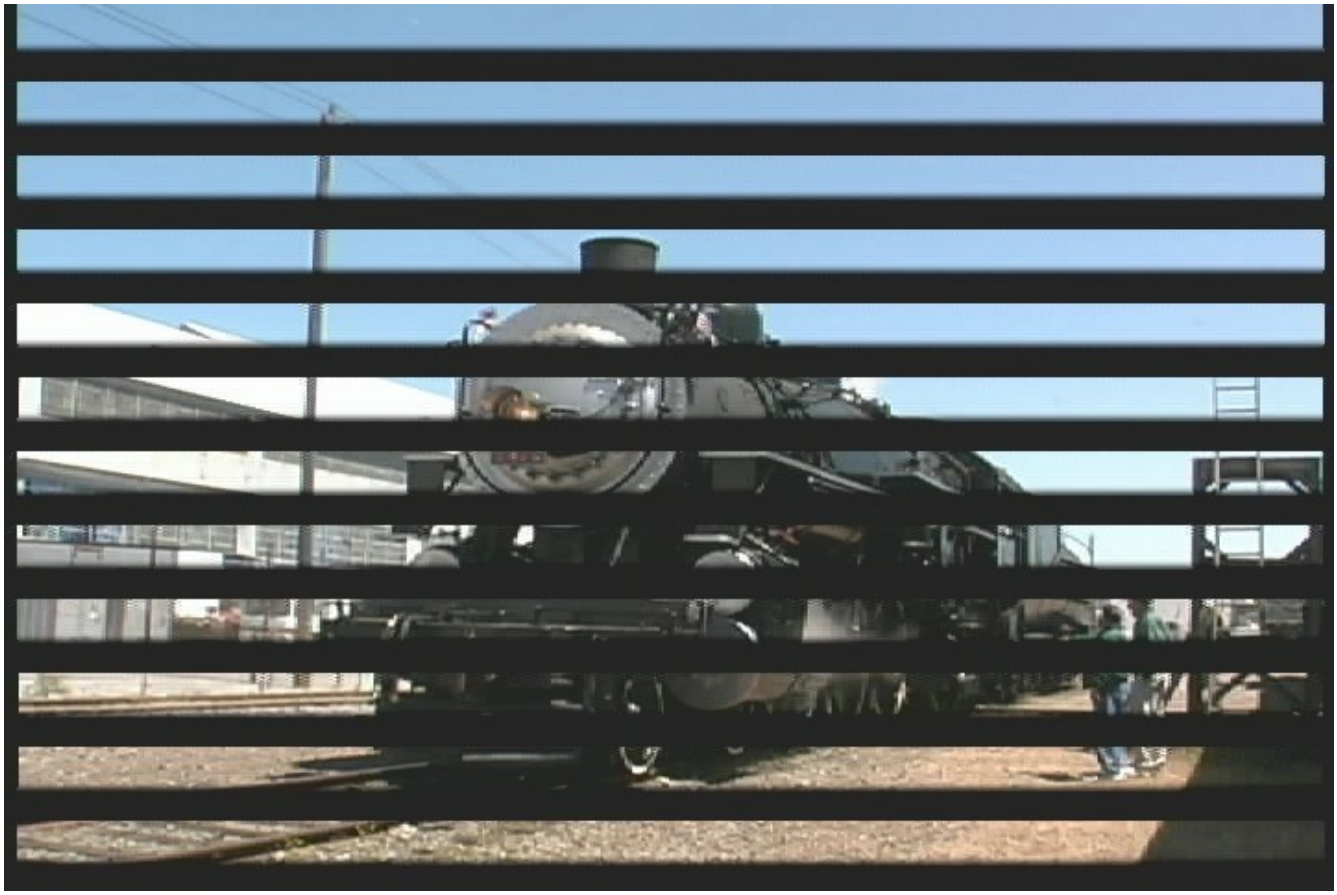
Brian Nguyen
Original (720 x 480)



5. To me, this first picture was a great surprise. I looked for a good picture of the use of the Blinds filter in the graphic manipulation software GIMP and just picked randomly. However, after running reduceHeight, each stripe had shrunk equally, even though nothing in my program accounts for trying to keep the scale of the photograph. I finally discovered why this was by looking at exactly where I got the photo from: It turns out that this was taken from inside of another train at a train crossing, meaning that there was some noise, presumably caused by the camera, that was evenly distributed about the picture. The third picture shows the image after actually using GIMP's Blinds filter to make the black regions 100% evenly black, so that my program works as expected, removing seams from the top down.

