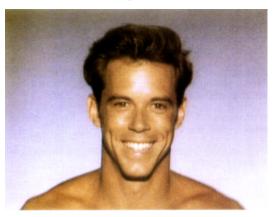
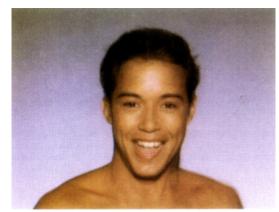
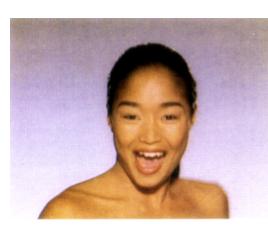
COS 426 Computer Graphics Princeton University

Tianqiang Liu (Tim) Feb 15, 2012

Topics



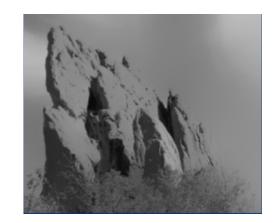




[Beier 1992]

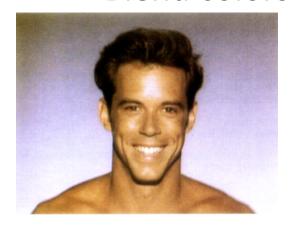
Bilateral Filtering

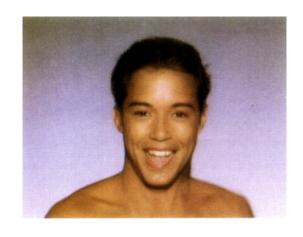




[Paris 2008]

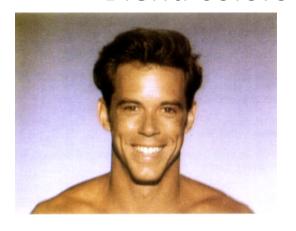
- Beier and Neely, 1992:
 - Align facial features
 - Blend colors

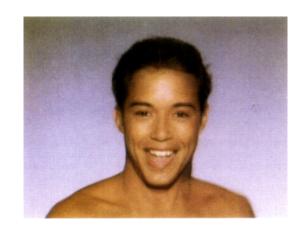


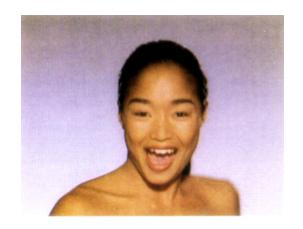




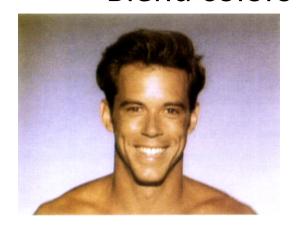
- Beier and Neely, 1992:
 - Align facial features
 - Blend colors





