Today’s Class

• A little about me
• Intro to Computational Photography
• Course outline and logistics
• A little about you
About me

Raised in “upstate” NY
About me

1998-2002
Undergrad at SUNY Buffalo
B.S., EE and CSE

2002-2007
Grad at Carnegie Mellon
Ph.D. in Robotics

2007-2008
Postdoc at Beckman Institute

2009-
Assistant Prof in CS at UIUC
My research
My Research

- Vehicle
- Animal
- head
- leg
- wheel
- Four-legged
- Mammal
- Can run, jump
- Is herbivorous
- Facing right
- Move on road

Farhadi et al. 2010
My Research

Recovering 3D layout and context

Hedau et al. 2009, 2010
My Research

Editing images as if they were 3D scenes

(video)  Karsch et al. 2011
Some background to computational photography and ... 

The Pursuit of Realism
Depicting Our World: The Beginning

Prehistoric Painting, Lascaux Cave, France
~ 15,000 B.C.
The Empress Theodora with her court.
Ravenna, St. Vitale 6th c.
Depicting Our World: Middle Ages

Nuns in Procession. French ms. ca. 1300.
Depicting Our World: Renaissance

North Doors (1424)

Lorenzo Ghiberti (1378-1455)

East Doors (1452)
Depicting Our World: Renaissance

*Paolo Uccello,*
*Miracle of the Profaned Host* (c.1467-9)
Depicting Our World: Toward Perfection

Jan van Eyck, *The Arnolfini Portrait* (1426-1434)
Depicting Our World: Toward Perfection

Lens Based Camera Obscura, 1568
Depicting Our World: Perfection!

*Still Life*, Louis Jaques Mande Daguerre, 1837
But is a photo really realistic?
Is reality what we want?

Newlyweds

http://salavon.com
Better than realism?

City (westward)

http://salavon.com
Enter Computer Graphics...
Traditional Computer Graphics

3D geometry

physics

Simulation

GRAPHICS

projection
Computer graphics

Why so lifeless and sterile?
The richness of our everyday world

Photo by Svetlana Lazebnik
Which parts are hard to model?
People

From “Final Fantasy”

Alyosha Efros - On the Tube, London
Faces / Hair

Photo by Joaquin Rosales Gomez

From “Final Fantasy”
Urban Scenes

Virtual LA (SGI)

Photo of LA
Nature

River Cherwell, Oxford
The Realism Spectrum

**Computer Graphics**

- easy to create new worlds
- easy to manipulate objects/viewpoint
- very hard to look realistic

**Computational Photography**

- instantly realistic
- easy to acquire
- very hard to manipulate objects/viewpoint

**Photography**

Realism Manipulation Ease of capture
Computational Photography

How can I use computational techniques to capture light in new ways?

How can I use computational techniques to breathe new life into the photograph?

How can I use computational techniques to synthesize and organize photo collections?
Virtual Real World

Campanile Movie (1997)
http://www.debevec.org/Campanile/
Going beyond reality...

Benjamin Button (2008)

http://www.digitaldomain.com/benjamin_button_behind_the_scenes/
Course outline

Prof: Derek Hoiem (dhoiem@illinois.edu), SC3312

Web page:
http://www.cs.illinois.edu/class/fa11/cs498dh/
Course objectives

1. You will have new abilities for visual creation.
Course objectives

2. You will get a foundation in computer vision.
Got job?

- Google, Facebook, Microsoft, Sony, iRobot, Amazon A9, tons of startups, etc.

Course objectives

3. You’ll better appreciate your own visual ability.
Course objectives

4. You’ll have fun doing cool stuff!
Projects
Project 1: Hybrid Images
Project 2: Image alignment to Colorize the Prokudin-Gorskii photo collection
Project 3: Poisson Editing

Photos from James Hays
Project 3: Poisson Blending

Photos from Evan Wallace
Project 4: Face morphing
Project 5: Automatic Photo Stitching
Final Project

Something cool!
Project details

• Implement stuff from scratch and apply it to your own photos

• Reporting via web page (plus e-mail code)

• Afterwards, vote for class favorite(s)!

• Software/hardware
  – Matlab!
  – Machines available in EWS labs
Getting help outside of class

**Office hours**
- Currently 10-11am Mondays
- Otherwise, just stop by. If I’m not there, send me an e-mail.

**Discussion board:**
[http://groups.google.com/group/cs498-cp-uiuc](http://groups.google.com/group/cs498-cp-uiuc)

**Readings/Textbook**
Grades

- Written and programming assignments (60%)
  - More “bells and whistles” required of graduate students
- Exam (20%)
- Final Projects (20%)
- Participation

Late policy

- Up to five free days total – use them wisely!
- 10% per day after that
Academic Integrity

• Can discuss projects, but don’t share code

• Don’t look up code (even to get hints) or copy from a friend

• If you’re not sure if it’s allowed, ask

• Acknowledge any inspirations

• If you get stuck, come talk to me
Other comments

Prerequisites

• **Linear algebra**, plus some basic calculus and probability

• Experience with graphics, image processing, or Matlab will help but is not necessary

Your own camera

• Strongly recommended – can get decent cameras for reasonable $$$, e.g., [Canon SD1300 IS] ($150)
Feedback is welcome
Introduce yourselves
Final comments

• Reasons to not take the course...

• To do now
  – Interest in Matlab/Linear Algebra tutorial?
  – Please fill out the feed-forward forms
  – Any Q’s or concerns, come talk to me!

• To do later
  – Look over syllabus, etc.
  – Sign up for discussion group

• Next class: pixels and basic filtering