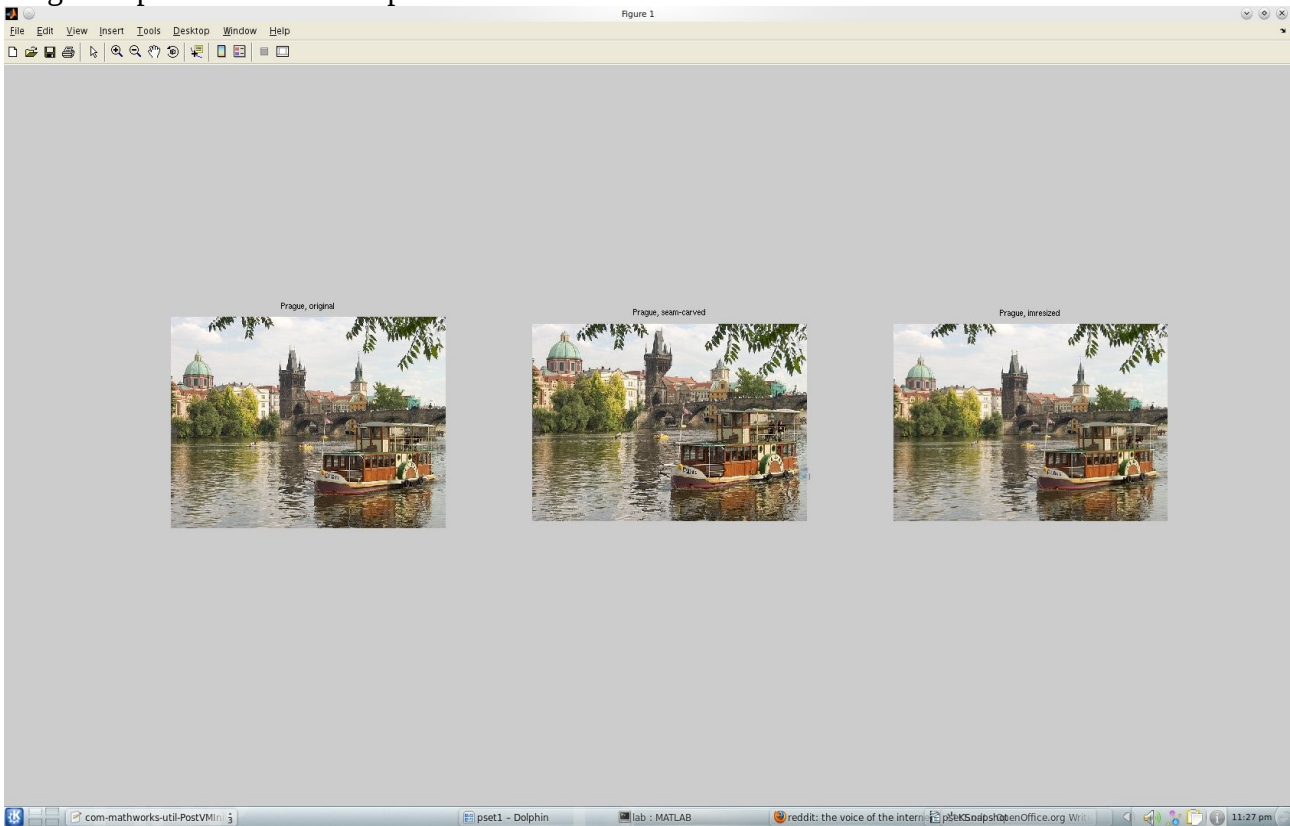


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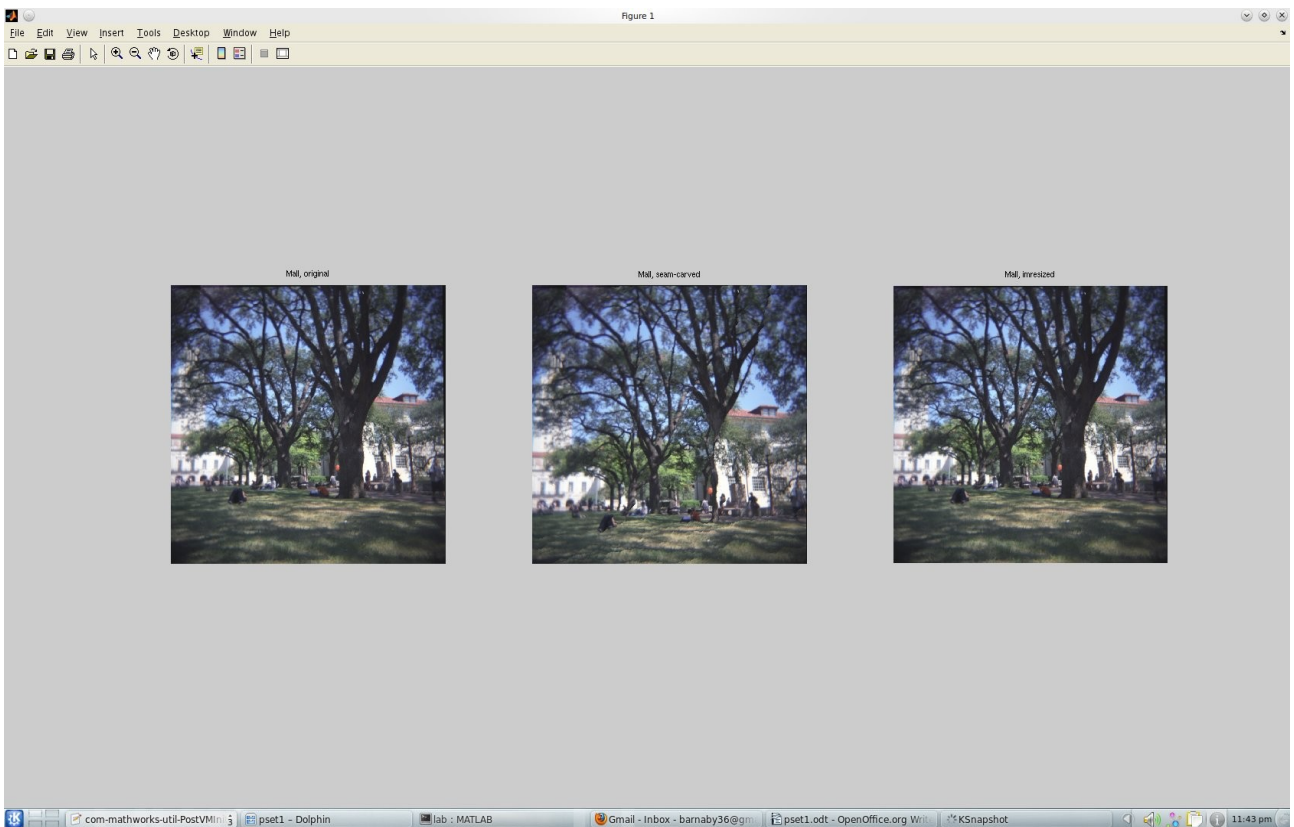
Other images

Prague: Input = 640x480. Output = 540x380. 100 vertical then 100 horizontal seams removed.