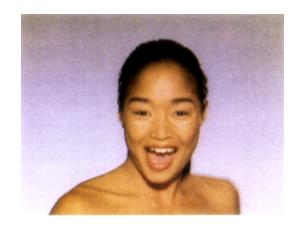


- Beier and Neely, 1992:
 - Align facial features
 - Blend colors



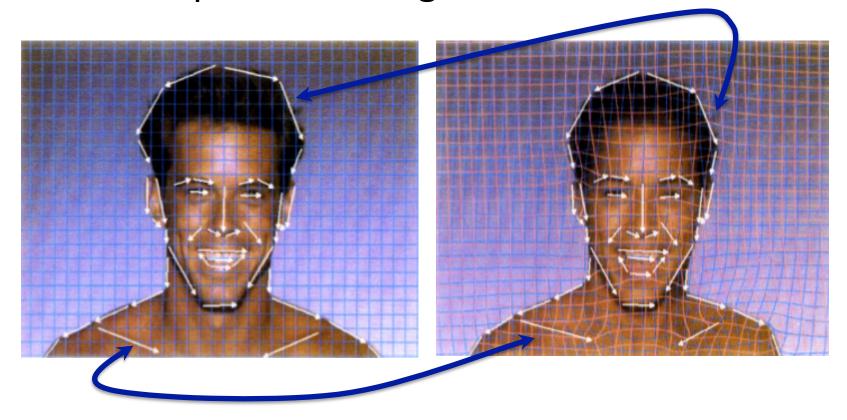




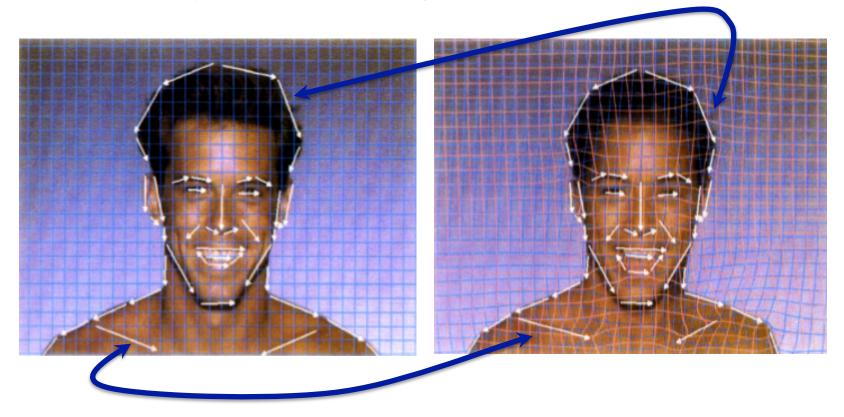


Why align features?

• Associate primitives: e.g. lines

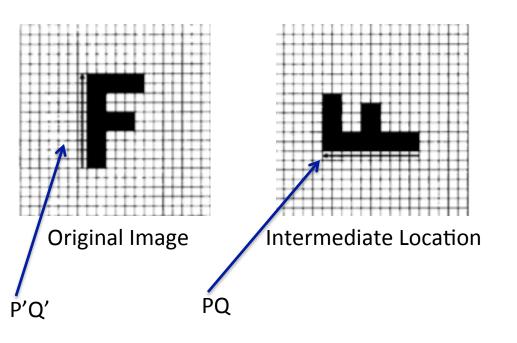


Associate primitives: e.g. lines

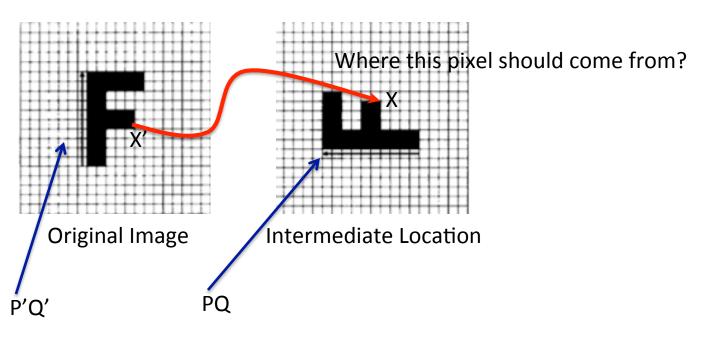


 Move primitives so that they align (at some intermediate location) -> warp accordingly

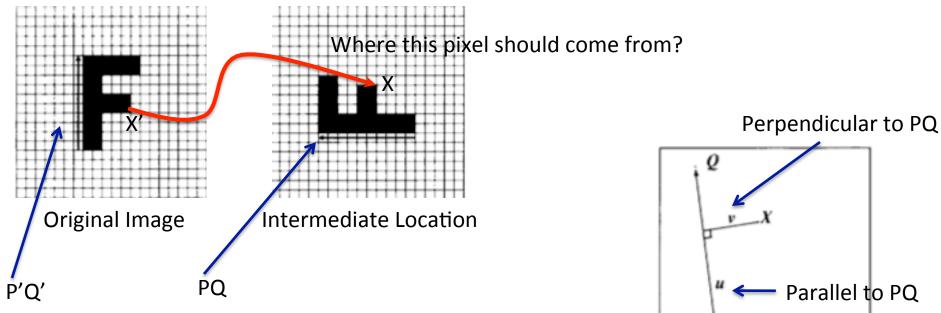
• A simple case: 1 image, 1 primitive:



• A simple case: 1 image, 1 primitive:



