



## European Ph.D. defense

Communauté  
d'Agglomération de  
**La Rochelle**

# Segmentation and indexation of complex objects in comic book images

Christophe Rigaud  
December 11<sup>th</sup>, 2014

Co-supervised by:

Jean-Christophe Burie<sup>1</sup>  
Dimosthenis Karatzas<sup>2</sup>  
Jean-Marc Ogier<sup>1</sup>

# Comic books

## Introduction

*“a visual medium used to express ideas via images, often combined with text or visual information”*

Wikipédia, 2014

*“One of the most popular and familiar forms of graphic content”*

Hiroaki Tobita, Sony CSL Interaction Laboratory, 2014

# Comic books

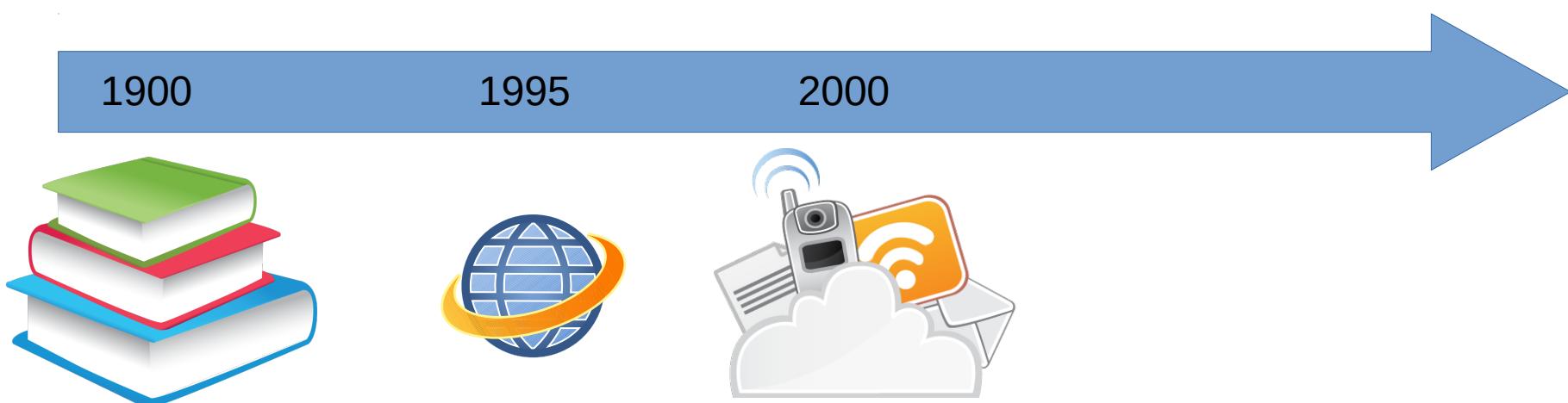
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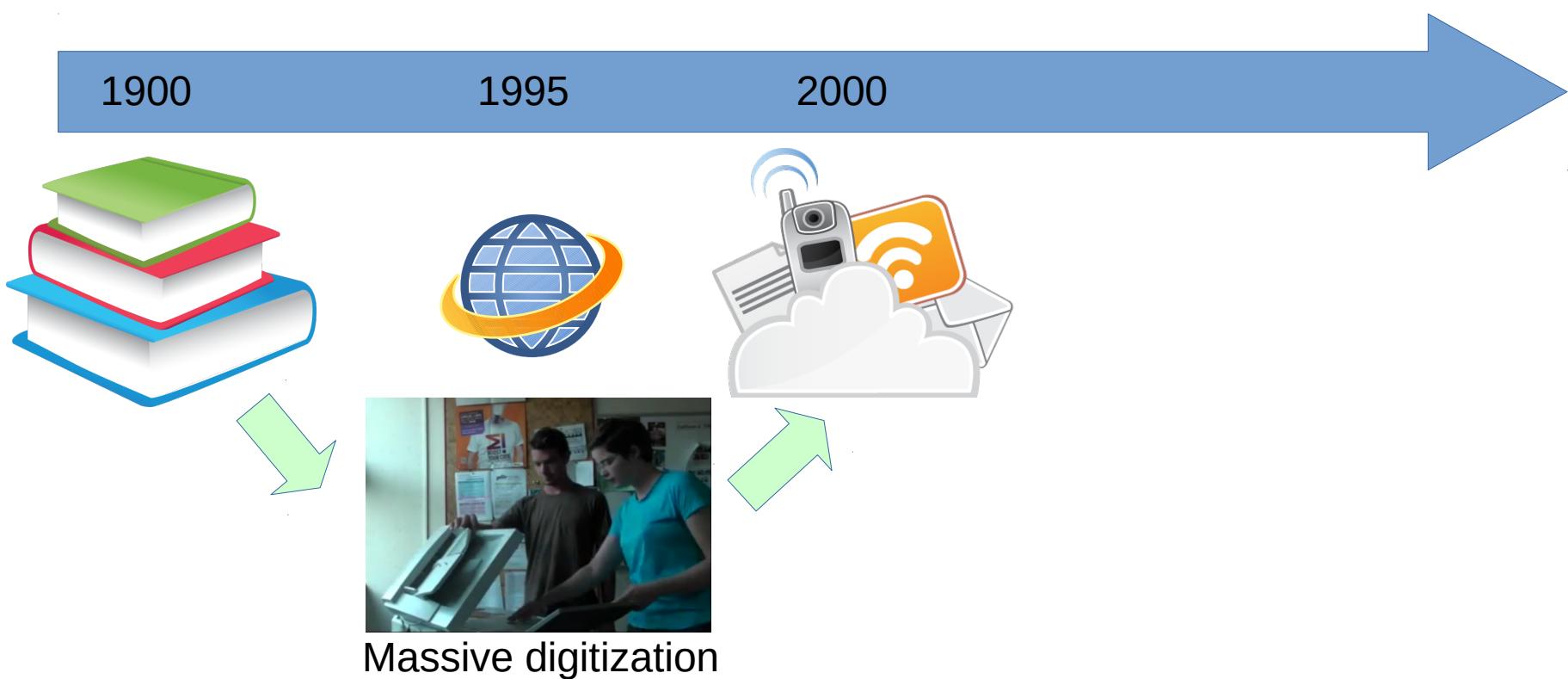
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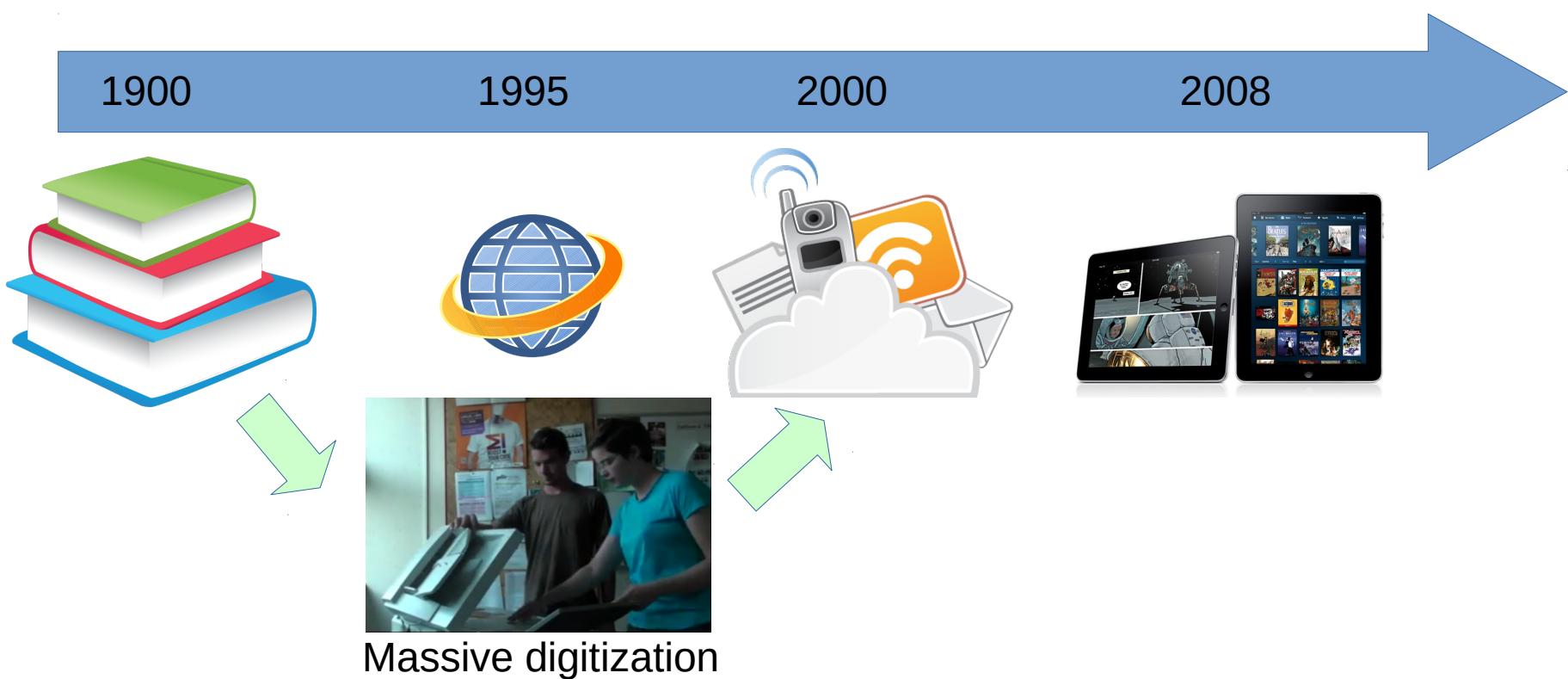
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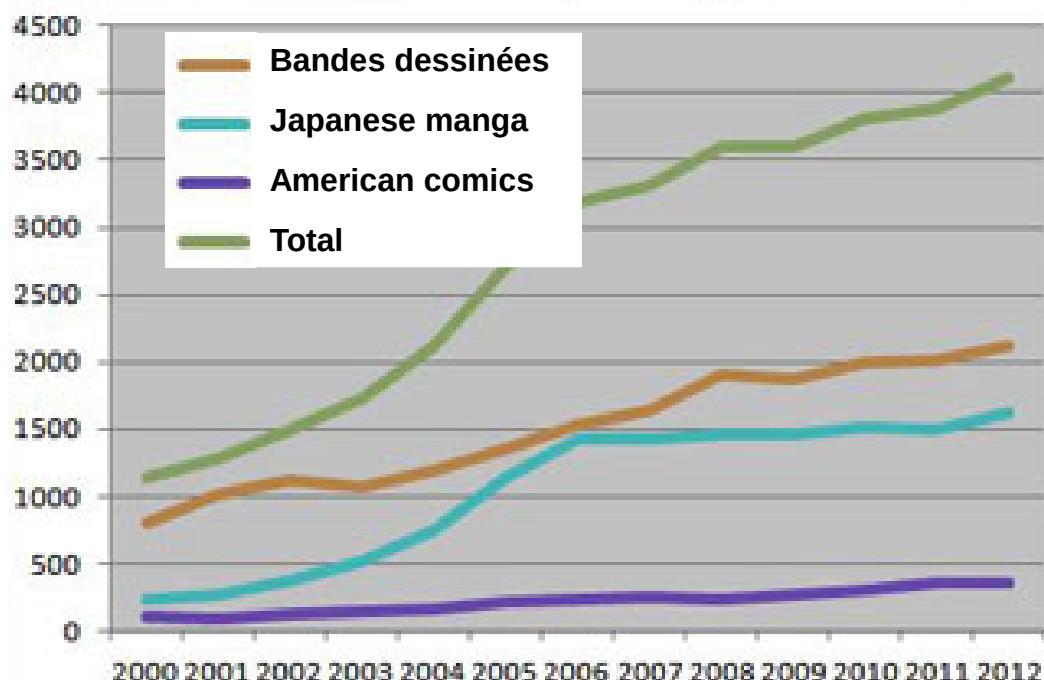
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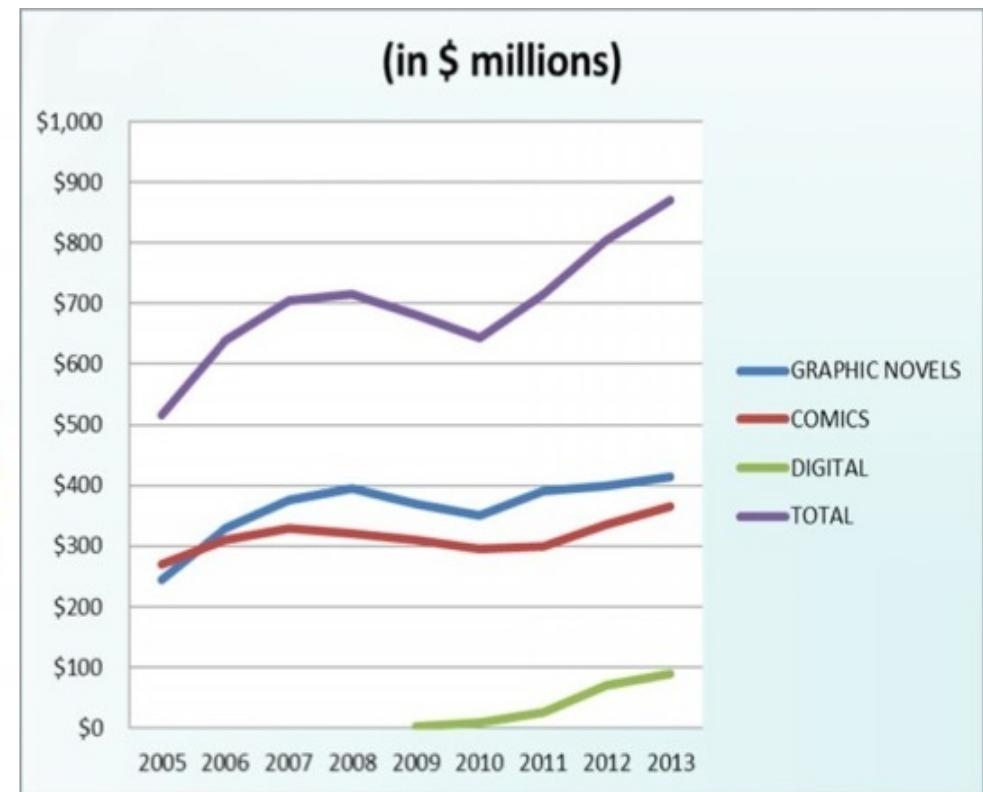
# Comic books

