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Assignment 2 part 5

Original          (400x320)

height -150 non-dynamic (250x320)





Dynamic width – 150 (400x170)

Height-150 dynamic(250x320)
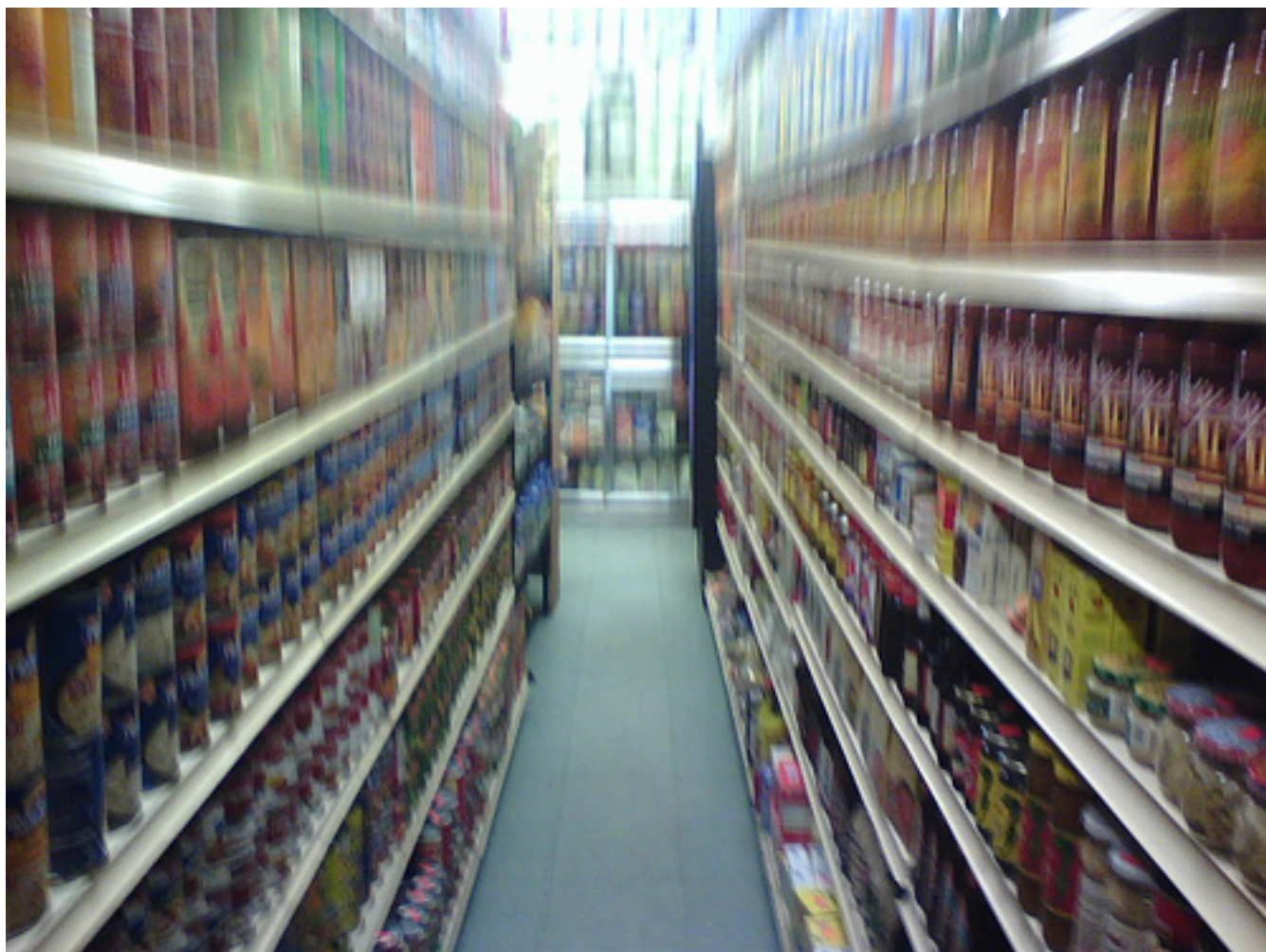
Non-dynamic resize width -150(400x170)



This was just a removal of 150 pixels for height in the first images and width in the next two. Both of the non-dynamic images bunch everything up. For the dynamic width it almost appears that nothing was changed but you can see that the dog was cut in the middle and the left background was cut out. It is interesting that the bog still looks fine even though pixels were taken out. Also you can see where the left side of the shirt was taken away but not the collar.  Also the cheese head looks great still. For the height I found this one really interesting. The mouth of the dog seems to be deformed but still looks normal and the face is bunched up but that still seems normal as well. I find it cool that the hat was only half taken away; one side is still intact. I

like how this image looks because the image has changed and looks like a different dog than the first one.  This makes scence because it takes away all the low energy regions.

http://www.streeter-photography.com/galleries/packers-redskins/content/bin/images/large/2007.10.14_Packers_Redskins_002.jpg

Original (500x375)

Non-dynamic resize -200w (300 x 225)

Dynamic resize -200w (300 x 225)



For this image, first I reduce the width by 200 then the height by 150. This is where the dynamic resized failed. It cut out what it was supposed to cut out but it does not look natural at all. As you can see that the walk way was totally taken away leaving only the shelves.  This is where you wouldn't want to dynamically resize a large amount due to there being a lot of energy all over this image.

Seals Original (500x375)

Non-dynamic Original (200x175)

Dynamic Original (200x175)



For this image I reduce the height by 100, width by 100, then height by 100 and width by 100 again and height by 100 once more. This is where dynamic resizing works almost perfectly. You can still see an image that looks like it should. I used such a large amount that it took out the people but it still looks natural; all the seals just look closer together. This is due to there being great places to cut this image. The original of course is very smushed.

Trees Original (500 x 375)

Non-dynamic (300x225)

Dynamic (300x225)

For this image I reduced the height by 100, width by 150 then height by 100 again. The width dynamic resize of this image would have worked great but once you resize the image height it cuts the trees in the middle. This image still looks fairly good though.  I would recommend only using width resize for this image because there are is even energy going in the y direction .



Packers jump (500x457)

Non-dynamic(325x282)



Dynamic(325x282)

For this image I reduced the height by 175 and the width by 175. This is another bad case of dynamic resizing because the least amount of noise is at the focal point of the image. The players are just getting cut in half because the lowest energy is obviously in the center.

http://www.onlineathens.com/images/010404/broncos_packers.jpg

Packers Field (440 x 293)



Non-dynamic()

Dynamic()



For this image I reduced the height by 175 and the width by 175. This was the worse one yet. You can really tell where it cut out the height and the width of the image. This picture looks badly deformed and should not be dynamically resized in this way. You can barely see the players but the crowd looks fine (Which is not the focal point).This is because the crowd has high energy so what is going on on the field is almost discarded.

http://www.blogcdn.com/www.engadgethd.com/media/2008/01/1-18-08-packers_football.jpg