Looking Back, Moving Forward

Computational Photography

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Photo Credit
Lee Cullivan

Today

- Project 5 favorites
  - Lin-Ming, Greg
- Beyond this class…
- ICES forms
- Reminder: final project
  - Due Thursday night
  - Presentations on Friday during final exam period
    - 4-5 min each project, quick summary of approach + some results
    - Order decided on Friday – let me know if you can't make the whole time

Project 5 Favorites

- Lin-Ming: http://lhsu7.projects.cs.illinois.edu/cs498dwh/proj5/
- Greg: http://gmeyer3.projects.cs.illinois.edu/cs498dwh/proj5/

Cylindrical/Spherical Image Stitching

(on board)

Planar

Cylindrical

Spherical

Results from
Thapanapong Rakkanchanunt

This course has provided fundamentals

- How photographs are captured from and relate to the 3D scene
- How to think of an image as: a signal to be processed, a graph to be searched, an equation to be solved
- How to manipulate photographs: cutting, growing, compositing, morphing, stitching
- Basic principles of computer vision: filtering, correspondence, alignment

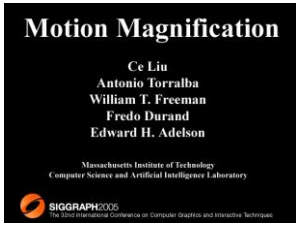
What else is out there?

Lots!

- Videos and motion
- Scene understanding
- Modeling humans
- …

Video and motion

- Video = sequence of images
  - Track points → optical flow, tracked objects, 3D reconstruction
  - Look for changes → background subtraction
  - Find coherent space-time regions → segmentation
- Examples:
  - Point tracking
    - 2D3 / Boujou 1 / Boujou 2
  - "Motion Magnification" (Liu et al. 2005)



Scene understanding

Interpret image in terms of scene categories, objects, surfaces, interactions, goals, etc.

- Remove the guy lying down (Alyosha)
- Make the woman dance or the guy get up
- Fill in the window with bricks
- Find me images with only Alyosha and Piotro

Scene understanding

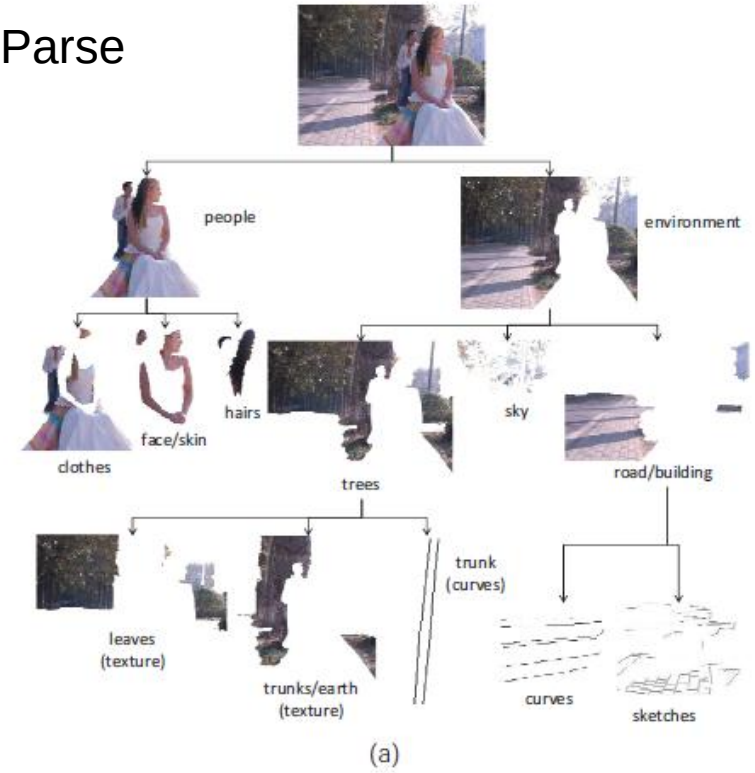
- Mostly unsolved, but what we have is still useful (and quickly getting better)
- Examples
  - "From Image Parsing to Painterly Rendering" (Zeng et al. 2010)
  - "Sketch2Photo: Internet Image Montage" (Chen et al. 2009)

Image Parsing to Painterly Rendering

Zeng et al. SIGGRAPH 2010

Image Parsing to Painterly Rendering

Parse



Brush Strokes

Sketch

Brush Orientations

Zeng et al. SIGGRAPH 2010

Image Parsing to Painterly Rendering

Zeng et al. SIGGRAPH 2010

Image Parsing to Painterly Rendering

More examples

- Sketch2photo: http://www.youtube.com/watch?v=dW1Epl2LdFM

- Animating still photographs

Chen et al. 2009

Modeling humans

- Estimating pose and shape
- Motion capture
- Face transfer
- Crowd simulation

Questions, Looking Forward

- How can we get computers to understand scenes (make predictions, describe them, etc.)?
- How can we design programs where semi-smart computers and people collaborate?
- What if we just capture and store the whole visual world (think StreetView)?
- How will photography change if depth cameras become standard?

How can you learn more?

- Relevant courses
  - Production graphics (CS 419)
  - Machine learning (CS 446)
  - Computer vision (CS 543)
  - Optimization methods (w/ David Forsyth)
  - Parallel processing / GPU
  - HCI, data mining, NLP, robotics

Computer vision (w/ me Spring 2012)

Similar stuff to CP

- Camera models, filtering, single-view geometry, light and capture

New stuff

- Scene understanding
  - Object category recognition
  - Action/activity recognition
  - Edge detection, clustering, segmentation
- Videos
  - Tracking, optical flow
  - Structure from motion
- Multi-view geometry

How do you learn more?

Explore!

Thank you!