## Introduction



Francophone comics production

Infographie (c) L'Agence BD d'après les chiffres de Gilles Ratier/ACBD.



Comics market in the US

Milton Griepp's White Paper, ICv2 Conference 2014

- eBDthèque project (since 2011)
  - Add value to **digitized comics** using the **new technologies**
    - Content extraction (thesis of Christophe Rigaud)
    - Knowledge representation (thesis of Clément Guérin)
  - Public founding CPER 2007-2013
  - 2 Ph.D. students, 1 engineer, 1 post doc, 6 professors (L3i)
- Scientific challenges
  - Mixed contents of a **graphical** and **textual** nature
  - Combination of the difficulties of **free-form** and **complex background** documents
  - Recent field of research with a **largely unknown**
- Objectives
  - Propose **generic approaches** able to **retrieve** as many **elements** as possible from **any comic book image**
  - Provide a **first dataset** and **ground truth**

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- Panel extraction
- Balloon extraction
- Text extraction & recognition
- Comic character extraction
- Conclusions



Pencil drawing. Image credits: Le cycle des bulles, Christophe Rigaud, 2012

# Panel extraction

# Background

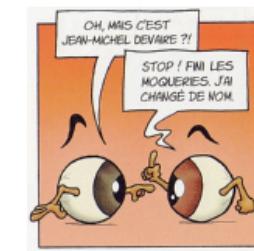
- Challenges

- Diversity of styles (gutter, implicit)
- Semi-structured layout



- Panel extraction

- White line cut [Chung07]
- Recursive X-Y cut [Eunjung07]
- Gradient [Tanaka07]
- Connected-components [Arai10, Pang14]
- Polygon detection [Li14a]
- Corners and line segments [Stommel12]



- Conclusions

- Problem solved for common manga and European comics if treated separately
- Remaining difficulties are for connected, nested and implicit panels
- No approach tested over all comics styles, no dataset, no reproductive results

# Panel extraction

# Background

- Challenges

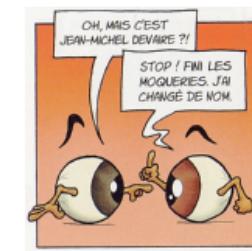
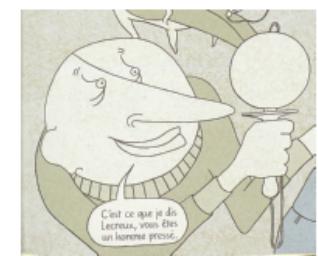
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- Problem solved for manga and other comics if treated separately
- Remaining difficulties are for connected, nested and implicit panels
- No public dataset, no reproductive results



# Balloon extraction

- Challenges
  - Shape and contour variations
  - Implicit balloons

- Extraction
  - Connected-components [Arai 2011, Ho 2012]

- Conclusions
  - Closed balloon solved (with text)
  - Implicit balloons, classification and tail to explore

Image	Shape	Contour
	Oval	Smooth
	Rectangle	Smooth
	Oval	Wavy
	Oval	Spiky
	Oval / implicit	Smooth / Implicit

# Balloon extraction

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# Text extraction & recognition

## Background

- Challenges
  - Non-standard fonts
  - Multi-script/orientation/scale
  - Complex background (sound effects)
  - Hyphenation, voluntary spelling mistakes
- Extraction
  - Sliding Concentric Windows + SVM [Su11]
  - Connected-components [Ho12, Pang14]
  - SVM and Bayesian classifier [Li14b]
- Recognition
  - OCR trained for a specific comics font [Ponsard12]



## • Conclusions

- Speech text (from balloons)
- Captions and sound effects unexplored
- Text recognition very poor

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# Comic character extraction

## Background

- Challenges

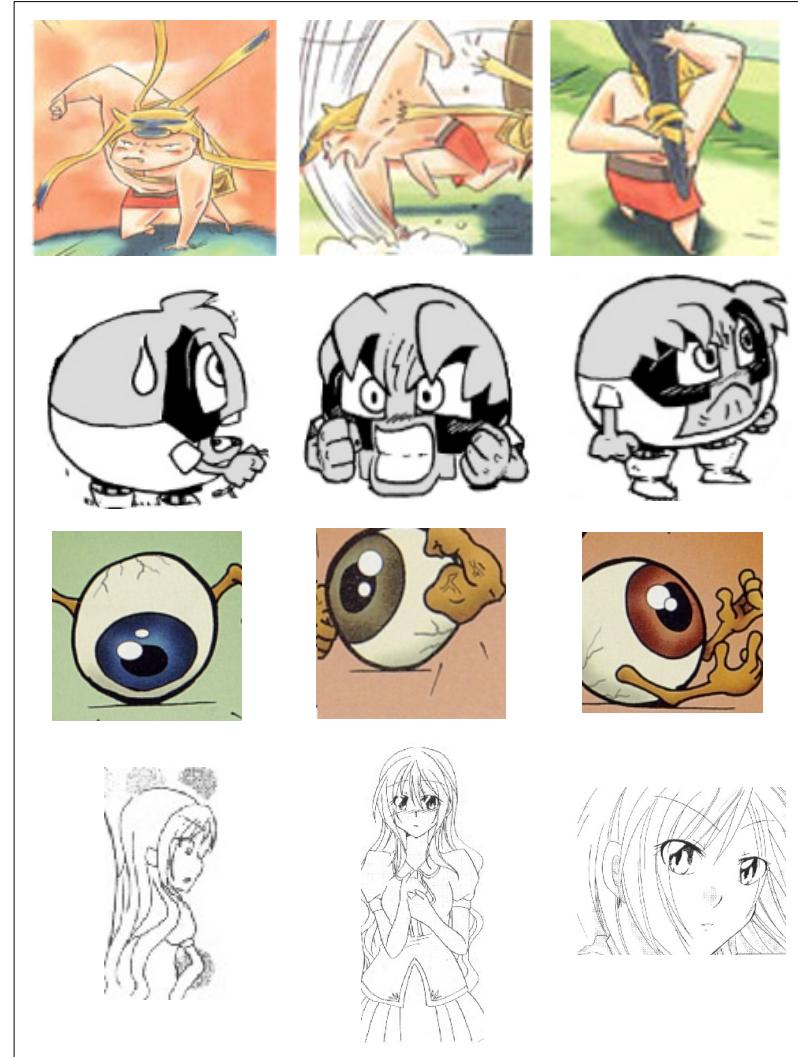
- Hand-drawn, stroke-based
- Intra/inter class variability
- Scale, deformation, posture, occlusion

