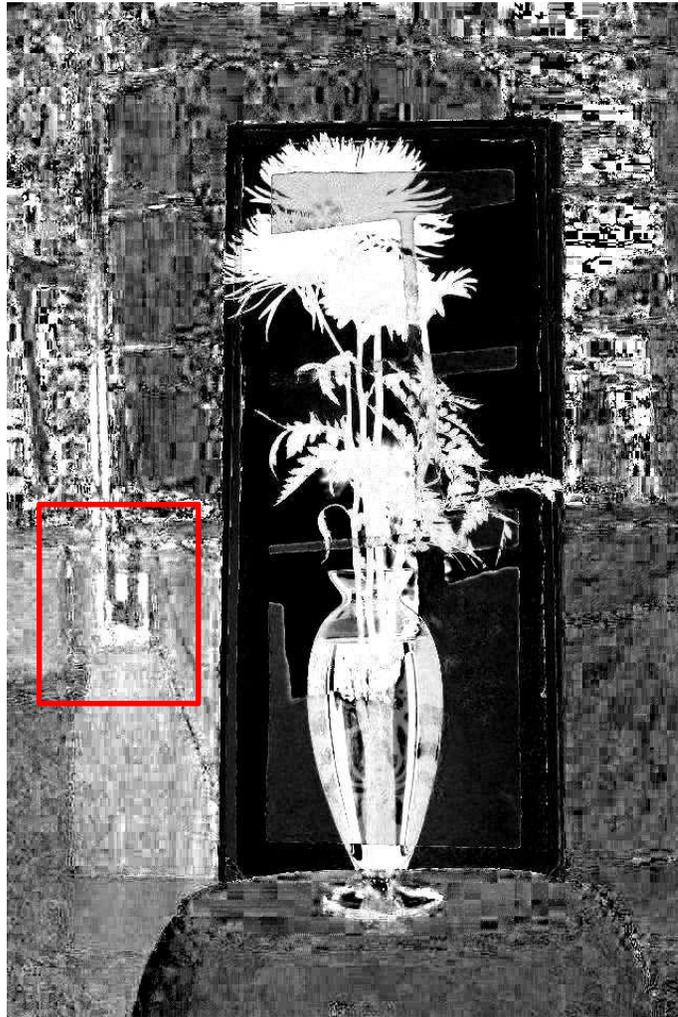
A1 Part B



A1 Part B



A1 Part B



A1 Part B

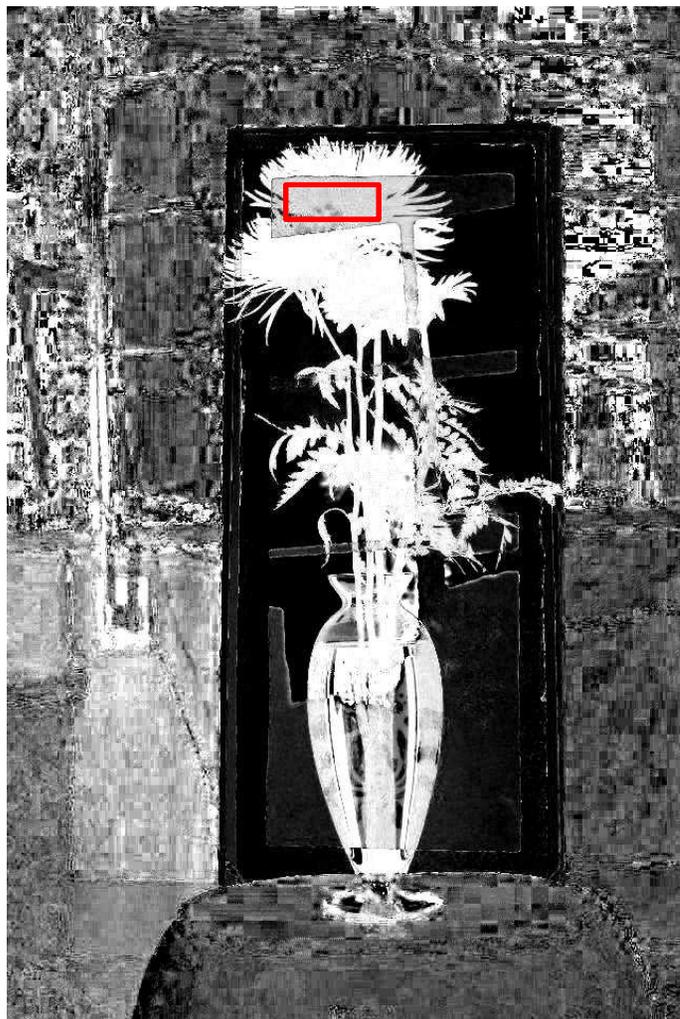
$$\begin{bmatrix} R_{\Delta} \\ G_{\Delta} \\ B_{\Delta} \\ R'_{\Delta} \\ G'_{\Delta} \\ B'_{\Delta} \end{bmatrix} = \begin{bmatrix} 1 & 0 & -R_K \\ & 1 & -G_K \\ & 0 & 1 \\ 0 & 1 & -R'_K \\ & 0 & 1 \\ & 0 & 1 \end{bmatrix} \begin{bmatrix} R_0 \\ G_0 \\ B_0 \\ \alpha_0 \end{bmatrix}$$

$$C_{\Delta} = C - C_K$$

A1 Part B Question 2

Conversely, there are many pixels that **should be fully opaque,**
but aren't....