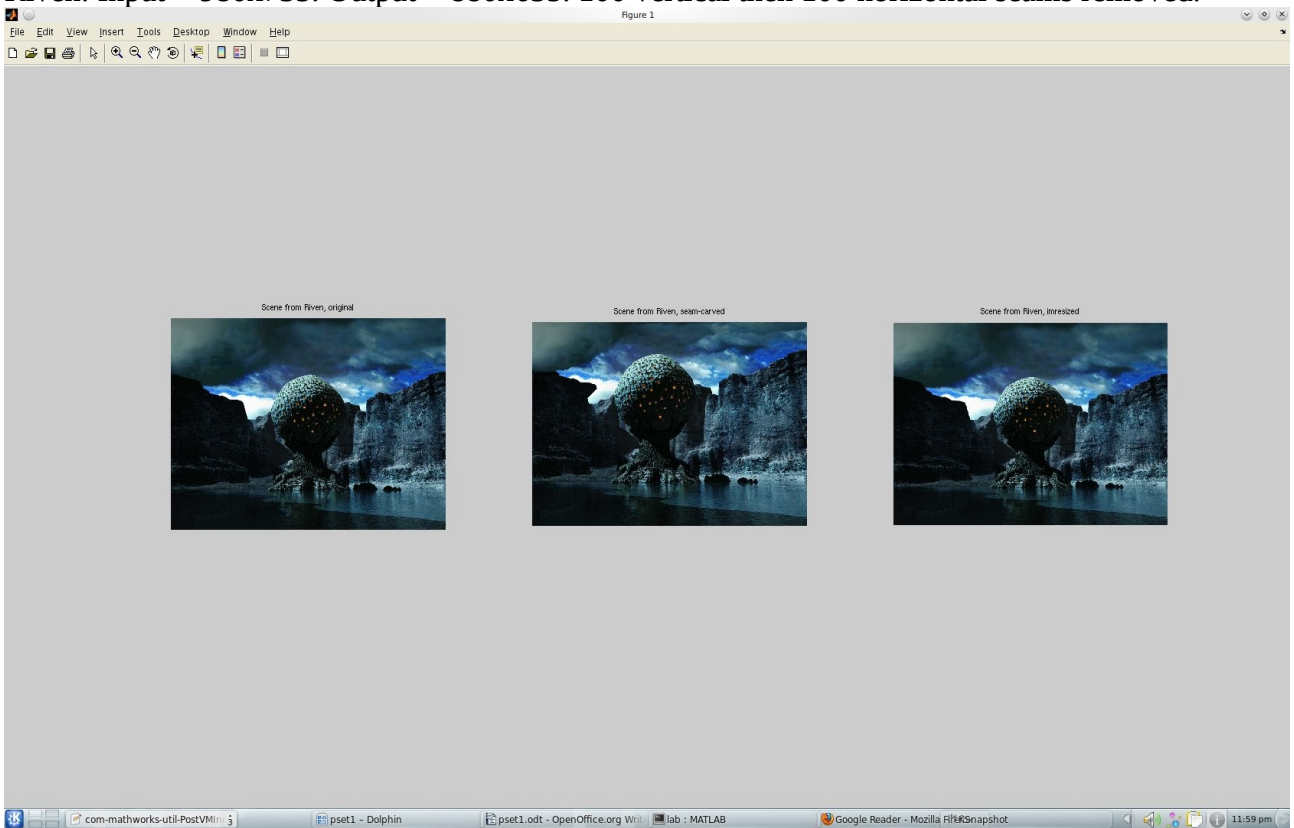
We see the tower get pretty butchered, as well as the top of the boat. In all, the imresize seems better here.

UT Mall: Input = 775x769. Output = 675x669. 100 vertical then 100 horizontal seams removed.



The big tree gets emaciated, and the grass gets noticeably chopped up in the seam carving, but the imresized picture looks rather scrunched by comparison.

Riven: Input = 980x735. Output = 880x635. 100 vertical then 100 horizontal seams removed.