- Extraction & recognition

- Manga faces [Cheung2008, Sun2010, Kohei2012]
- Cartoons [Khan2012]

- Conclusions

- Preliminary results
- Complex and versatile structure
- Contains most of the interesting information



# Comic character extraction

## Background

- Challenges

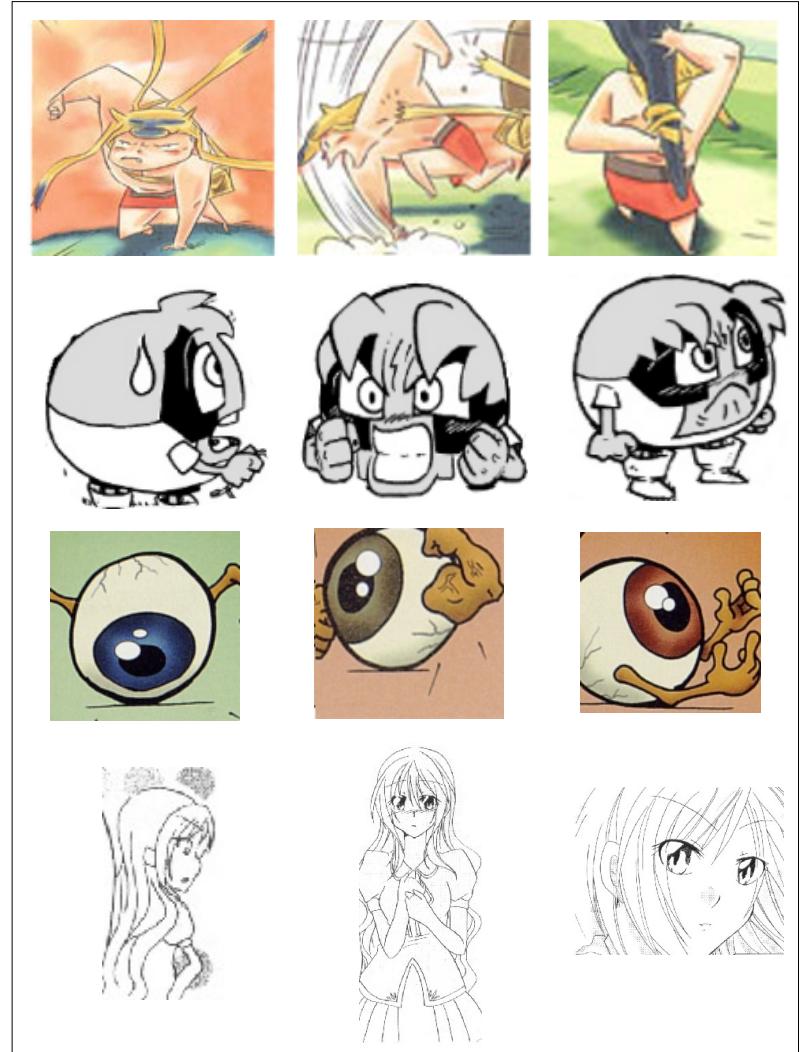
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# Conclusions

# Background

Element	Process type	Advancement
Panel	Localisation	60%
	Classification	0%
Balloon	Localisation	20%
	Classification	0%
	Tail detection	0%
Text	Localisation	30%
	Recognition	10%
Comic character	Localisation	5%
	Identification	10%
	Face/pose	0%
Context	Inter-element link	0%
	Situation retrieval	0%
	Timestamps	30%
Dataset	Localisation	0%
	Semantic	0%

- Introduction
- Sequential approach
- (Independent approach)
- Knowledge-driven approach



Inking. Image credits: Le cycle des bulles,  
Christophe Rigaud, 2012

- **Introduction**
- Sequential approach
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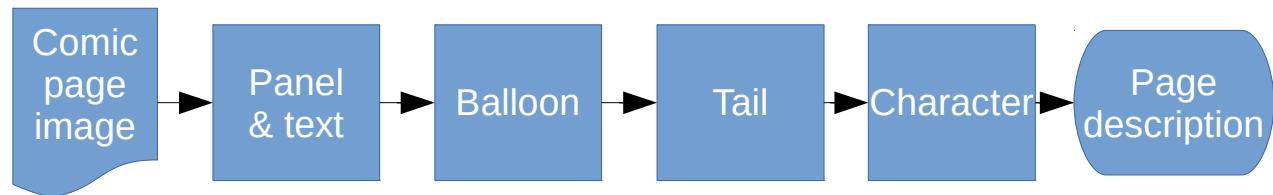
Inking. Image credits: Le cycle des bulles,  
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# Introduction

- Objective: cover the **widest** possible **scope** of study

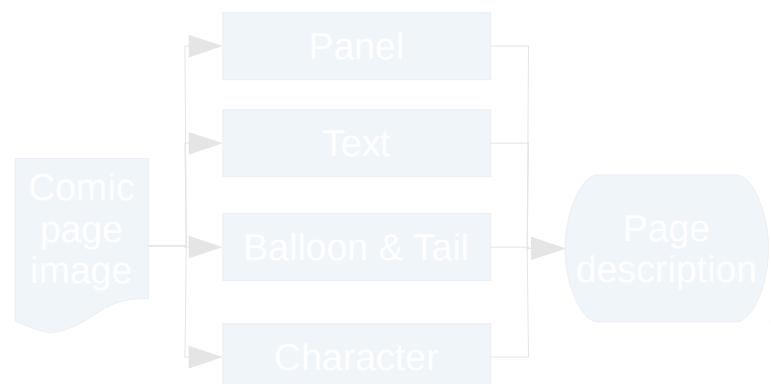
- Content-driven

- **Sequential** approach
    - Similar to literature
    - Intuitive
    - Sensible to error propagation
  - **Independent** approach
    - Avoid error propagation



- Knowledge-driven

- **Knowledge-driven** approach
    - Based on domain knowledge
    - Retrieve context



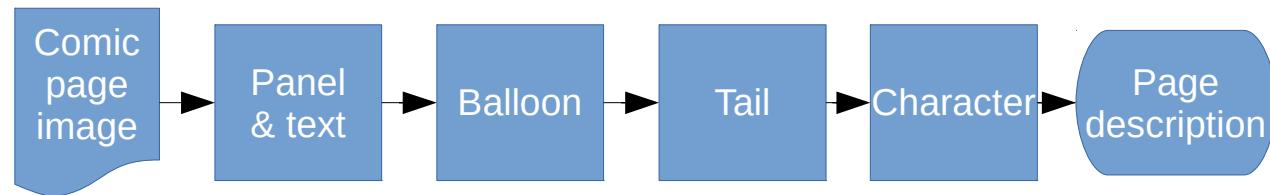
# Contributions

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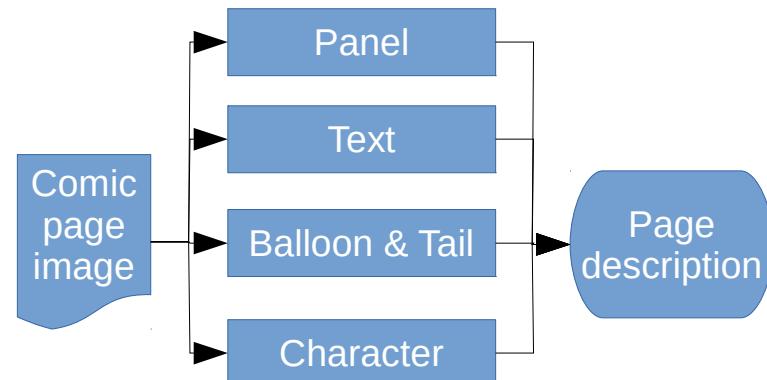
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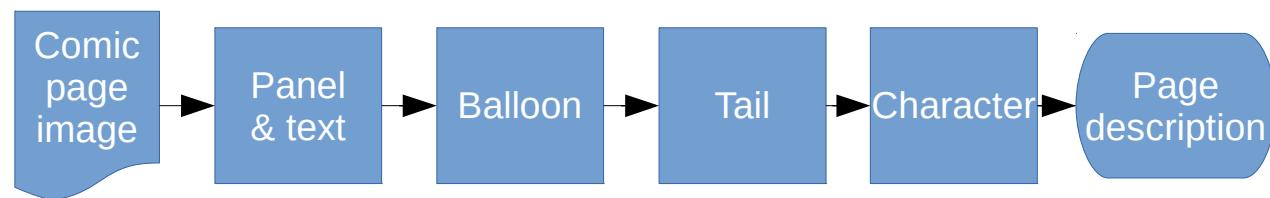
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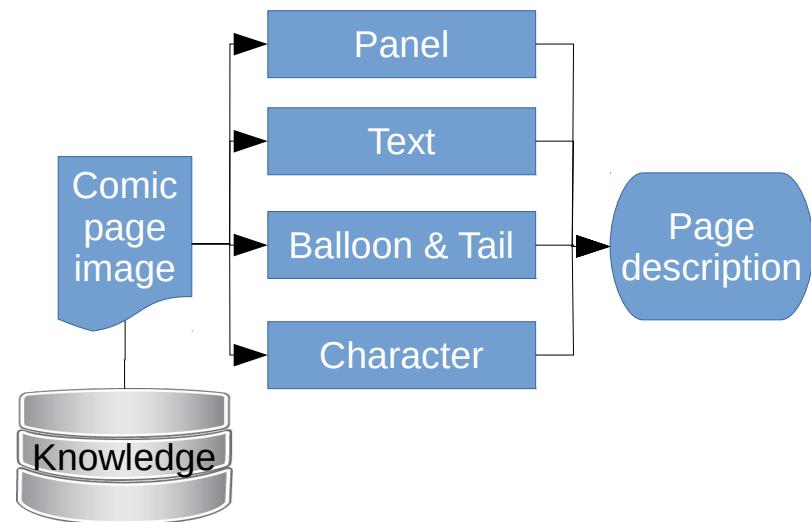
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- Sequential approach
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Inking. Image credits: Le cycle des bulles,  
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- Introduction
- Sequential approach
  - Panel & text extraction
  - Balloon extraction
  - Tail extraction
  - Comic character extraction
- (Independent approach)
- Knowledge-driven approach



