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2/17/2017

CS116 - HW3 Report

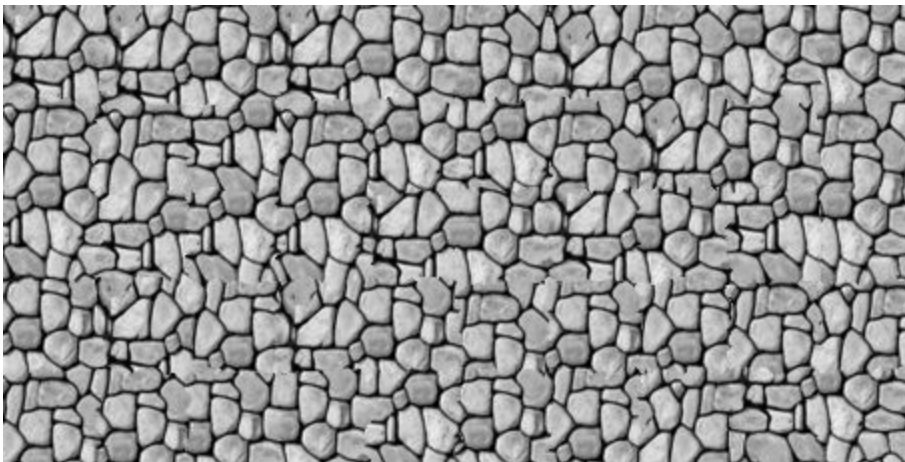
Here is original rock image grayscale



Here is my rock quilt with the default parameters

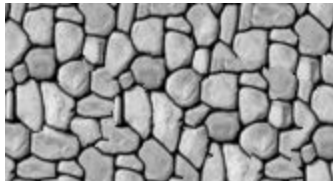


1) Here is the quilt with an increased tilesize of 50

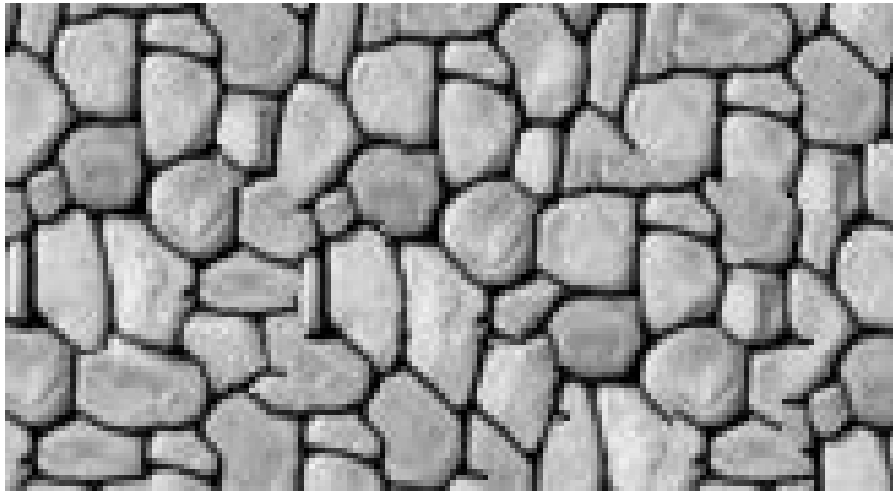


1) The image is larger because the tiles are bigger. Increased tile size also has the effect of possibly having more repeating patterns in the quilt because larger sections of the base image are uninterrupted. Though it is not really noticeable in this case.