I consider this image as a failure, since with different blinding patterns, a human might be able to recognize an image, but after removing the blinds the image becomes unrecognizable.

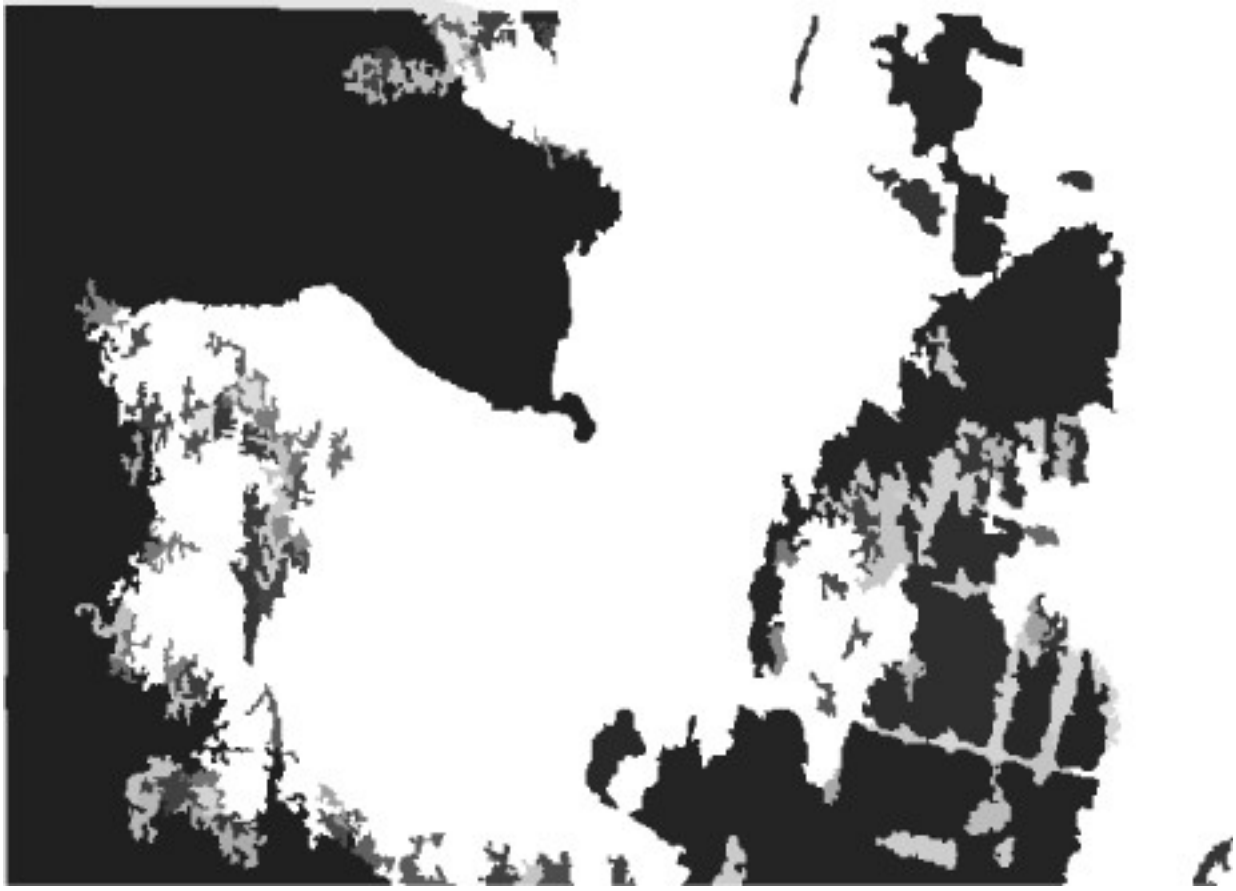
Scaled (720 x 380)