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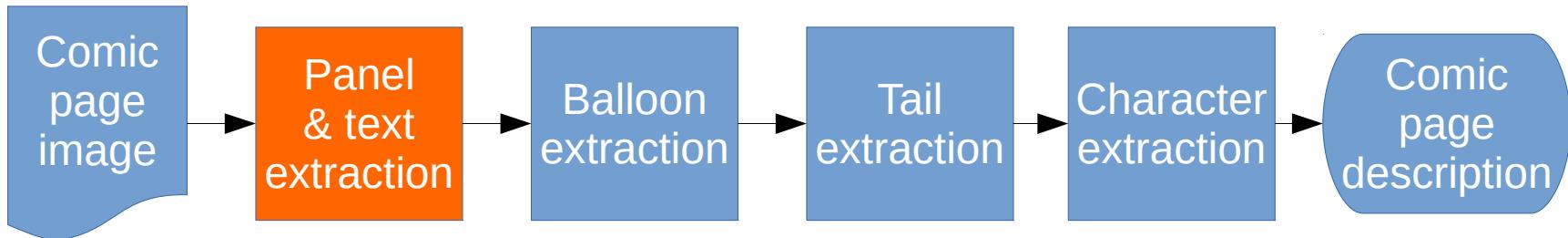
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# Panel & text extraction

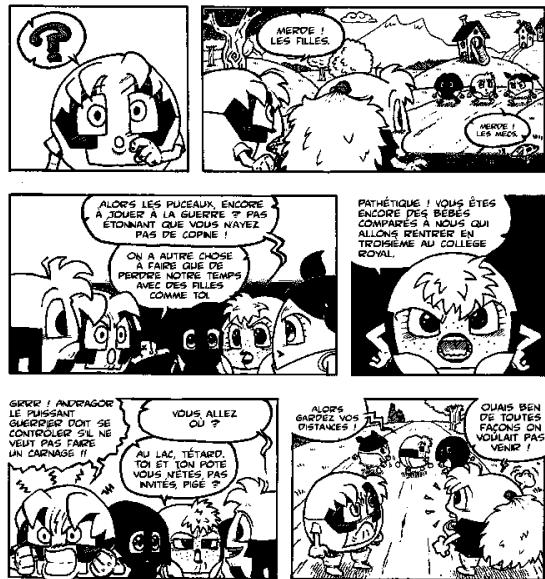
Contributions  
Sequential approach



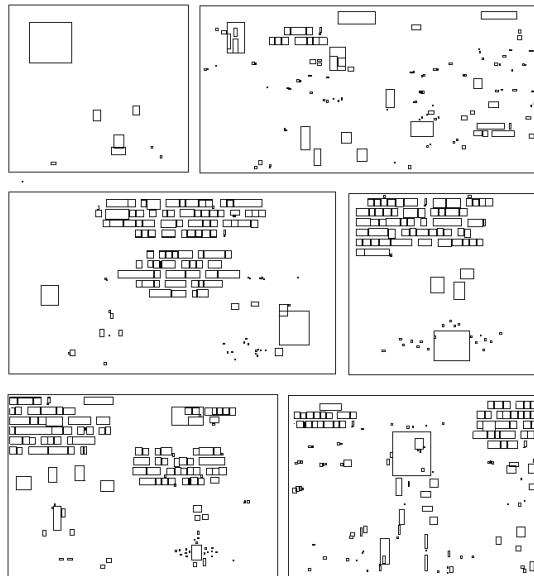
- Literature
  - Panel separated by **gutters** OR black **line**
  - **Implicit** panels no treated
  - Text **inside** balloons
- Contribution
  - **Implicit** panel extraction
  - **Location-independent** text extraction
  - **Simultaneous** panel and text extraction based on **connected-component** analysis

# Panel & text extraction

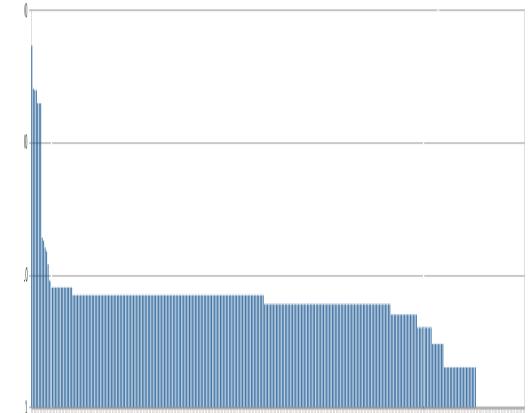
# Contributions Sequential approach



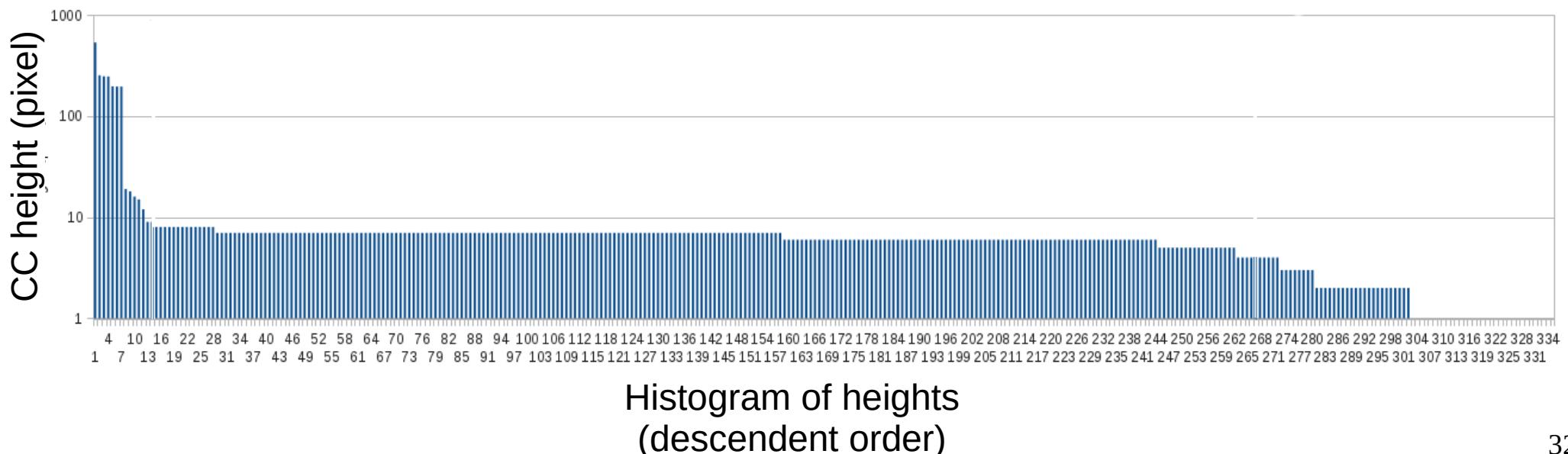
Binary image



Connected-component (CC) bounding boxes



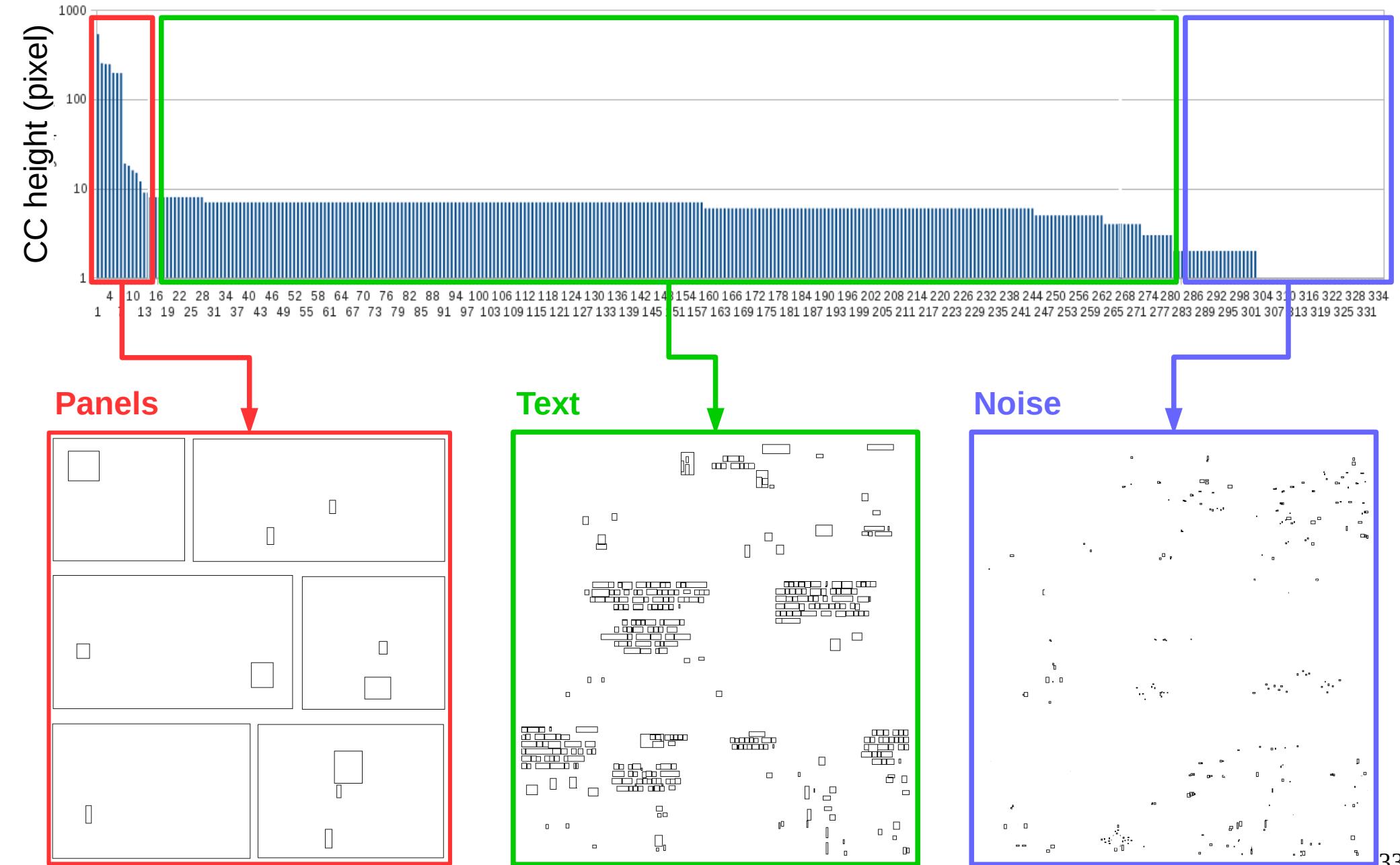
Histogram of heights of CC



# Panel & text extraction

# Contributions Sequential approach

K-means clustering (k=3)