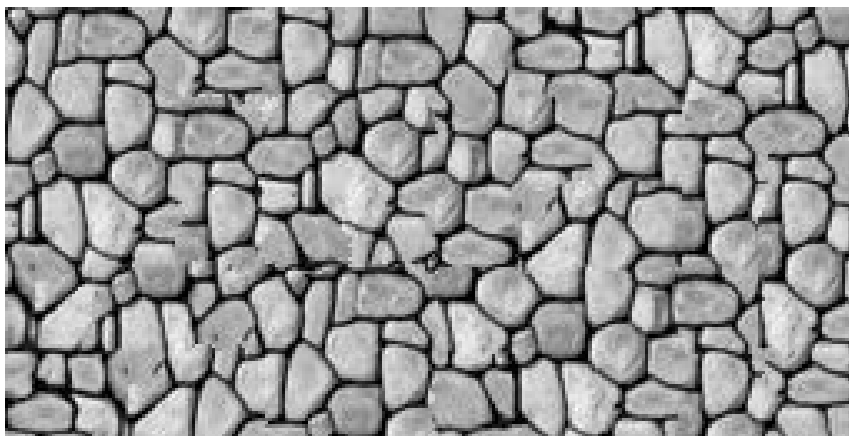
2) Here is a quilt with high overlap of 15. The result is a much smaller image than default. However it is blended quite well because of the large overlap which allows for the stitching function more options to find a low energy seam.



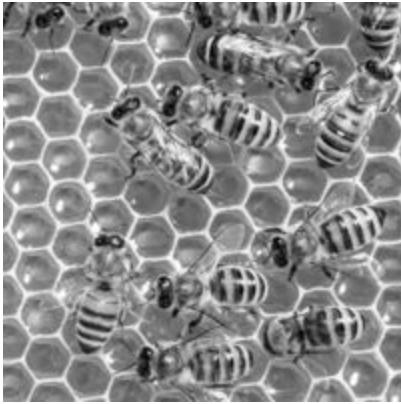
(scaled up version)



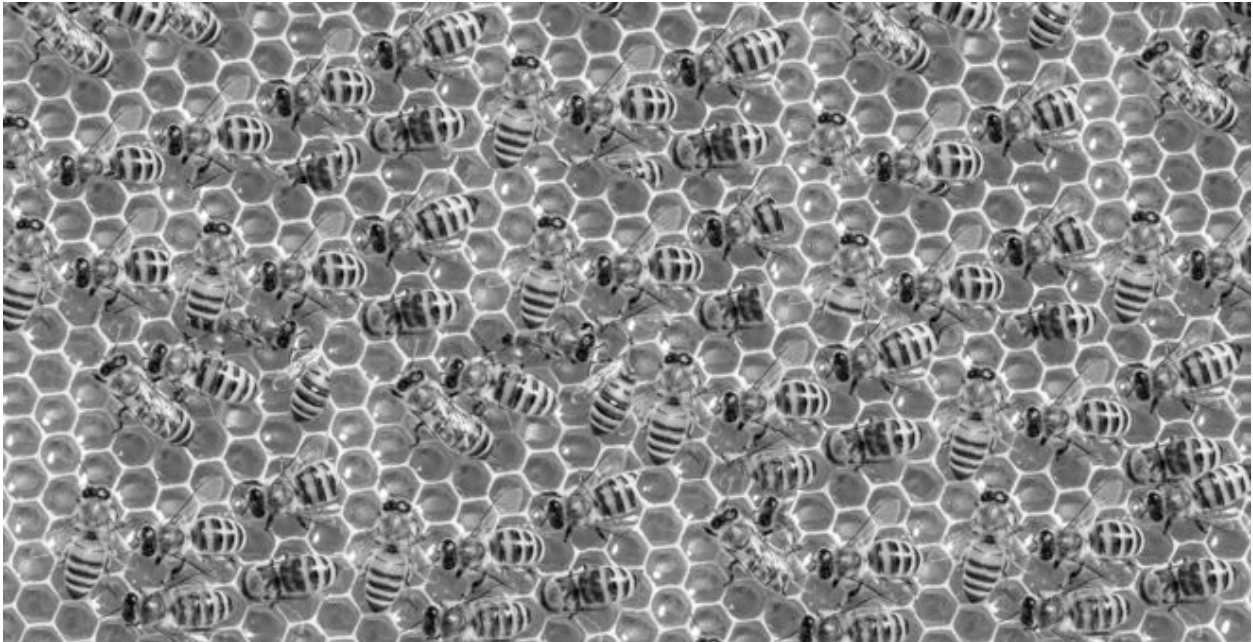
3) Here is a quilt where the K is set to 2. You can see the tiles don't match up as smooth, because it is not trying as many times to find a good match. Even though the stitching function is blending well, there are more color mismatches of rocks where half is light and other half is dark. (I scaled the image up for viewing purposes)



