

Part II. Results

Original



Reduce Height 200



Conventional Resize



Reduce Height 400



Conventional Resize



Original

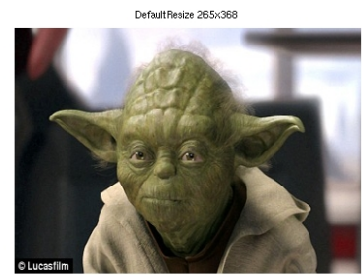
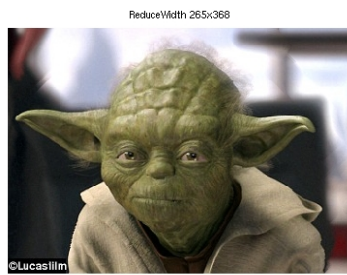
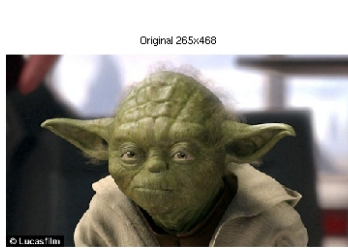


Reduce Width 400



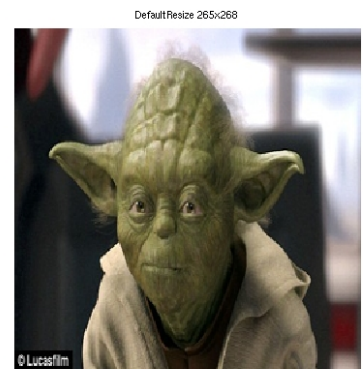
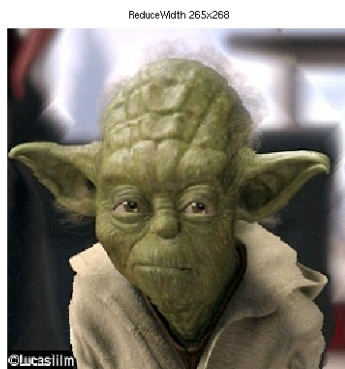
Conventional Resize



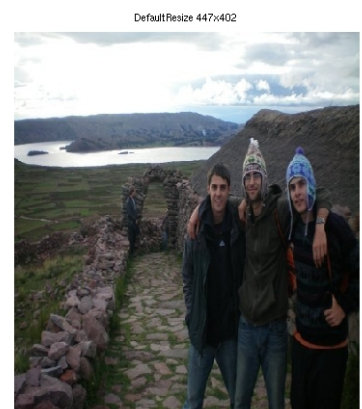


Yoda image from www.dailymail.co.uk – ©Lucasfilm

Doing a horizontal resize of Yoda by 100 pixels does a nice job here by removing empty space, but begins to break into the face a bit. The extra space on the left is removed nicely, while that of the left is not.



Going to 200 pixels removed begins to cause issues for Yoda's face, but this is to be expected as there start being less and less seams to cut away at that won't affect the base content.



Here we can see a failed instance of seam carving away 100 pixels horizontally where there is too much texture in the rocks. The only thing that saves my brother's and my face are our funky, texture filled hats, whereas our poor friend Zack ends up being carved out. All of our legs also took a beating here as our pants also did not have a high gradient magnitude.

Original 447x602



ReduceHeight 347x602



DefaultResize 347x602



Doing a height reduction of 100 pixels does much better in compressing the sky as there are no strong gradients along it. Zack again here gets an odd change of expression that he wouldn't be too happy about, but overall most of the content is nicely preserved.