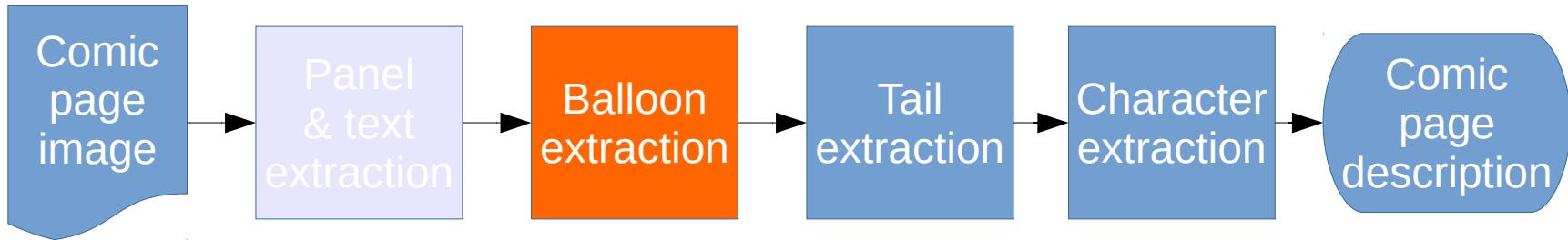
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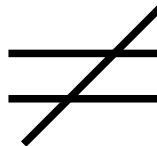
Inking. Image credits: Le cycle des bulles,  
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# Balloon extraction

Contributions  
Sequential approach



Regular balloon

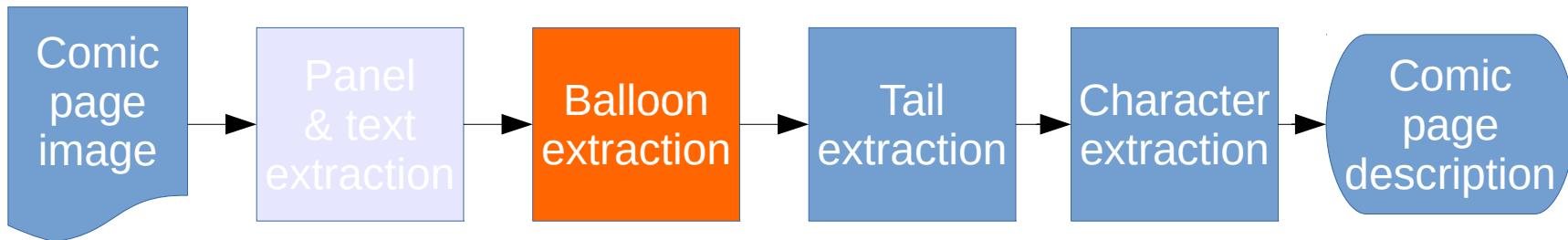


Implicit balloon

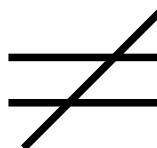
- Literature
  - Top-down approaches: extract white blobs and then text inside
  - Limited to regular balloons
- Contribution
  - Bottom-up approaches: extract text and then surrounding balloons
  - Appropriate for regular and implicit balloons

# Balloon extraction

Contributions  
Sequential approach



Regular balloon



Implicit balloon

- Literature
  - Top-down approaches: extract white blobs and then text inside
  - Limited to regular balloons
- Contribution
  - Bottom-up approaches: extract text and then surrounding balloons
  - Improvement of regular and a first approach for implicit balloon extractions

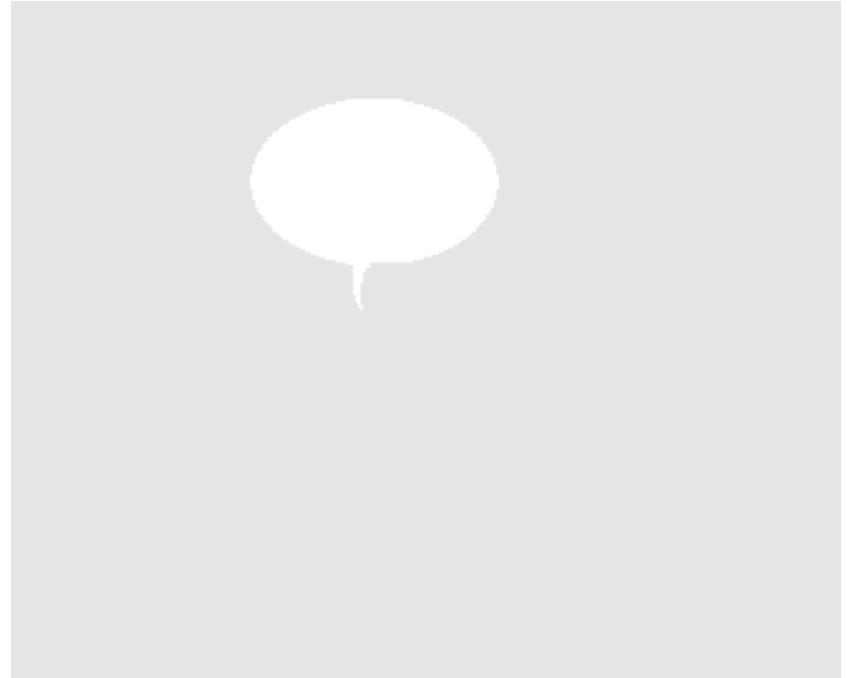
# Balloon extraction: regular

Contributions  
Sequential approach

- Assumptions
  - Panels and text block positions are known
  - Regular balloons contain centred text
- Proposition → structural analysis
  - Extract closed contours that fully include centred text



Original image



Expected result

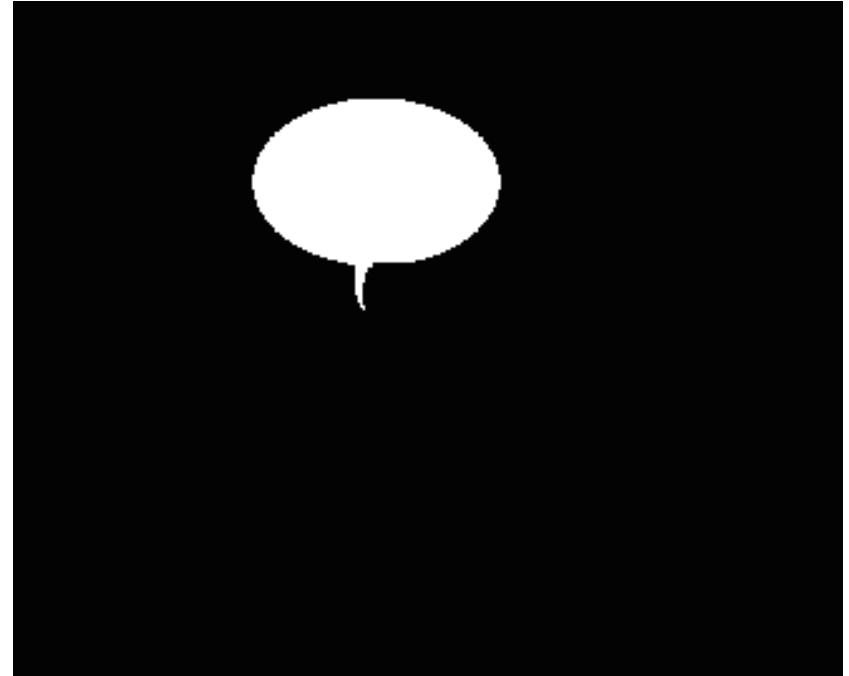
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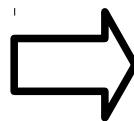
Expected result

# Balloon extraction: regular

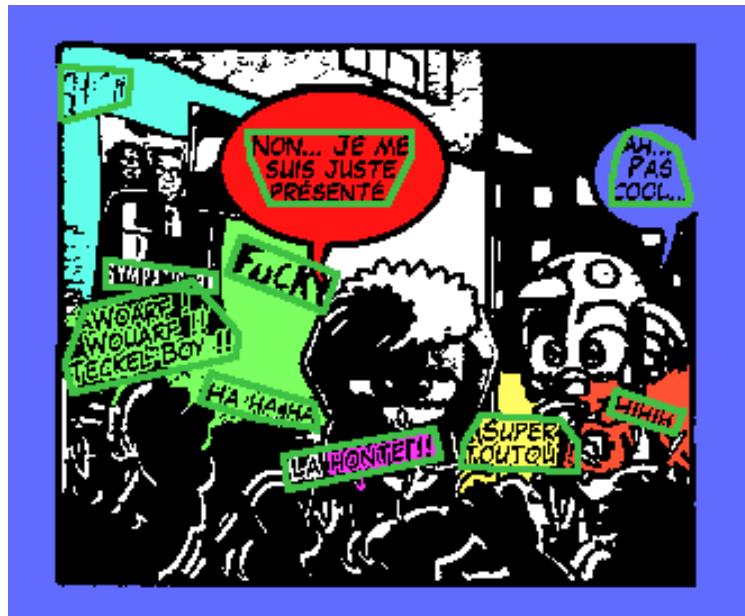
Contributions  
Sequential approach



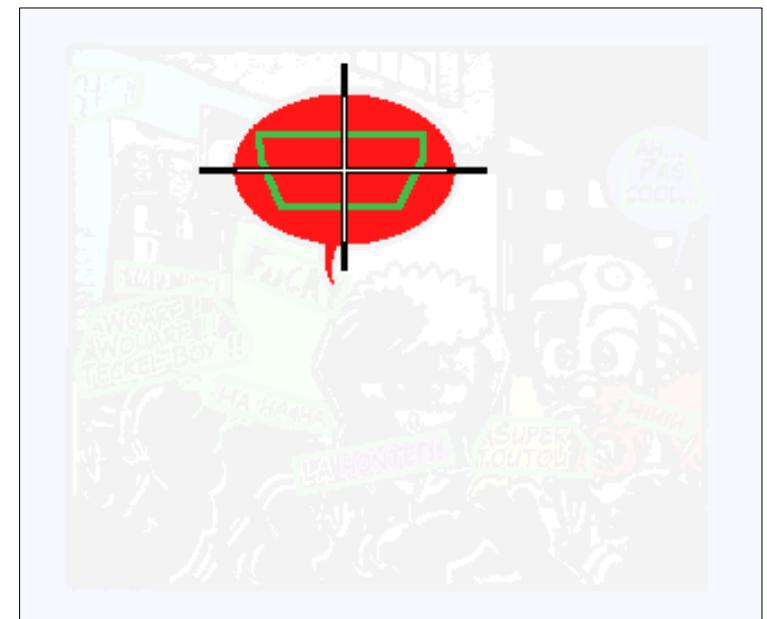
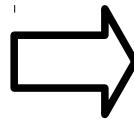
Original image



