Seam carving worked well with this image. The balloons are distinct shapes in the sky, making choosing a seam easy.
This result is interesting. If our attempt is to keep the original ideas of The Starry Night, then a normal resize seems better. But our seam carving produced a painting w/ a different feel than the original. The soft lines in the impressionist paintings were stripped away, and we are left w/ the harder lines.
Seam carving fails once again. The problem with a not-so-intelligent seam carving method is that the algorithm does not understand scaling well, especially if the whole image is one object. A normal resize is essentially a scaling, but seam carving attempts to remove the "less important" lines first. In this case, every line is important in representing the waffle.
As expected, the seam resizing took away the energy-less sky first.
I wanted to see what a reduction in width would do to the vertically oriented trees and paths. The seam carving technique seemed not very useful in this case. A lot of weird artifacts show up, especially in the trees. A lot of the trunks were cut away, probably because of the similarity in texture. The background objects, however, retained better. This is probably the background objects had more energy (e.g. flowing water has lots of differences in intensity). This image is a case where the background had more energy than the foreground.
normal:

seam:
It is easy to see why the seam carving wanted to remove the isle first: it is a simple texture, thus the energy there is lower. Seam carving, however, did not work so well for the objects on the racks. This is understandable because seam carving works best when there is an obvious separation between objects. That is, where there are low energy areas between high energy areas. If all areas are high energy (such as the stacked jars in this image), the seams chosen will be quite random and nonsensical.