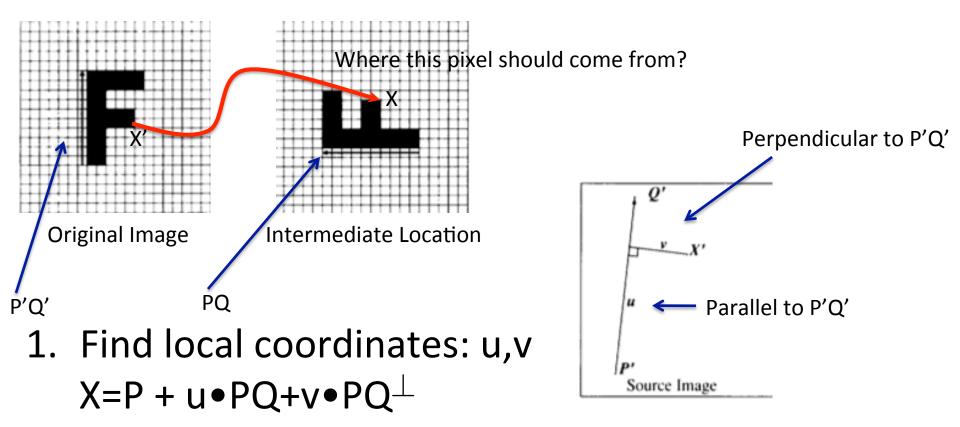
A simple case: 1 image, 1 primitive:



Destination Image

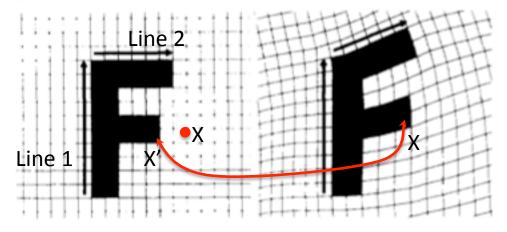
Find local coordinates: u,v
 X=u•PQ+v•PQ[⊥]

A simple case: 1 image, 1 primitive:



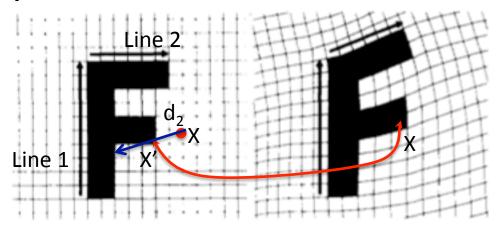
2. Location in original image: $X'=P' + u \cdot P'Q' + v \cdot P'Q'^{\perp}$

Multiple lines?



- Find
$$X'=X + w_1 \cdot d_1 + w_2 \cdot d_2$$

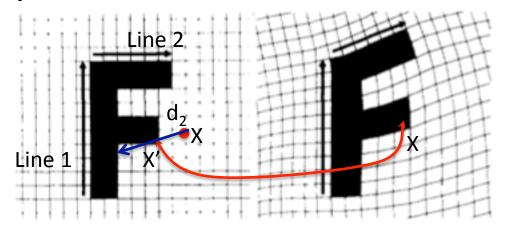
Multiple lines?



- Find X'=X +
$$w_1 \cdot d_1 + w_2 \cdot d_2$$
 $=0$

Line 1 did not move

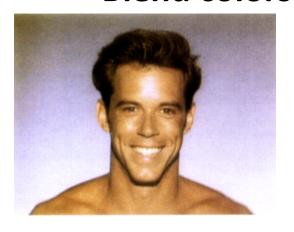
Multiple lines?

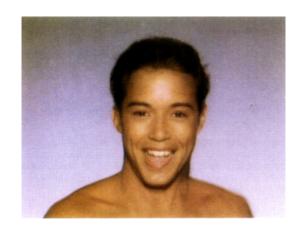


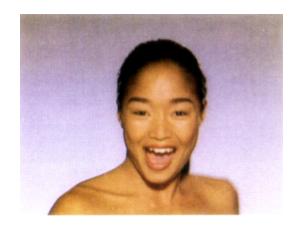
- Find X'=X +
$$w_1 \bullet d_1 + w_2 \bullet d_2$$
 $\overline{\approx .6}$
 $\overline{=0}$
 $\overline{\approx .4}$
 $\overline{\neq 0}$

Line 1 is longer and closer

- Beier and Neely, 1992:
 - Align facial features
 - Blend colors

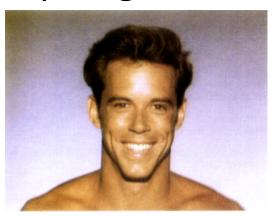


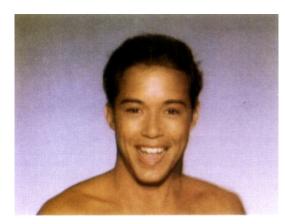




Topics

Morphing



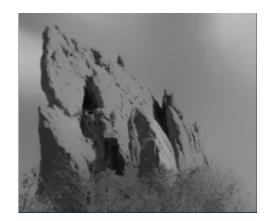




[Beier 1992]