Text block positions (green)



Regions including text blocks (coloured)

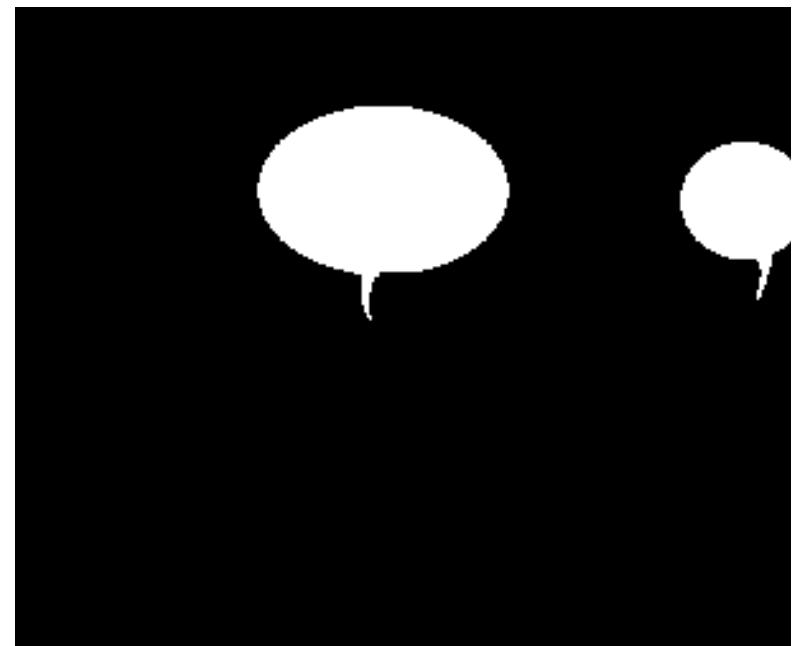


Regions including aligned text blocks

# Balloon extraction: implicit

Contributions  
Sequential approach

- Assumptions
  - Panel and text blocks positions are known
  - Implicit balloons contain centred text
- Proposition
  - Extract implicit balloons from text regions by inflating a deformable contour
  - Adaptation of active contour model (snake)

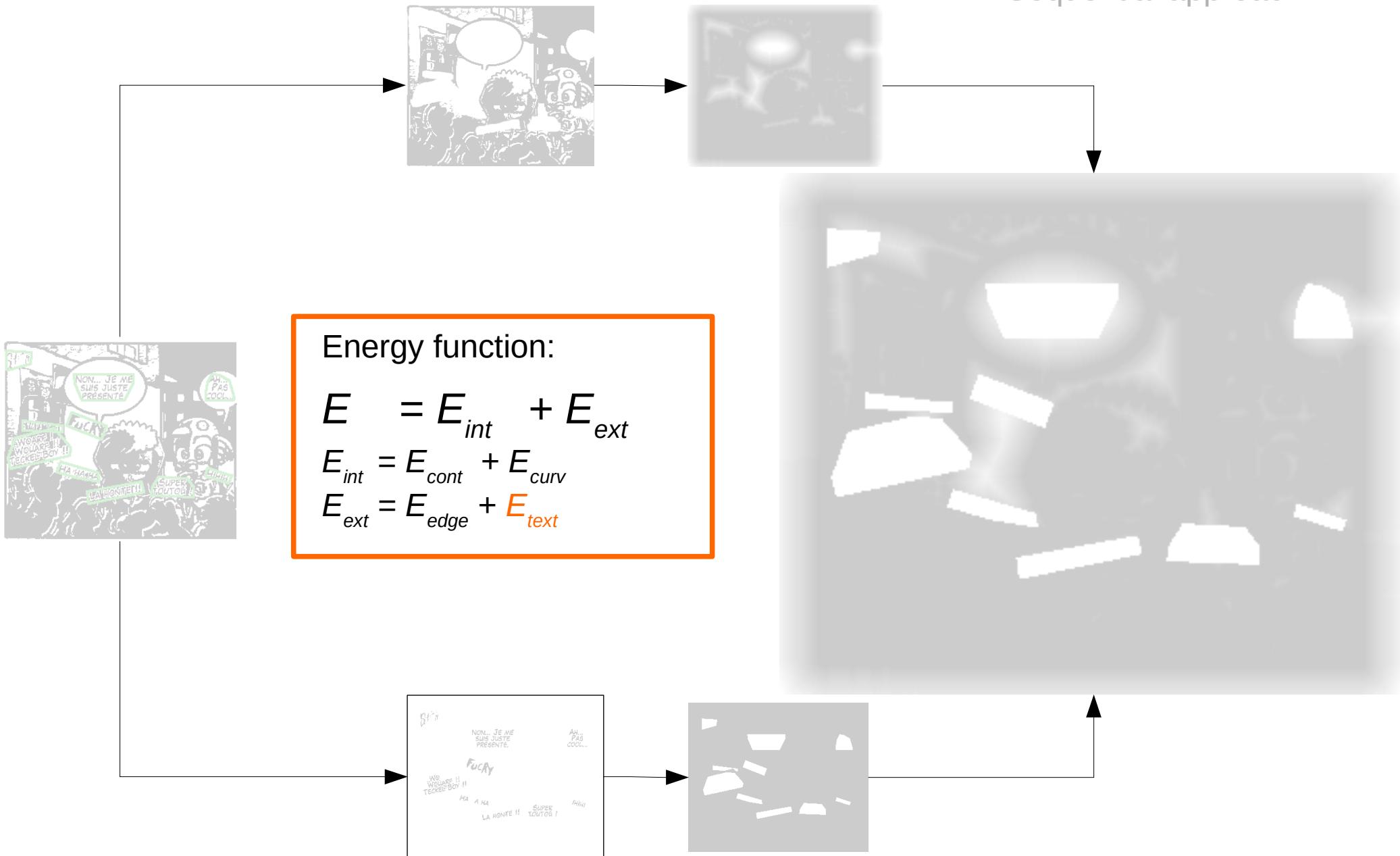


Original image and text locations

Expected result

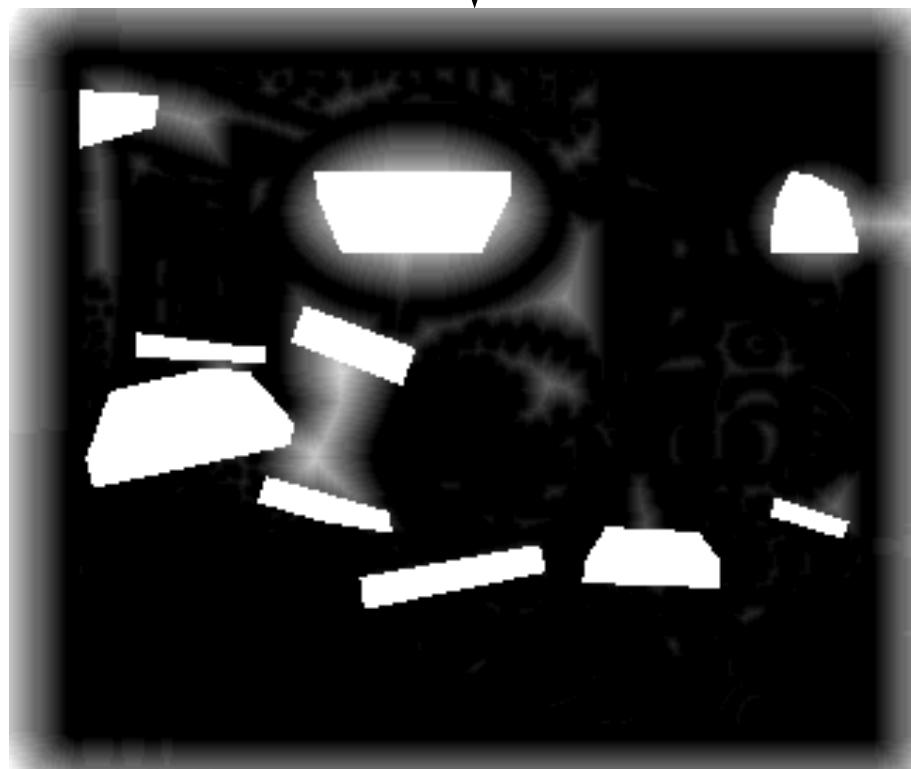
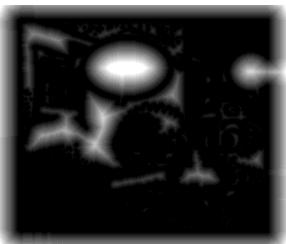
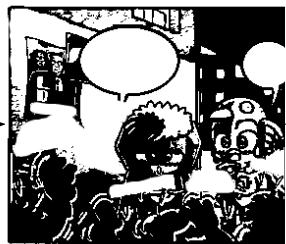
# Balloon extraction: implicit

Contributions  
Sequential approach



# Balloon extraction: implicit

Contributions  
Sequential approach

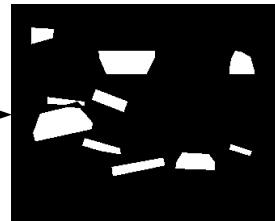
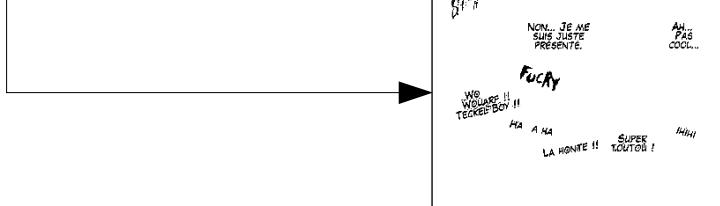


