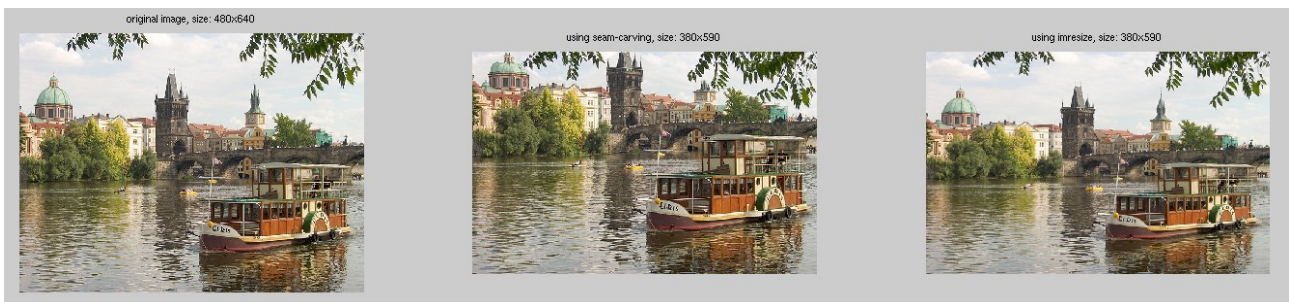


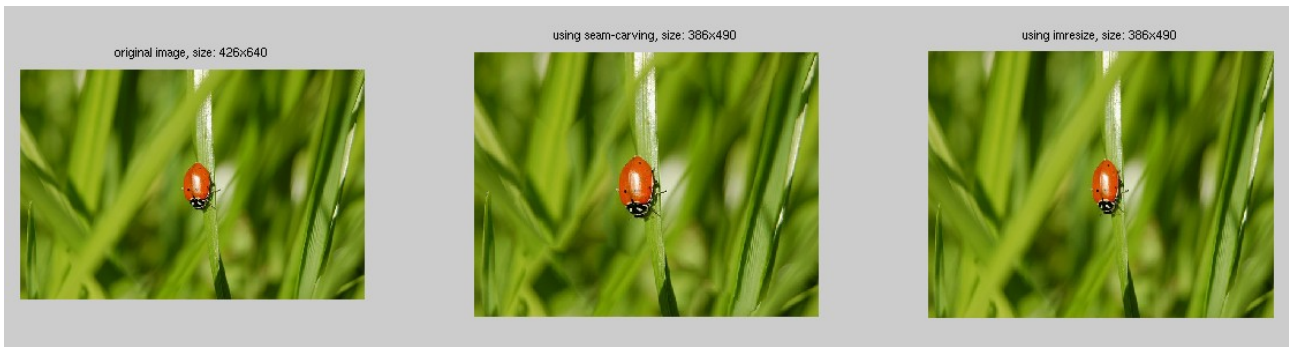
Tomas McCandless
CS 376 project1



In this case, we reduced height by 100 before reducing width by 50. It is nice to note that one of the branches on the top right side of the image has 'bent' in order to accommodate its closer proximity with the buildings. In the seam-carved version, there is some distortion of the dome, and additionally one of the shorter buildings is beginning to overlap with the stone tower. The resized version is generally well preserved, though we do get the impression that the stone tower appears more squat, has lost some of its splendor.



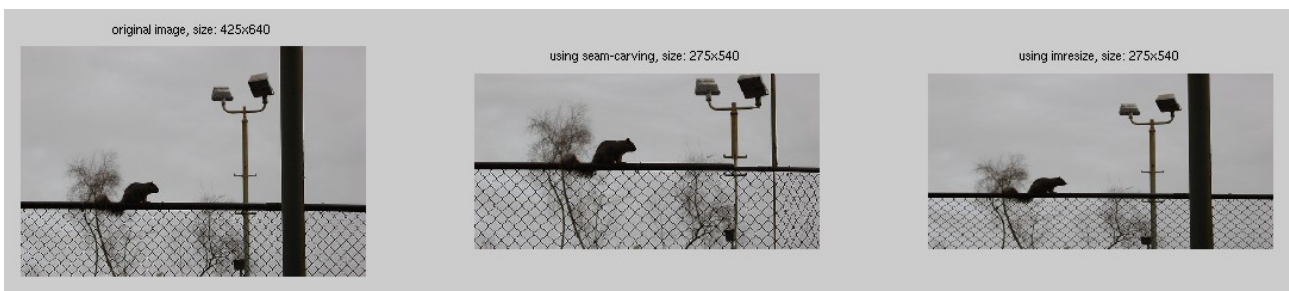
In this case, we reduced height by a total of 100 pixels and reduced width by a total of 100 pixels. However, we reduced height by 50 pixels before and after reducing height. In the seam-carved version, the trunk of the center tree has been nearly completely removed, illustrating the power of the system as a tool for object removal. We can see that the majority of the horizontal seams were carving through the grassy area. The same collection of sunny areas of the grass remains, but it has been 'squished' as the shaded areas have been removed. The resized version is virtually identical to the original image because we have removed equal amounts in both dimensions.



In this case, we reduced height by a total of 50 pixels and reduced width by a total of 150 pixels. We reduced width before reducing height. In the seam-carved version there is some distortion present in the grass, though the ladybug itself appears to have remained virtually untouched. The resized version does a better job at preserving the texture of the grass, but the ladybug has unfortunately become noticeably elongated. Image courtesy of Tomas McCandless.



In this case, we reduced height by a total of 100 pixels and reduced width by a total of 150 pixels. We reduced width before reducing height. In the seam-carved version we have generally good results. As expected, pixel removal was centered around the upper and left areas of the image. Some of the mushrooms now have a slightly deflated appearance. The distortion present in the resized version is not terribly noticeable. Image courtesy of Tomas McCandless.



In this case, we reduced height by a total of 150 pixels and reduced width by a total of 100 pixels. We reduced height before reducing width. We had hoped that in the seam-carved version much of the chain-link fence would have been removed, as there are paths of dark pixels extending across the image in that area. Much of the large telephone pole was removed. The squirrel appears larger in the seam-carved version than in the resized version. Image courtesy of Tomas McCandless



In this case we reduced height by 100 pixels and reduced width by 50 pixels. We reduced width before reducing height. It should be noted that the rough texture of the honeycomb has been preserved in the seam-carved version, while many of the seams carved through the slug, leaving him with a deflated appearance. The resized version does a better job of preserving the structure of the slug, and it would likely be preferable to use the resized version in this case. Image courtesy of Tomas McCandless.



In this case we reduced height by 150 pixels and left width unchanged. It would have been preferable to leave more of the sky intact, and the method described in the original paper can be used to this result. It is easy to see that the plant in the foreground has been heavily distorted in the resized version, and equally easy to see that the plant has retained its structure in the seam-carved version. That being said, although there is a high degree of distortion, it is not as noticeable as distortion introduced by resizing many other images. Image courtesy of Tomas McCandless.