Bilateral Filtering





[Paris 2008]

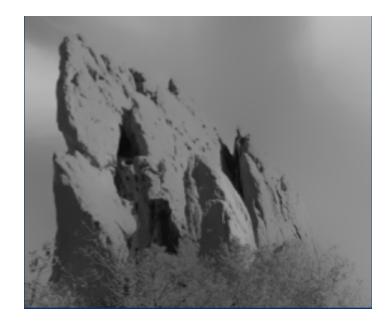


Taken from SIGGRAPH 2008 Course http://people.csail.mit.edu/sparis/bf_course/

Input



Gaussian Blur



Bilateral Filtering



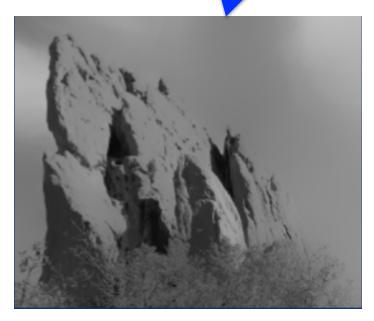
Input

Taken from SIGGRAPH 2008 Course http://people.csail.mit.edu/sparis/bf_course/

Edge-preserving



Gaussian Blur



Bilateral Filtering

• How?

$$h(x) = k_d^{-1} \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(\xi)c(\xi - x)s(\xi - x)d\xi$$

How?

$$h(x) = k_d^{-1} \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(\xi)c(\xi - x)s(\xi - x)d\xi$$

Filtered value at pixel x

How?

$$h(x) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(\xi)c(\xi - x)s(\xi - x)d\xi$$
 Filtered value

Filtered value at pixel x

How?

$$h(x) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(\xi)c(\xi - x)s(\xi - x)d\xi$$
 Filtered value

Filtered value at pixel x

Go over every pixel ξ in image

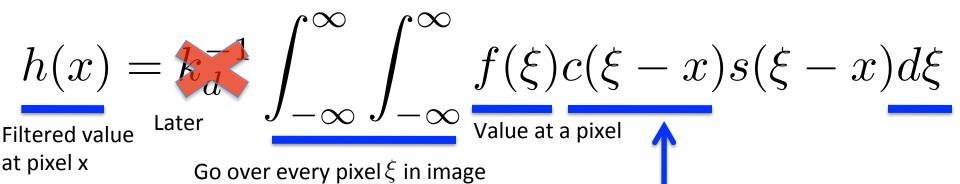
How?

at pixel x

$$h(x) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} \frac{f(\xi)c(\xi-x)s(\xi-x)d\xi}{\text{Value at a pixel}}$$

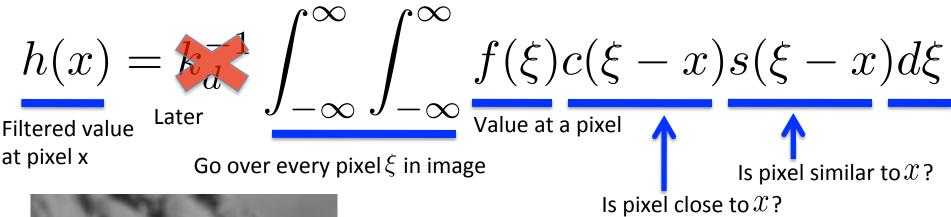
Go over every pixel ξ in image

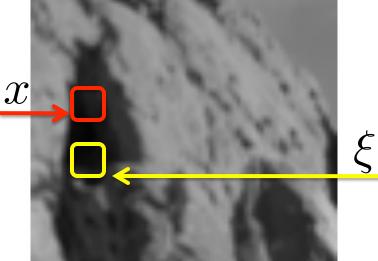
How?