Energy function:

$$E = E_{int} + E_{ext}$$

$$E_{int} = E_{cont} + E_{curv}$$

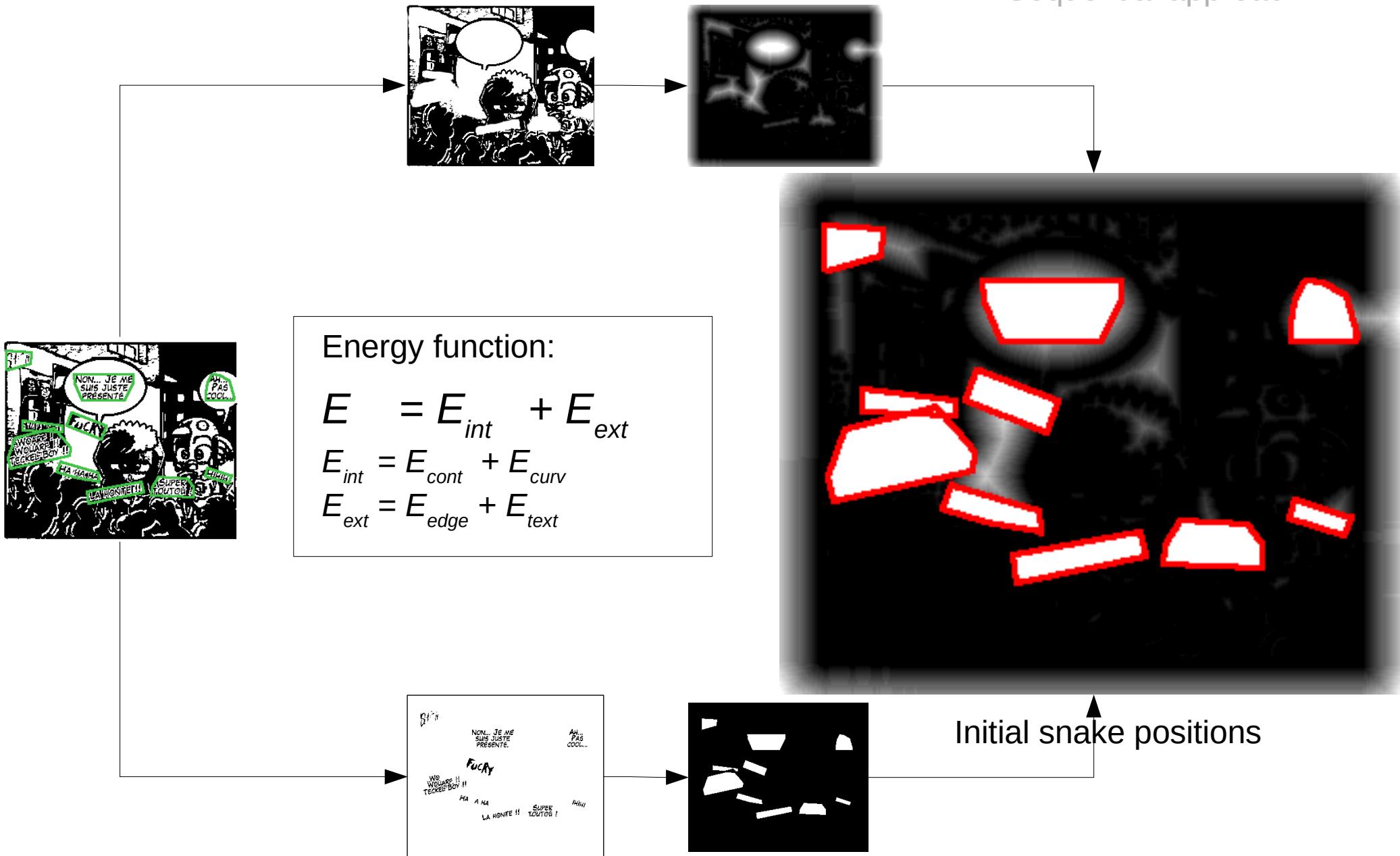
$$E_{ext} = E_{edge} + E_{text}$$



External energy  $E_{ext}$

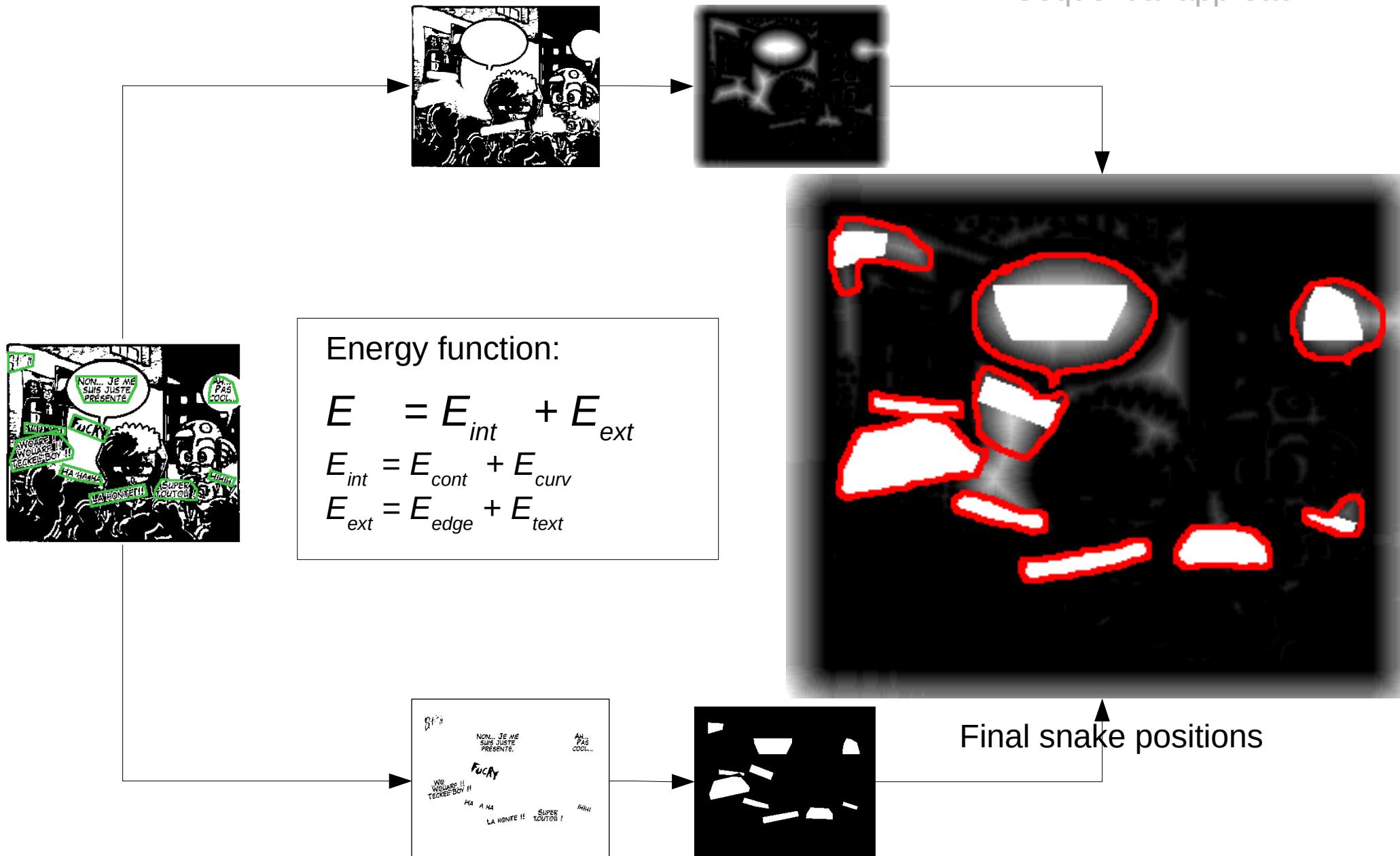
# Balloon extraction: implicit

Contributions  
Sequential approach



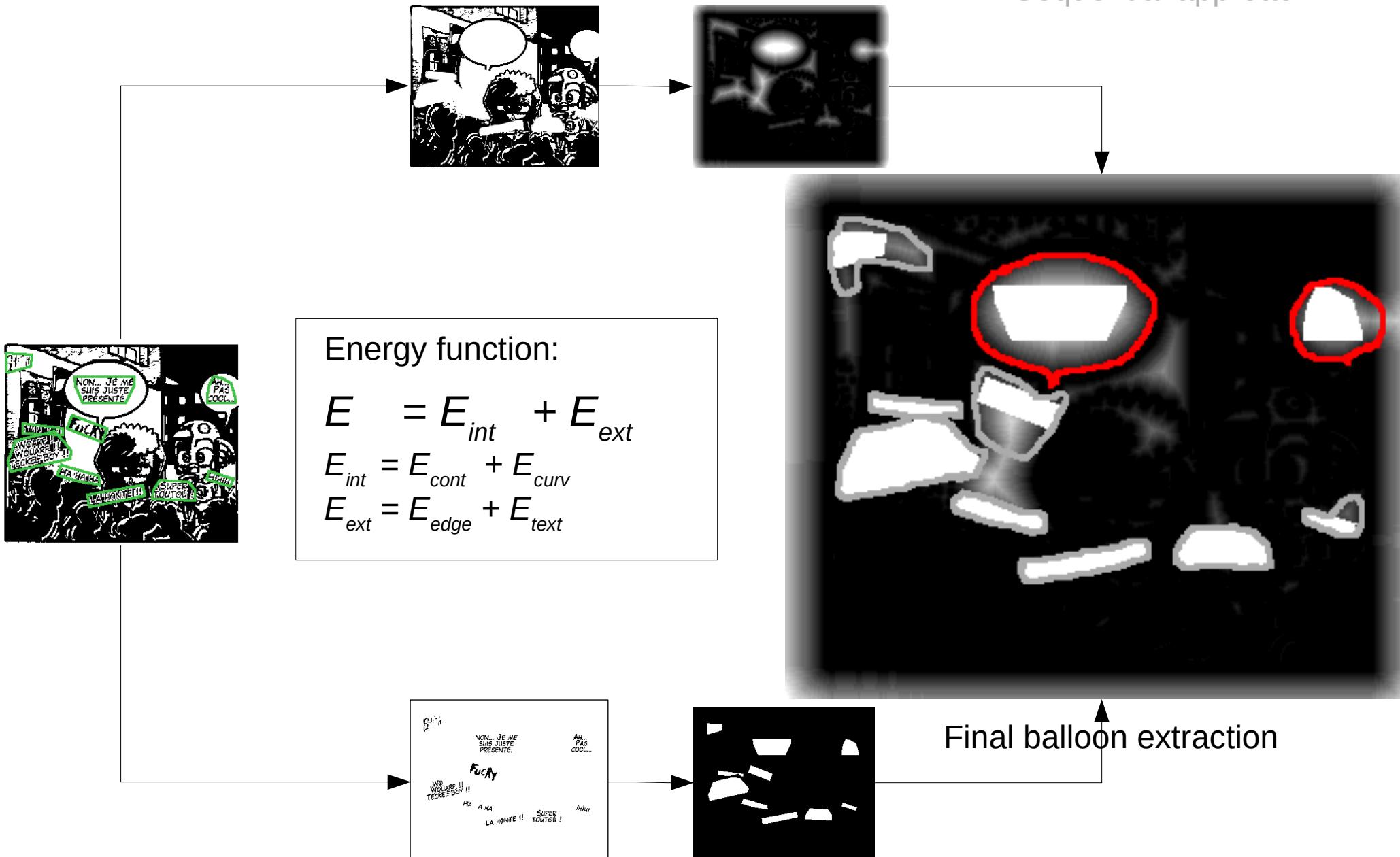
# Balloon extraction: implicit

Contributions  
Sequential approach



# Balloon extraction: implicit

Contributions  
Sequential approach



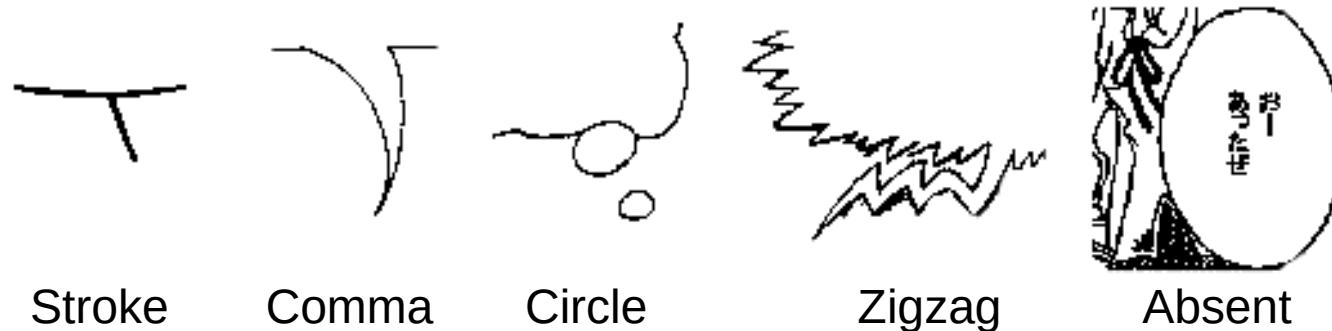
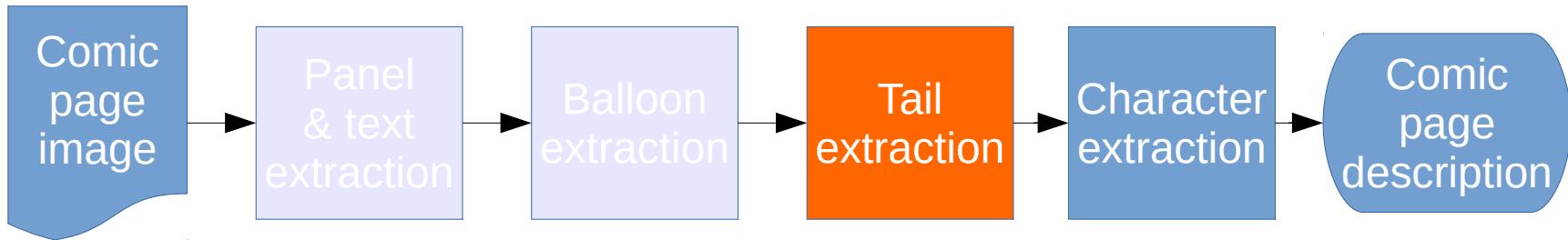
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Inking. Image credits: Le cycle des bulles,  