Bees original image

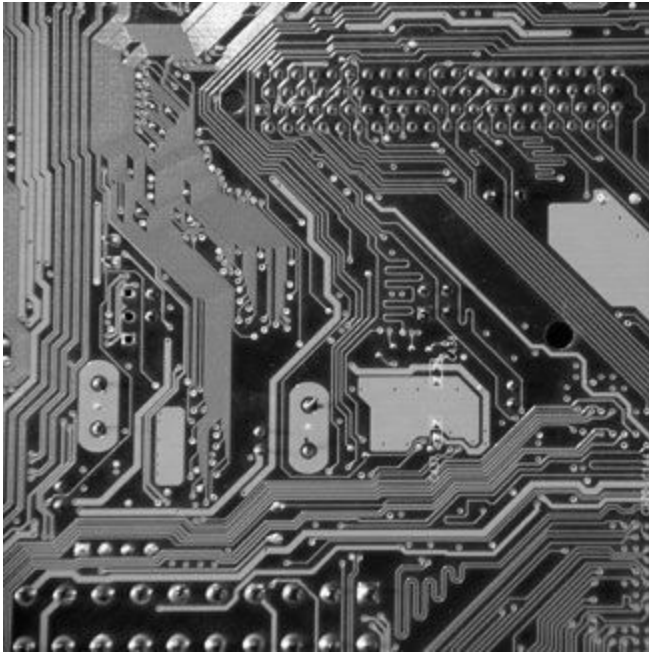


Tiles=[4,8], tilesize=100, overlap=20, K=5

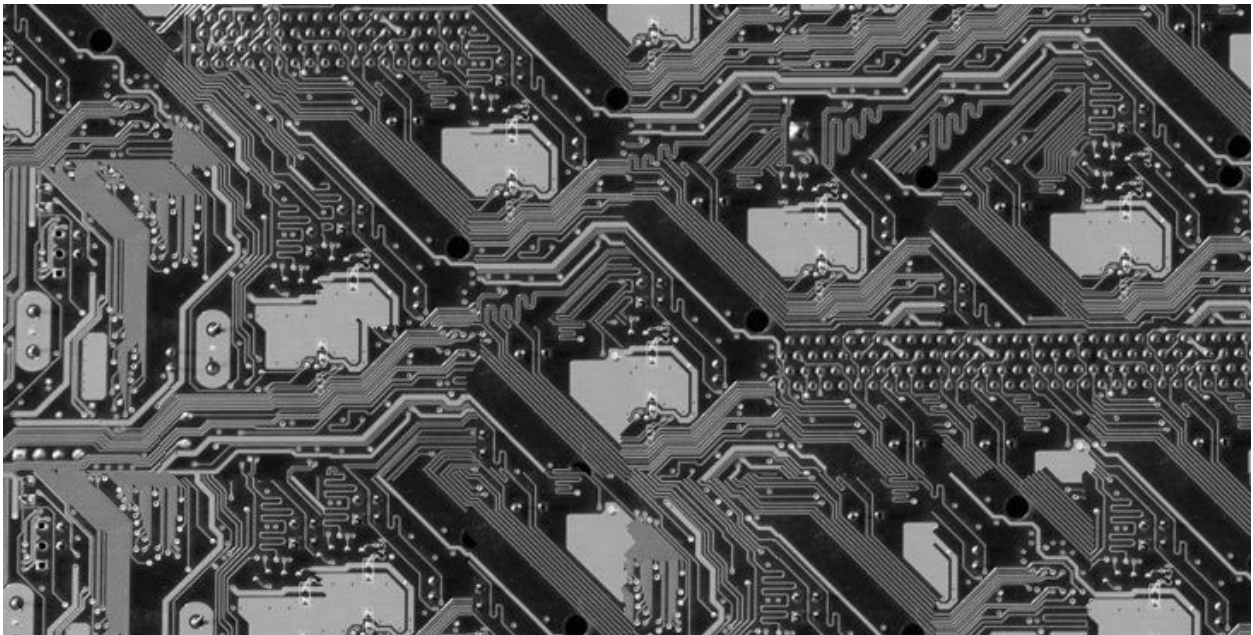


Most bees turned out okay...

