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Ugp56  
5)Original Image



a)

Shrunk Image



b)



c)

d) input dimensions 307x300

output dimensions: 307x200

e) removed only the vertical seams.

f) this is a bad outcome of seam carving; because this picture have very high energy vertical seams it will not generate a likeable result.

Credit: [orioto.deviantart.com](http://orioto.deviantart.com)



a)



b)



c)



d) input dimensions: 419x363

output dimensions: 419x323

e) removed only the vertical seams.

f) this is a good example of seam carving in action in this picture you can see the main focus of this image barely gets affected by the modifications applied to the original image, which is untrue for the imresize image.



a)



b)



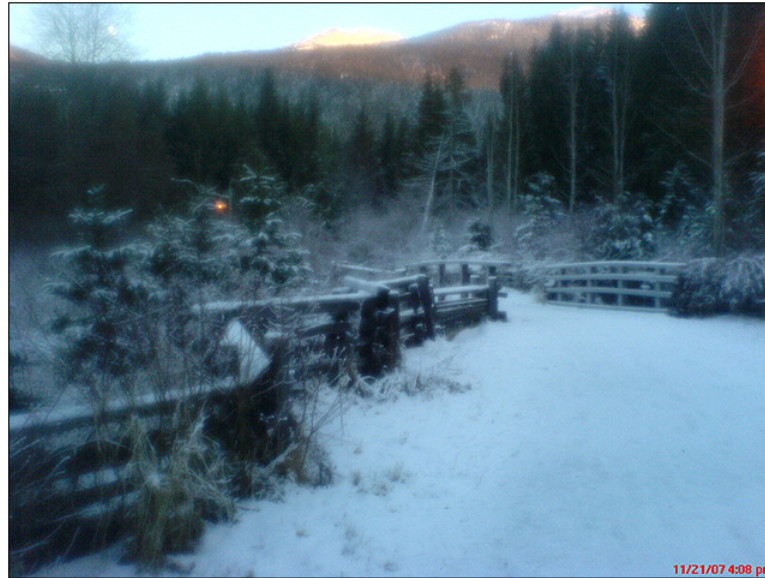
c)

d) input dimensions: 371x640

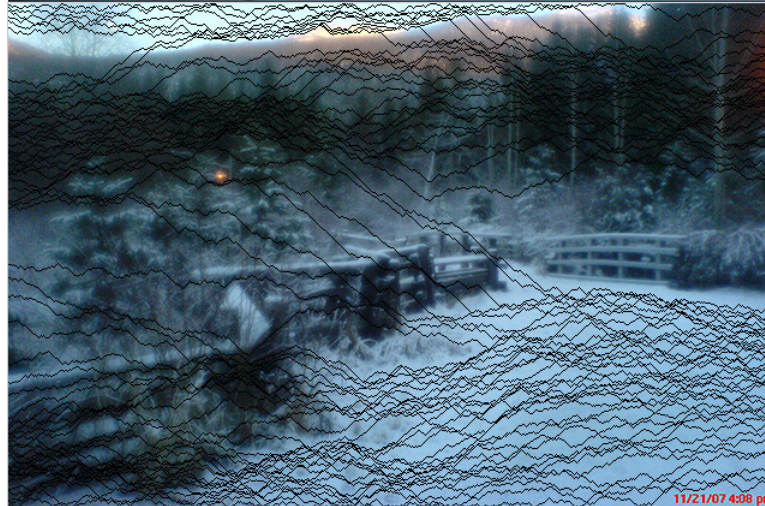
output dimensions: 221x610

e) removed the 150 horizontal seams first and then 30 vertical seams.

f) The soccer play looks closer to being kicked in the output image because there are a lot of low energy seams that can be chosen in between the cleats and the soccer player's face. Unlike the resize version it does not disfigure the face of the player as much either.



a)



b)





- c)
- d) Input dimensions: 480x640  
Output dimensions: 420x640
- e) removed 40 pixels to reduce width.
- f) This is a bad example of seam carving, the only seams that have the most obvious low energy are the ones on the sky.



a)



b)



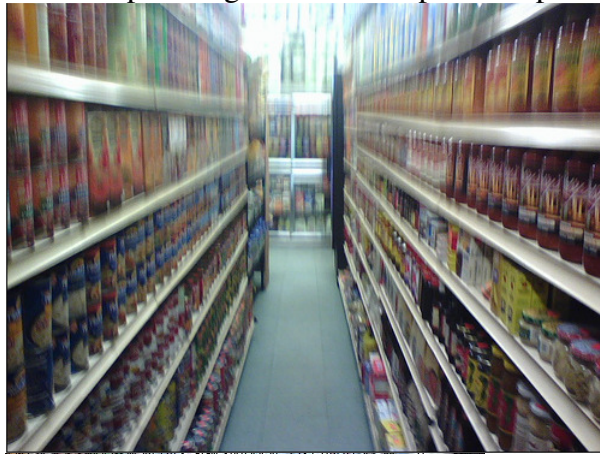
c)

d) Input dimensions: 375x500

Output dimensions: 375x400

e) removed 100 seams vertically

f) In the output image the road keeps its shape and size.



a)



b)



- c)
- d) Input dimensions: 375x500  
Output dimensions: 345x400
- e) Removed vertical seams first and then the horizontal seams.
- f) The output image narrows more of the grocery isle before any of the grocery  
and for the horizontal seams it narrows the shelf before the grocery.