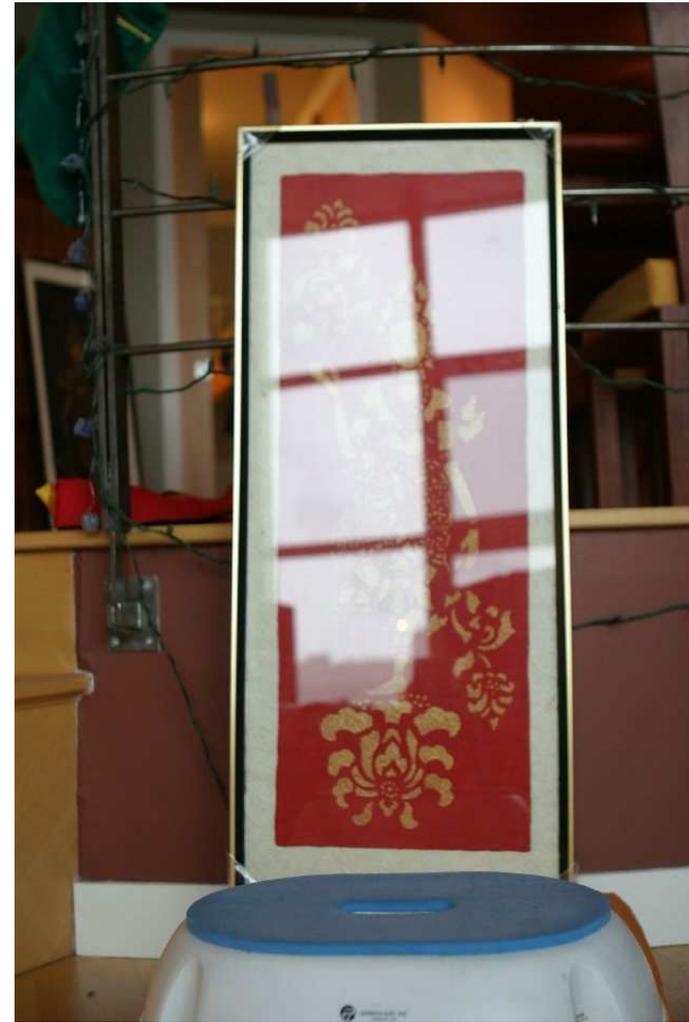
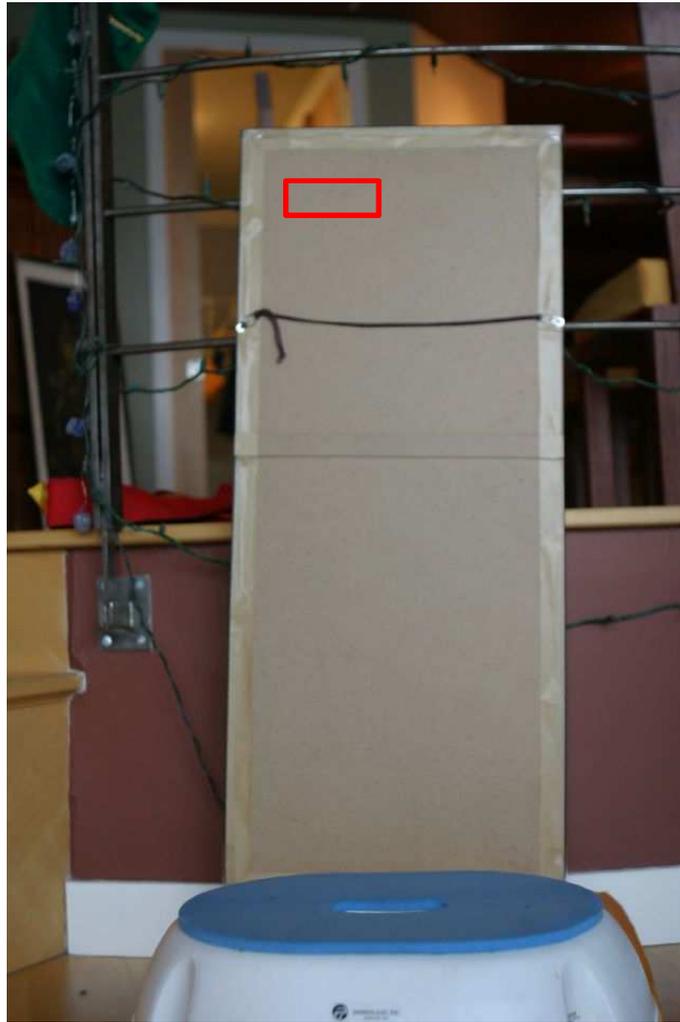
A1 Part B