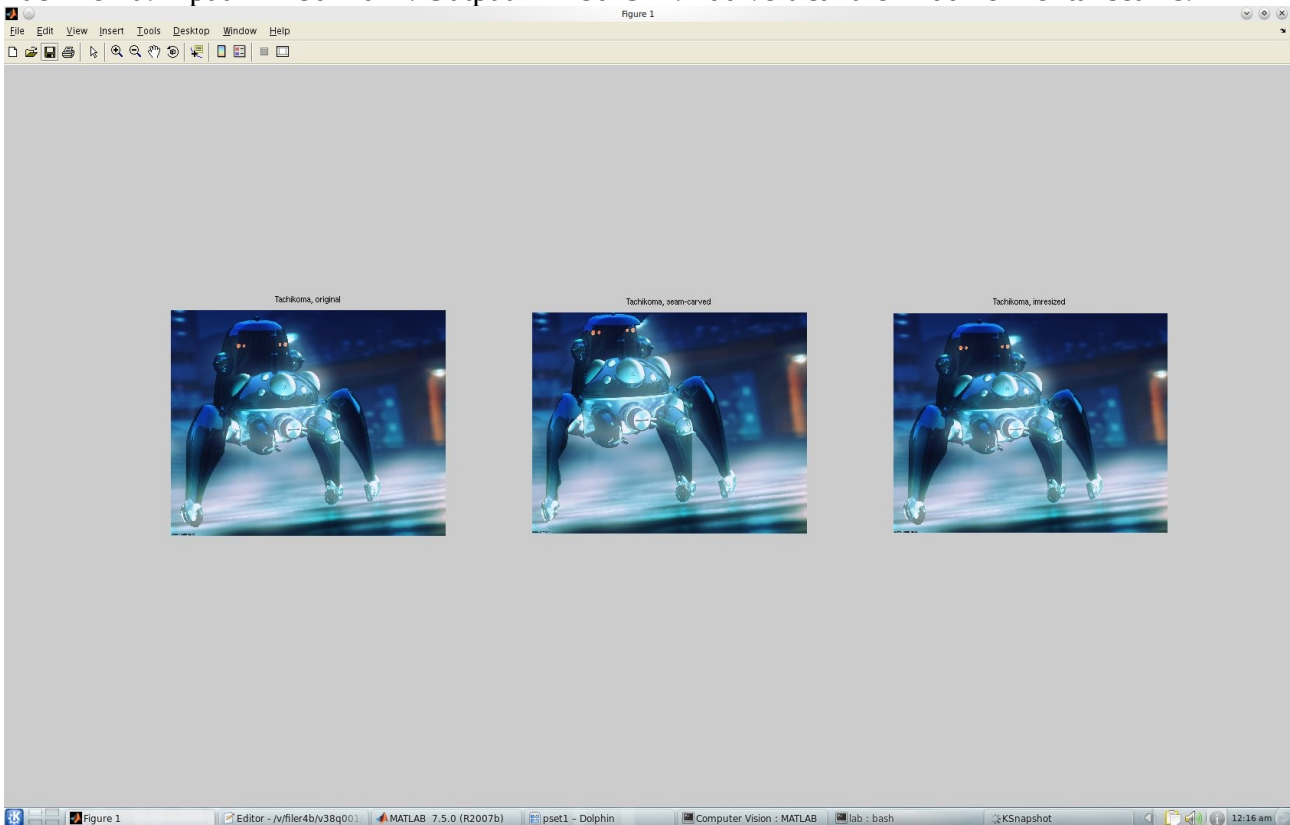
Found via Google at <http://www.chauny.org/www.riven.fr/>

The seam carver chose to get rid of the clouds and do something strange to the cliff on the left.

Notice, however, that the big hive in the center wasn't touched at all, and was in fact comparatively

enlarged due to the seam carving. This is the sort of behavior we want to see.