Circuits original image

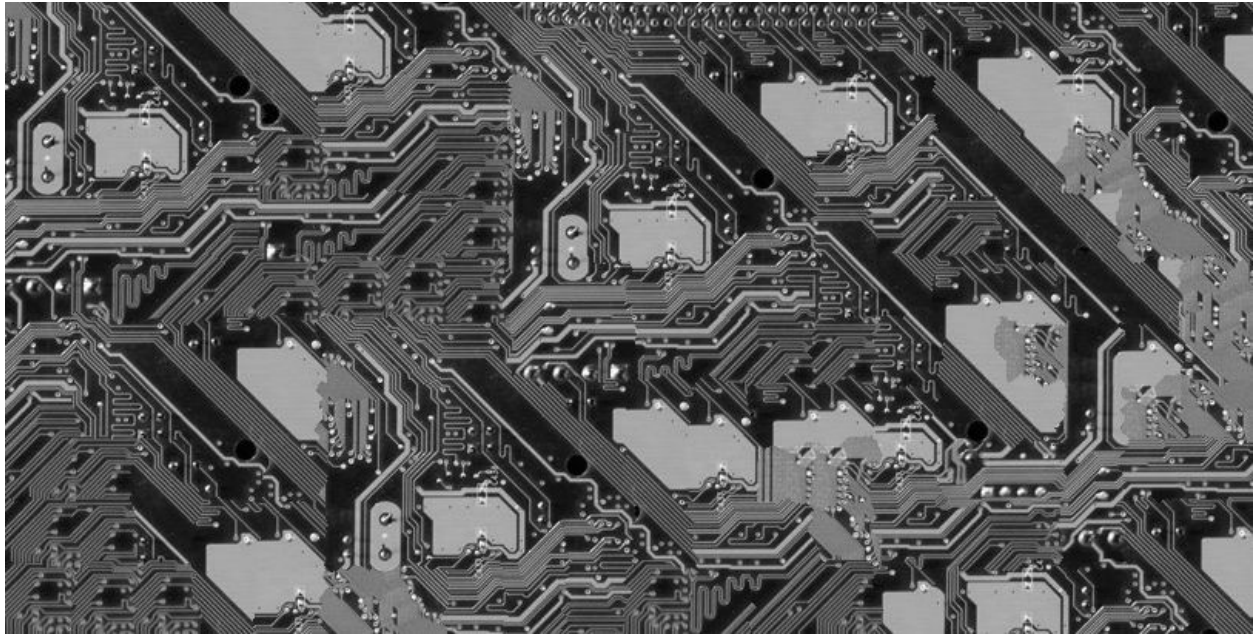


Tiles=[3,6], tileSize=100, overlap=10, K=5

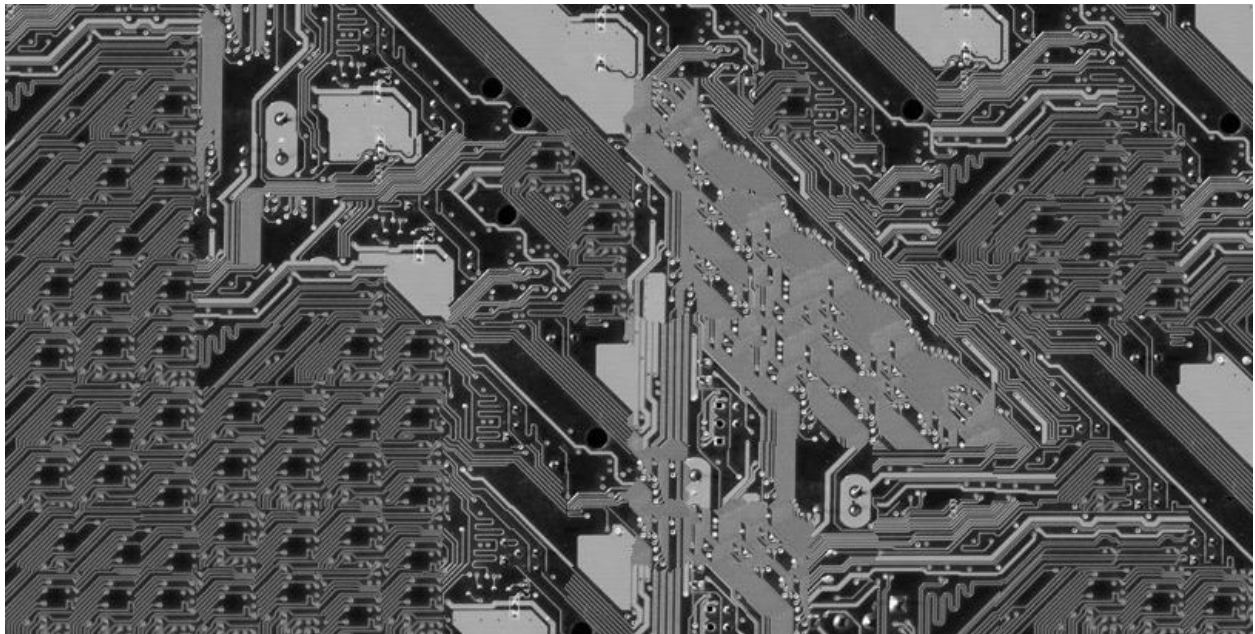


Additional variations