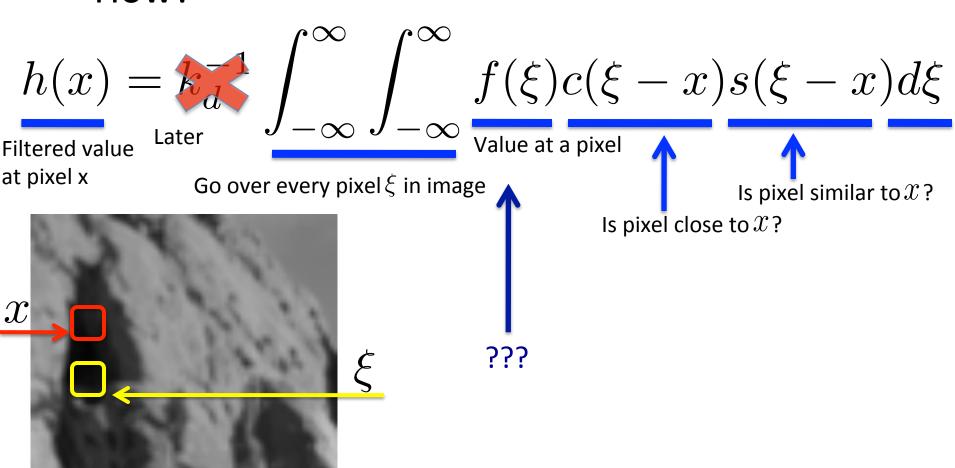


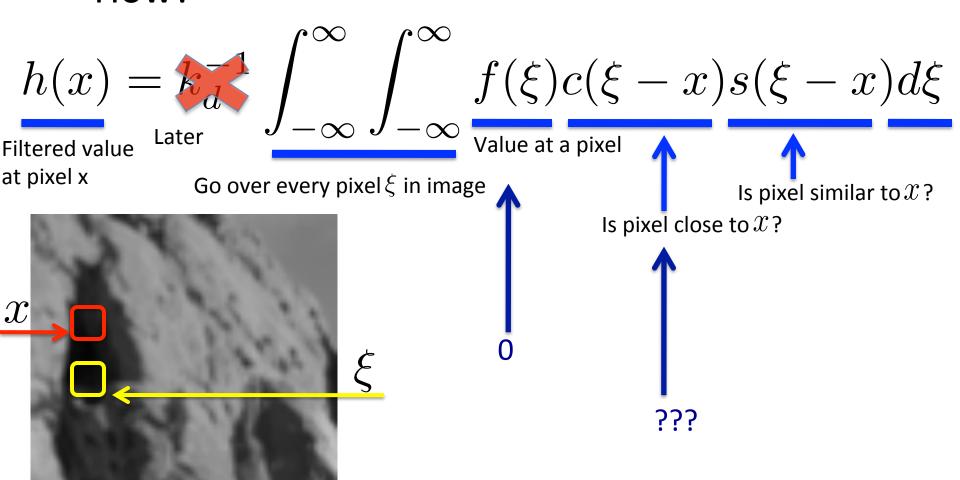
Is pixel close to \mathcal{X} ?

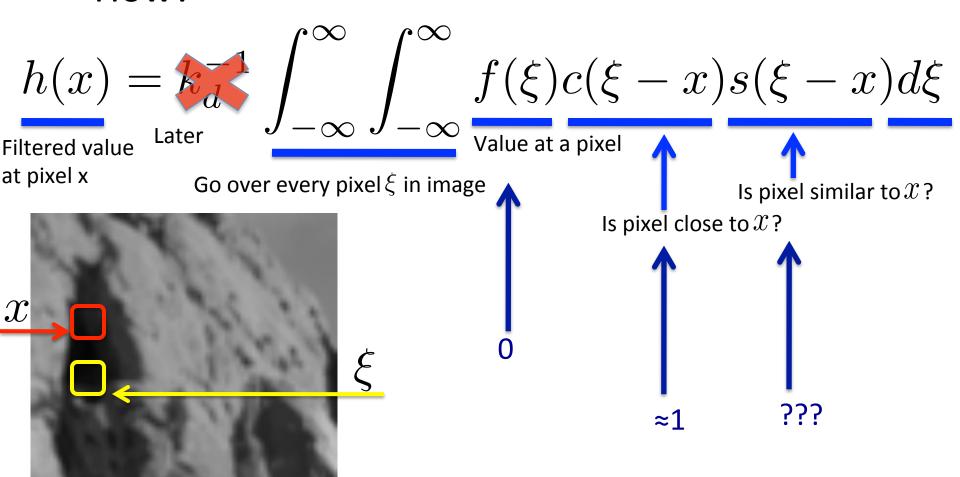
$$h(x) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(\xi) c(\xi - x) s(\xi - x) d\xi$$
 Filtered value at pixel x Go over every pixel ξ in image Is pixel close to x ?