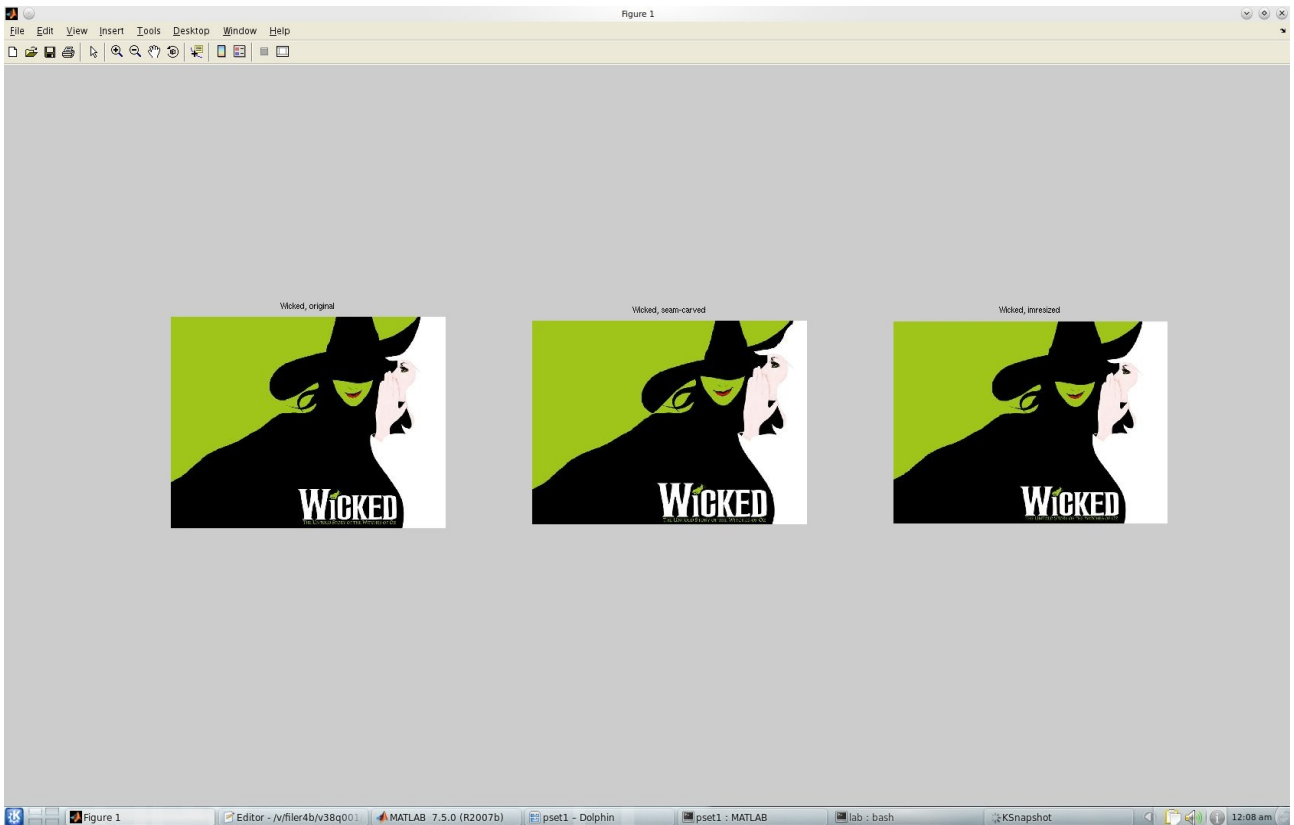
Tachikoma: Input = 1280x1024. Output = 1180x924. 100 vertical then 100 horizontal seams.



Found via Google at <http://neoscreams-log.blogspot.com/2011/01/heroclix-27th-of-january-giant-size-x.html>

This is a pretty bad example of seam carving. The tachikoma's left-most leg becomes very obviously shriveled, and the seam strangely eats away at the light at the top of the image. Perhaps the cost of entering that high contrast zone is made up for by the rest of the seam's journey, but it seems odd to me.

'Wicked': Input = 1024x768. Output = 924x668. 100 vertical then 100 horizontal seams removed.



Found via Google at <http://bloatedpenguin.mikescottlew.com/wicked-mini-series>

I find it odd the Elpheba's the one from whom the vertical seam steals pixels from, and not the brighter Glinda the Good. Notice again how the interesting elements, such as the text and the faces, seem enlarged in the seam-carving image versus the normally resized one.