

Topic:

We choose the image warping technique described in lecture 6.1.3

Motivation (2-4 sentences): Why did you choose this topic? What do you hope to learn?

We chose this topic because we hope to learn the critical skill of mapping points for transformation from one image to another. Image triangulation is also a critical skill for modeling since many techniques leverage triangulation. This project will reinforce many basic and common computational photography techniques.

Milestones (table or bullet list): What steps are required to complete the project?

When do you expect to complete each. You should hold yourself to this plan?

- April 1: Proposal turned in
- April 7: Point, correspondence (Milestone 1)
- April 13: Create triangulation mesh (Milestone 2)
- April 20: Linear Interpolation (Milestone 3)
- April 27: Affine Transformation (Milestone 4)
- May 1: Tie it all together (Milestone 5)
- May 5: Administrative portion complete (Milestone 6)
- May 8: Lab due

Evaluation (2-4 sentences or list): How will you test your method?

- Demonstration of image warping using faces, animals and miscellaneous warps (i.e. human to animal face, Summer to Winter, etc.). By demonstrating that a large scope of images can successfully warp, we will demonstrate completion.

What do you consider a successful outcome?

- The image warping software can replicate image warps from the lecture with similarly successful outcomes as well as other commonly found image warps.

Resources (bullet list): What resources do you need to complete your project (data, computation, equipment, etc.)?

- Images
- Computers
- GIT

Verify that you have them or explain how you will acquire them.

- We have access to all three.

Group: what will be the contributions of each group member

- Brayden will handle Milestone 2,4,6
- Caleb will handle Milestones 1,3,5