A1 Part B



A1 Part B



A1 Part B Question 2

Background 1: (136, 132, 121)

Background 2: (143, 57, 58)

Composite 1: (181, 200, 198)

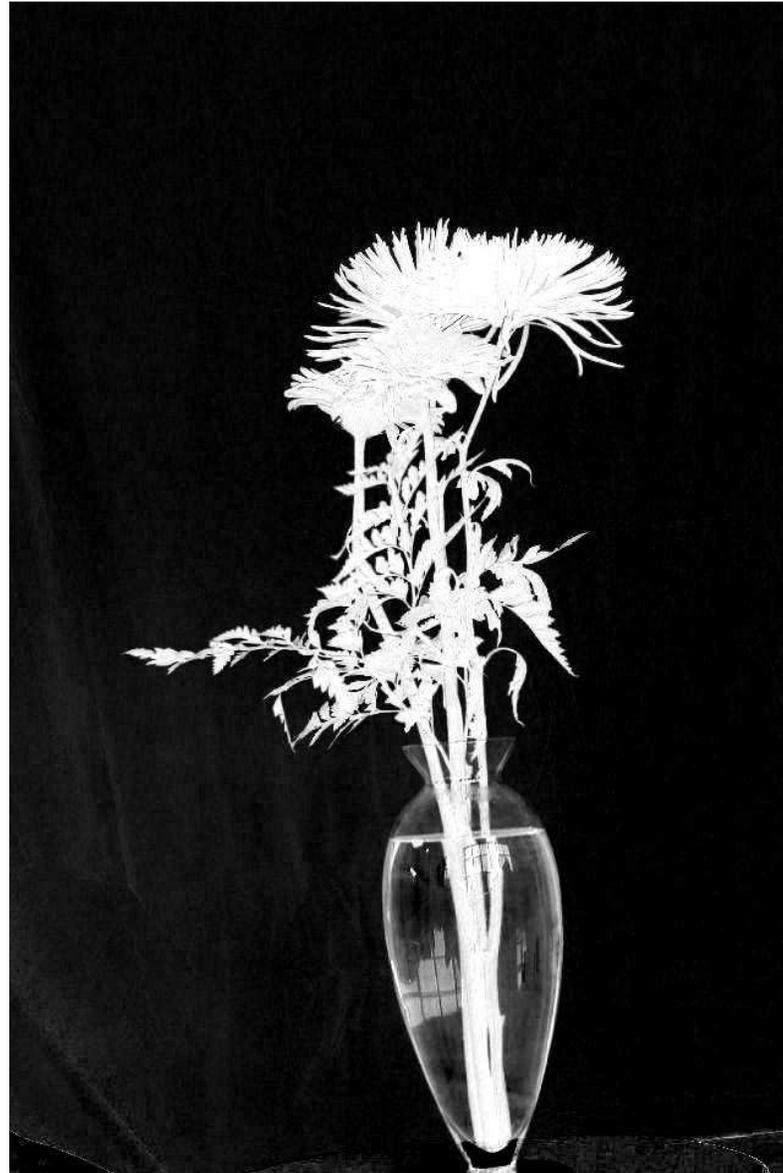
Composite 2: (185, 193, 178)

$$\begin{bmatrix} R_{\Delta} \\ G_{\Delta} \\ B_{\Delta} \\ R_{\Delta}' \\ G_{\Delta}' \\ B_{\Delta}' \end{bmatrix} = \begin{bmatrix} 1 & & & & & \\ & 1 & & & & \\ & & 1 & & & \\ & & & 1 & & \\ & & & & 1 & \\ & & & & & 1 \end{bmatrix} \begin{bmatrix} -R_k \\ -G_k \\ -B_k \\ -R_k' \\ -G_k' \\ -B_k' \end{bmatrix} \begin{bmatrix} R_0 \\ G_0 \\ B_0 \\ \alpha_0 \end{bmatrix}$$

$$C_{\Delta} = C - C_k$$

$$\begin{bmatrix} 45 \\ 68 \\ 77 \\ 42 \\ 136 \\ 120 \end{bmatrix} = \begin{bmatrix} 1 & & & & & -136 \\ & 1 & & & & -132 \\ & & 1 & & & -121 \\ & & & 1 & & -143 \\ & & & & 1 & -57 \\ & & & & & 1 & -58 \end{bmatrix} * \begin{bmatrix} r \\ g \\ b \\ \text{alpha} \end{bmatrix}$$

A1 Part B Question 3



A1 Part B Question 3



A1 Part B Question 3



A1 Part B Question 3



A1 Part B Question 3



A1 Part B Question 3