Original

Original 480x640



ReduceWidth 480x540



DefaultResize 480x540



Original 768x775



ReduceWidth 768x675



DefaultResize 768x675



ReduceWidth 200 + ReduceHeight 200

Original 480x640



ReduceWidth 480x540



DefaultResize 480x540



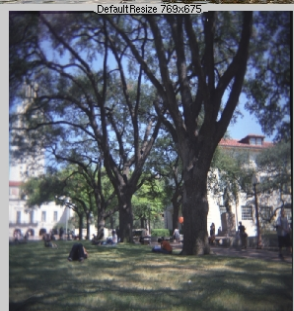
Original 768x775



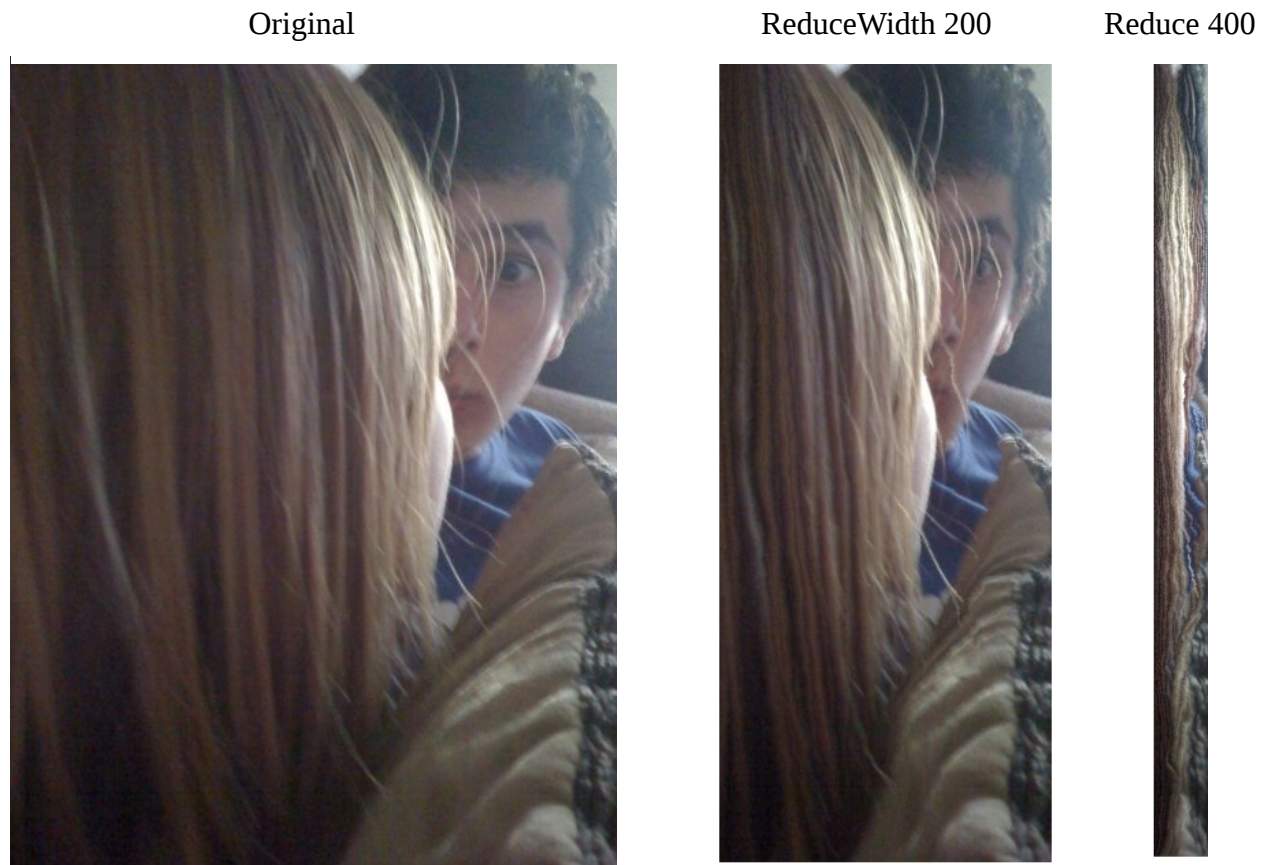
ReduceWidth 768x675



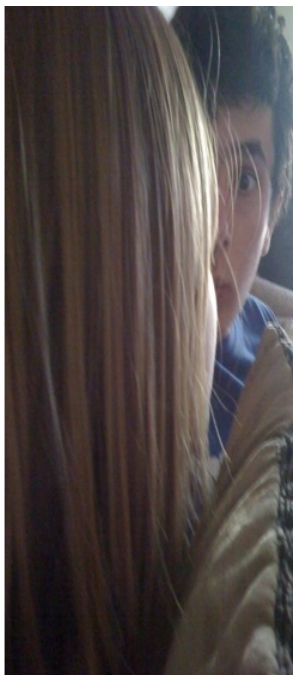
DefaultResize 768x675



This was based on an original image I used for the first part of the assignment. The results are nice in that they clearly preserve all of the content in the image. It is also interesting to note that the algorithm takes the first instances of a lowest cost path, so the gap between the left images is removed before that of the right images; this could be easily altered through randomization. This may be a somewhat artificial example but it does nicely display a potentially useful aspect of this sort of image resizing that could be much faster than cropping the image in portions manually.



Conventional Resize



This example displays interesting results in that it compresses the hair as most seen in reducing the width by 400. In this case it seems like a conventional resize may somewhat preserve the content better in that the seam carved result alters the face in a slightly odd way.