**Interactive Computer Graphics 2023 Spring, Term Project Report**

**Color Harmonization**

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# Abstract

An image can be considered harmonious if we feel comfortable based on our individual perspective. Conventionally, artists and visual designers have been relying on their own instincts and artistic feelings to create impressive harmonic artworks. Color harmonization, on the other hand, is a computerized technique that applies a statistical algorithm to alter a digital image into a harmonized one. In this report, I will provide a detailed explanation of the methodology behind color harmonization, along with my own comprehensive implementation with a Graphical User Interface (GUI) using Python. Additionally, to elevate the performance in terms of time cost, some additional features not included in the original paper have been implemented.

# Contributions (貢獻)

The main contributions in my implementation can be categorized into two areas: GUI-related and algorithm-related, and are summarized as follows:

* + Algorithm-related contributions
    1. The first full implementation of the original paper (Cohen-Or et al., 2006), including all details of the algorithm, with additional features as undermentioned, among resource that can be found on public Internet, to the best of my knowledge.
    2. The harmonic scheme of the harmonization process can be either based on the target image itself, or on an optional reference image.
    3. In conjunction with a Super Resolution (SR) technique (Wang et al., 2021), an enhancement has been made to improve the efficiency of the algorithm. This enhancement enables the use of smaller-sized inputs for the main process without sacrificing quality. Further details are described in Section 4.
    4. In conjunction with GrabCut (Rother et al., 2004), a foreground-background image segmentation technique, a high-level application has been developed to let users selectively apply the color harmonization process on background (and the color harmony is based on the foreground), or vice-versa. This was also mentioned in the original paper. Further details are described in Section 4.
    5. Users have the option to choose between selecting a specific template type or allowing the program to automatically search for the best template type. The concept of template types will be discussed in greater detail in Section 3.
  + GUI-related contributions
    1. The first implementation along with a stand-alone GUI, including several extensive and user-friendly features, listed undermentionedly.
    2. Four ways to load image: 1) from local 2) drag-and-drop 3) from URL 4) from clipboard. This enables the ample flexibility for individual users.
    3. A specific GUI panel for algorithm settings for each single loaded image individually. The settings incorporate the template type of the harmonic schemes, the resize-ratio, and an optional reference image. These terms will be further explained in Section 3.
    4. All algorithms run on other threads. The user-interface is not frozen; thus, users can continue operating (e.g., load another image) while the harmonization process is concurrently running.
    5. An immediate and clear comparison will be displayed right after a process is done. This further enhances the user experience in terms of convenience and practicality.

# Introduction

Color harmonization (Cohen-Or et al., 2006) is a statistical algorithm which aims to transform digital images into visually pleasing and harmonious images. Traditionally, artworkers have always used their own sensibilities to do artworks, such as paintings. However, with the advent of computerized methods, color harmonization can now be achieved in a statistical and systematic way. In this report, we delve into the methodology of color harmonization, presenting a comprehensive implementation with a Graphical User Interface (GUI) using Python. The objective of this project is to provide users with a user-friendly tool that enhances their ability to create harmonized images efficiently.

Algorithmically speaking, in this project, I have implemented the full content of the original paper, including 1) harmonic scheme selection for the best one, 2) Graph-cut optimization (Boykov & Jolly, 2001) based on the selected best harmonic scheme, and 3) the color-shifting in conjunction with a normalized Gaussian function, as well as 4) some high-level application such like foreground-only or background-only harmonization with the help of image segmentation. Furthermore, 5) the option for users to apply the harmonization process based on either the target image itself or an optional reference image. These all result in a satisfied completeness and accomplishment implementation, which is the first one that implemented the full process and features of the original paper among the resource that can be found on public Internet, to the best of my knowledge.

On the GUI side,

# Method

# Implementation and Results

# Discussion

# Conclusion

# Implementation-Related Acknowledgements

# Reference

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