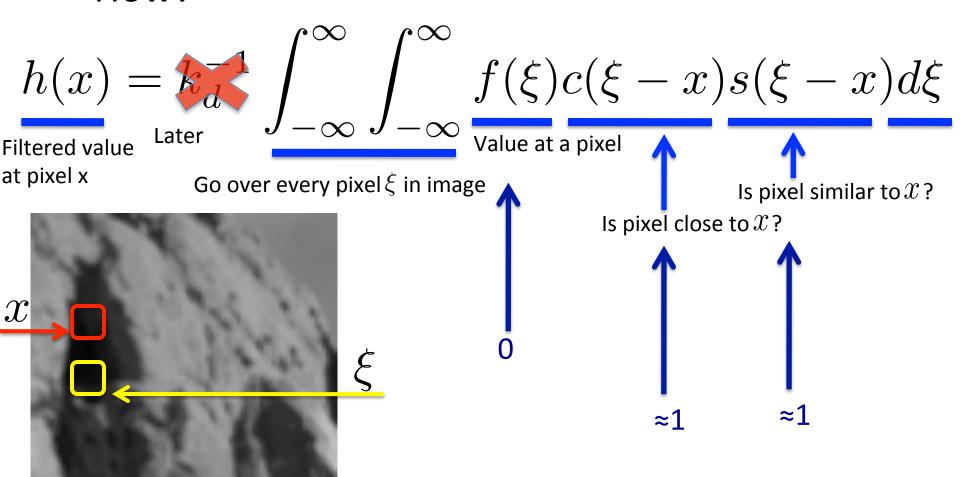


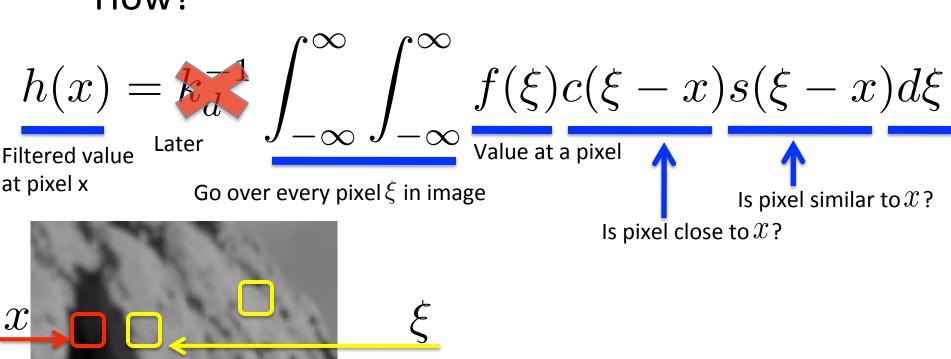


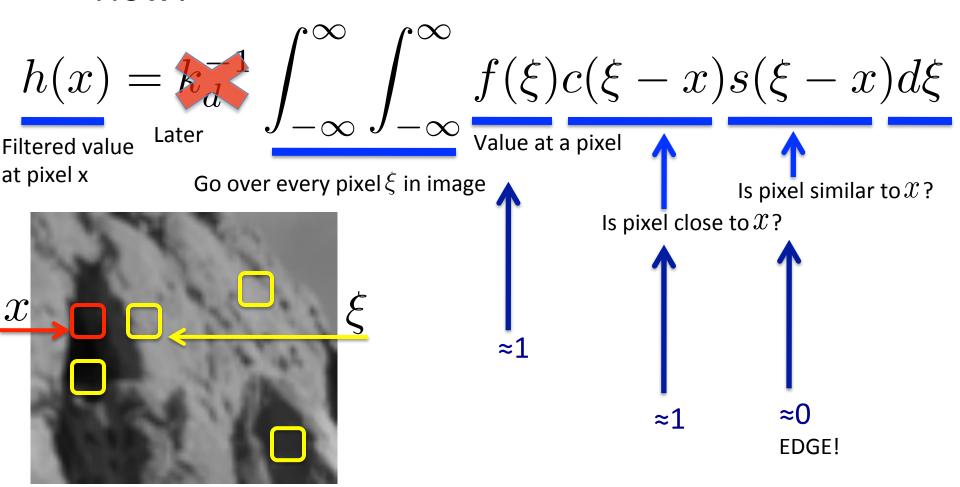


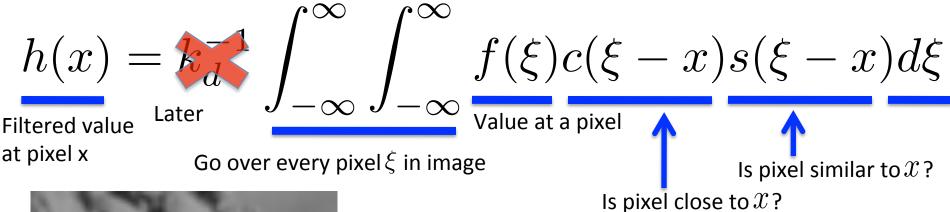


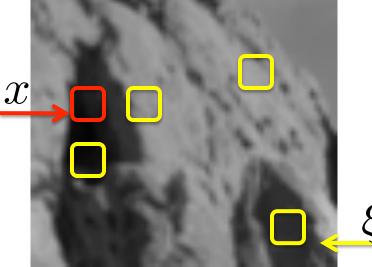


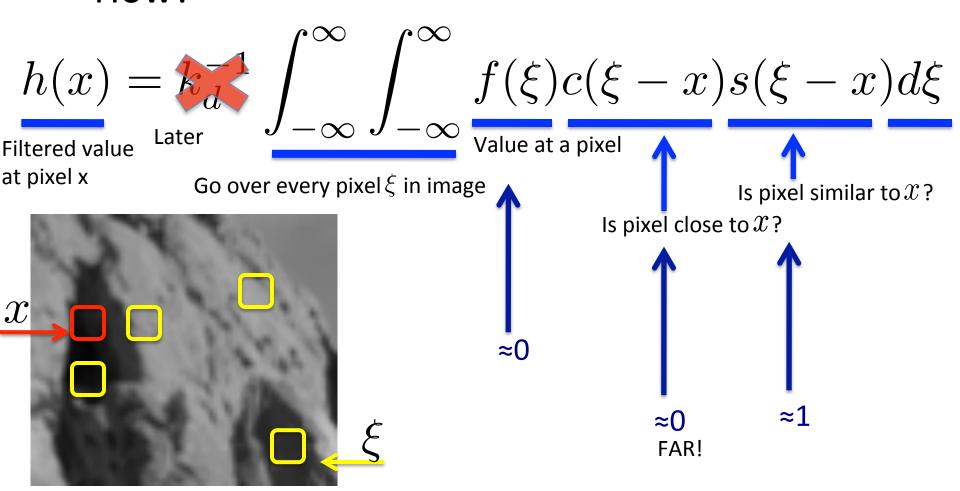


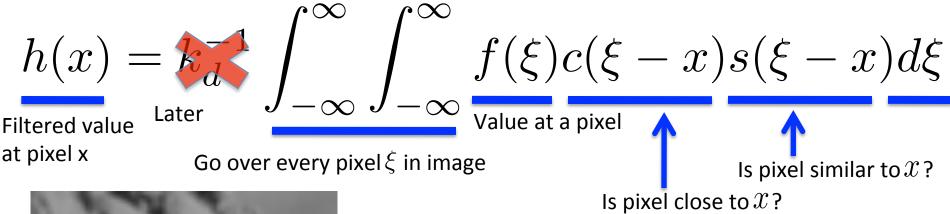


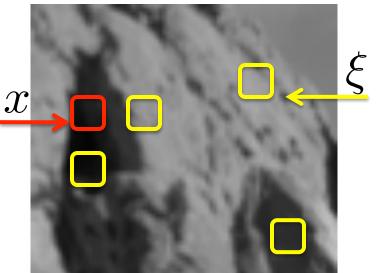


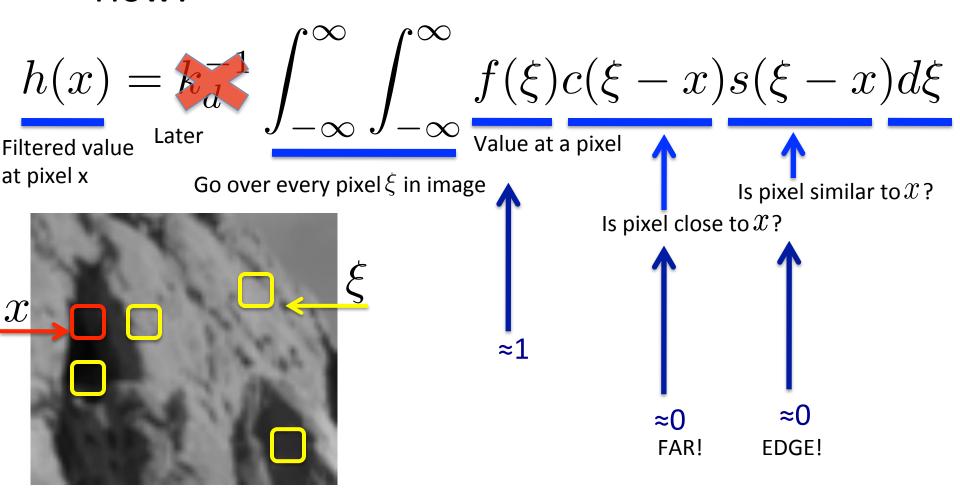








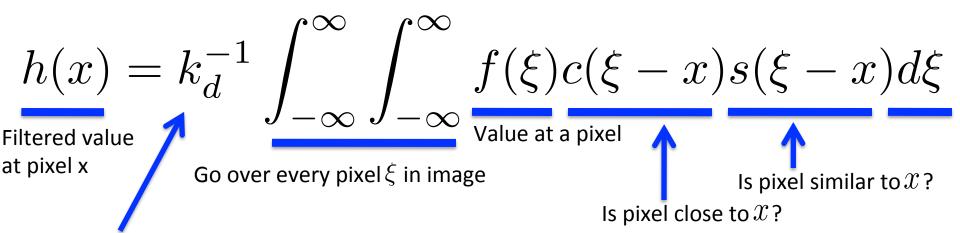