Resized (720 x 380)

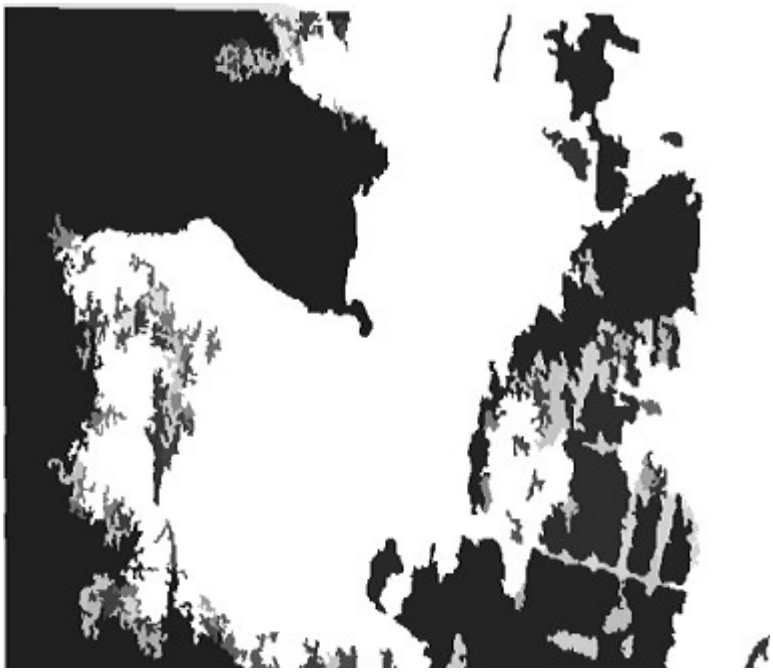
Blind filtered, then Resized (720 x 380)

I decided to run the program on a somewhat famous optical illusion. I ran a threshold filter on it before running seam carving on it, since some speckles made the result still easily recognizable.

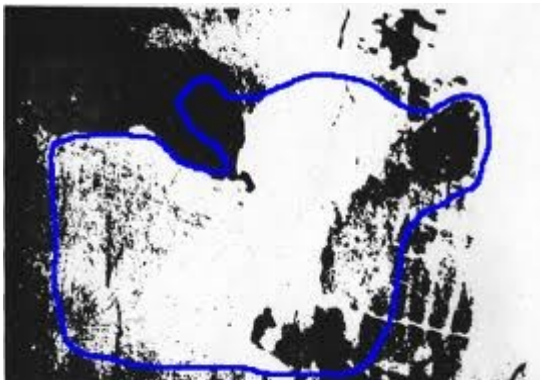
Original, from eyetricks.com (461 x 332)