Smaller K and higher overlap

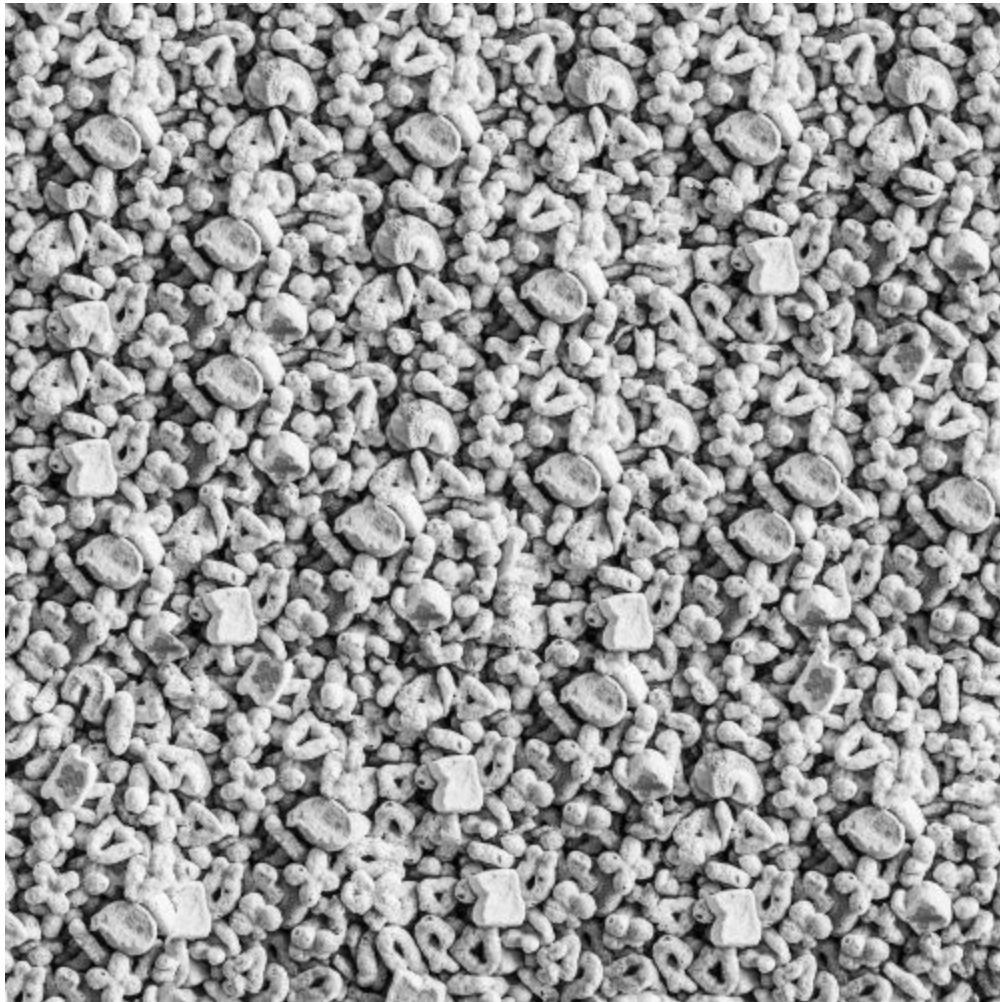


Small tile size

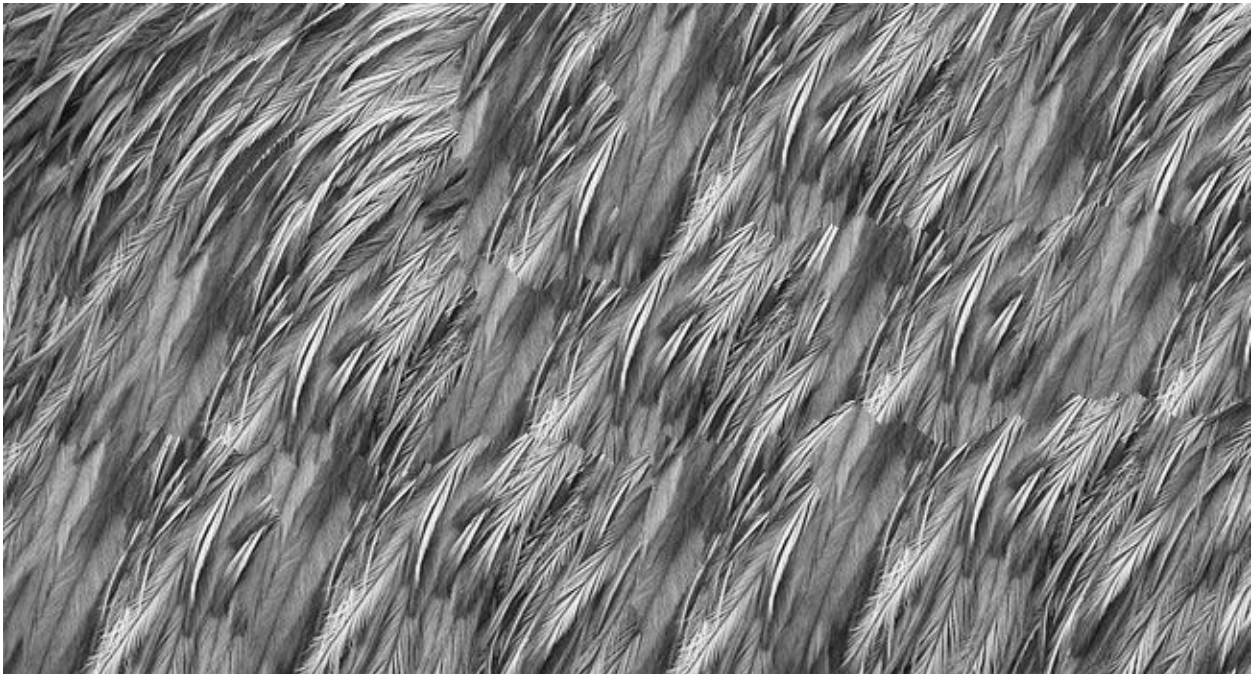


I made some more for fun

Delicious lucky charms (tried for an hour or two to get it working with color because seeing them like this was making me sad)



Feathers



Once again a very fun project!

Thank you