$$h(x) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(\xi) c(\xi - x) s(\xi - x) d\xi$$
 Filtered value at pixel x Go over every pixel ξ in image Is pixel similar to x ? Is pixel close to x ? Is pixel close to x ?

$$s(\xi - x) = e^{-\frac{1}{2}\left(\frac{\|f(\xi) - f(x)\|}{\sigma_r}\right)}$$

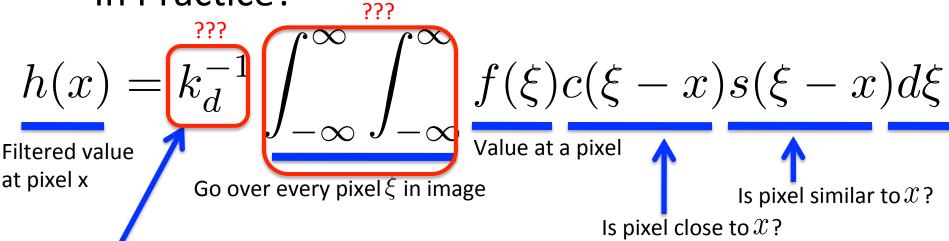
How?



Normalization:

$$k(x) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} c(\xi - x)s(\xi - x)d\xi$$

• In Practice?

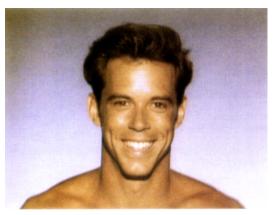


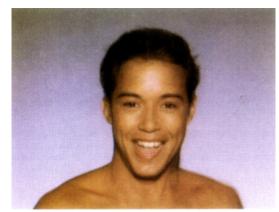
Normalization

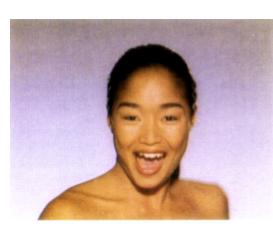
- Not going to infinity, but using a window
- Using 'for' loops instead of integral

- Similar for
$$k(x) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} c(\xi - x)s(\xi - x)d\xi$$

Questions?



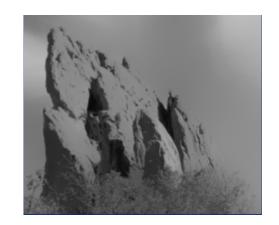




[Beier 1992]

Bilateral Filtering





[Paris 2008]