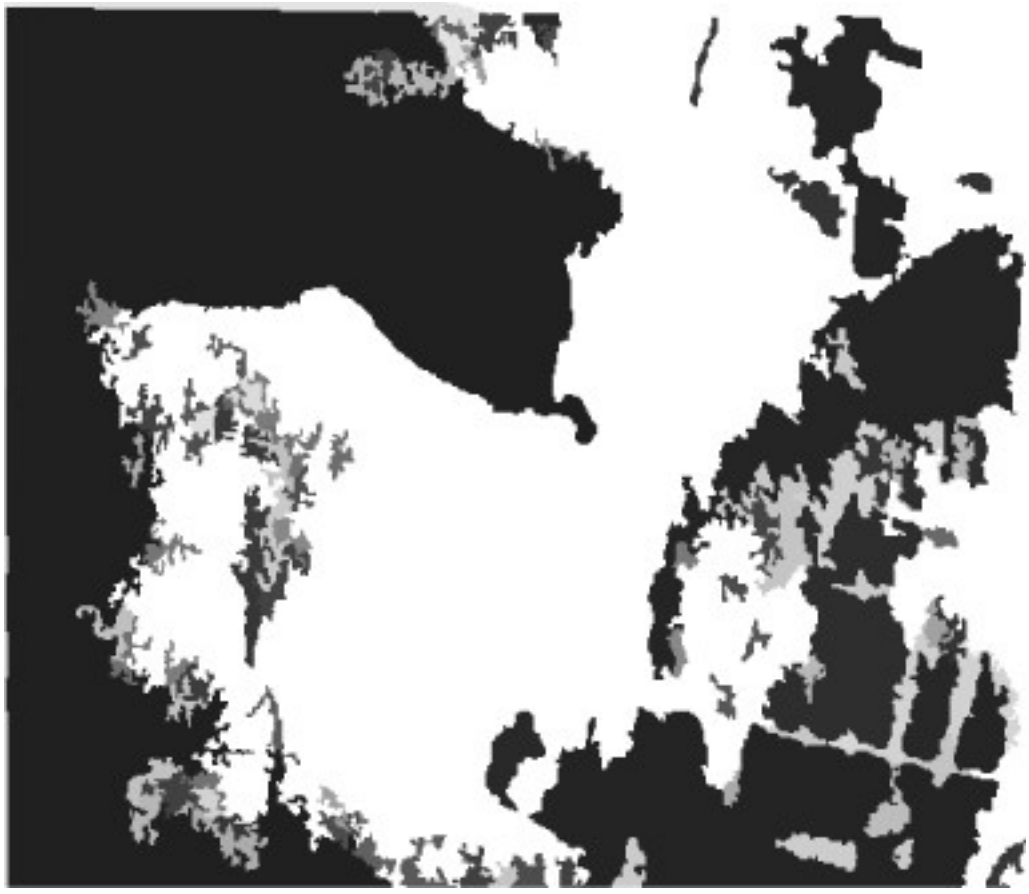
Scaled (383 x 332)



It's a cow.

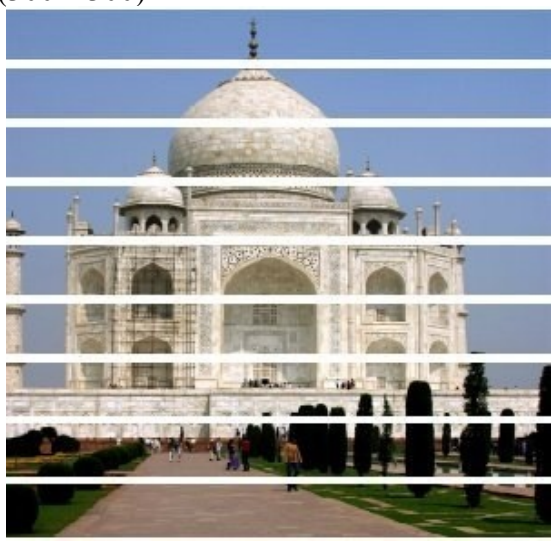


Resized, (383 x 332)

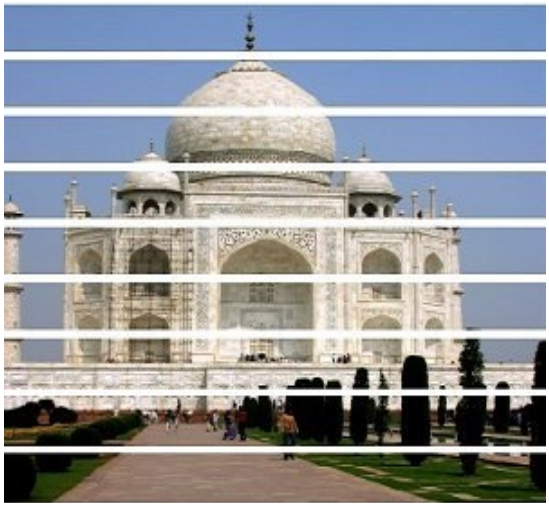


I didn't save the source of the train picture with blinds, so I'm using this image from the gimp website.

Original, from docs.gimp.org (300 x 300)



Scaled (300 x 250)



Resized, (300 x 250)