Christophe Rigaud, 2012

# Tail extraction

Contributions  
Sequential approach

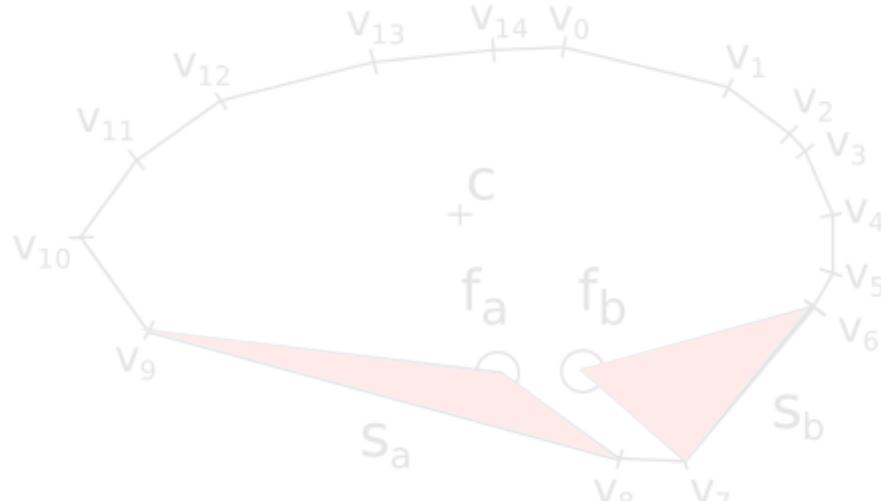


- Literature
  - First time studied in document image analysis
- Objectives
  - Detection of the tail tip position and orientation
  - Focus on comma, zigzag and absent types

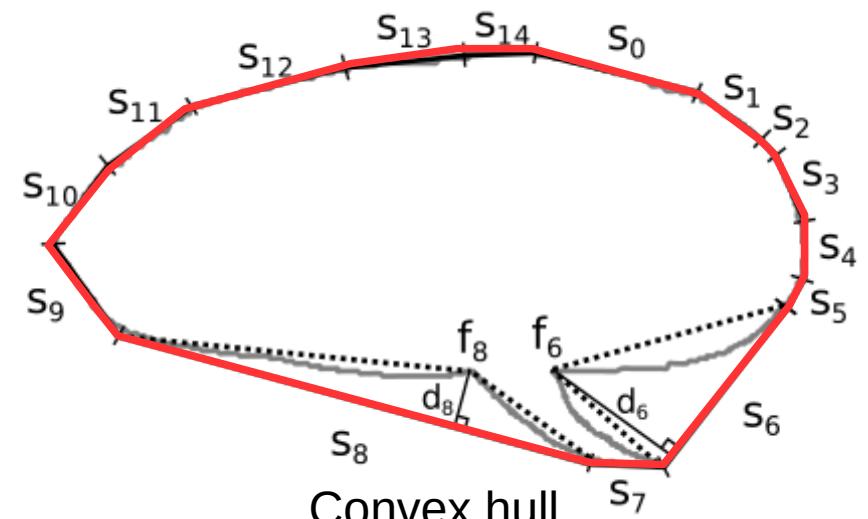
# Tail extraction: tip position



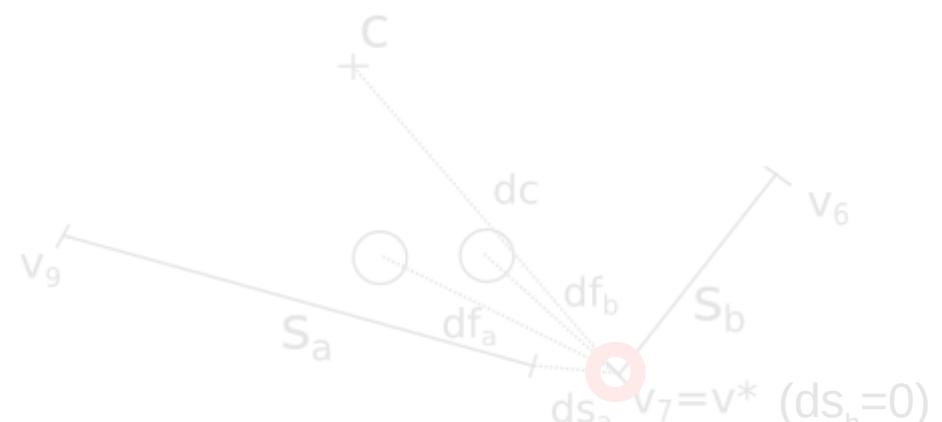
Balloon contour



Two biggest  
convexity defects



Convex hull



Tail tip position

Optimal vertex selection:

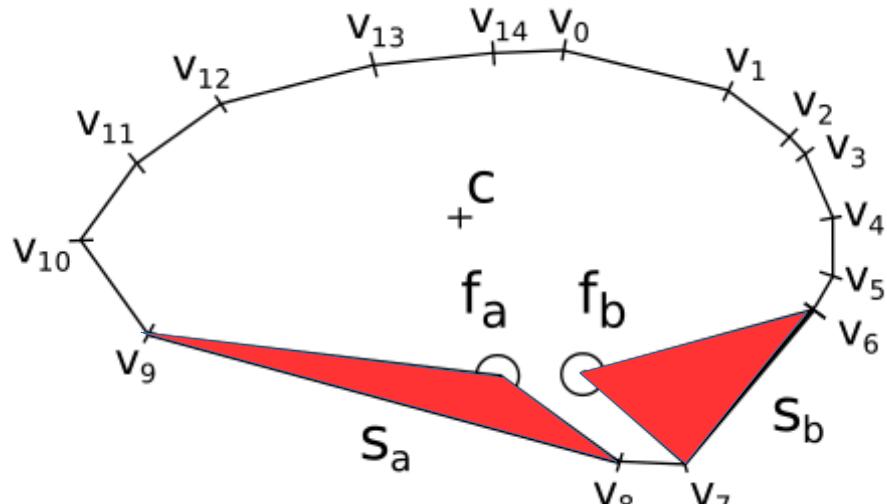
$$v^* = \operatorname{argmax}(\max(dc + df_a + df_b) + \min(ds_a + ds_b))$$

# Tail extraction: tip position

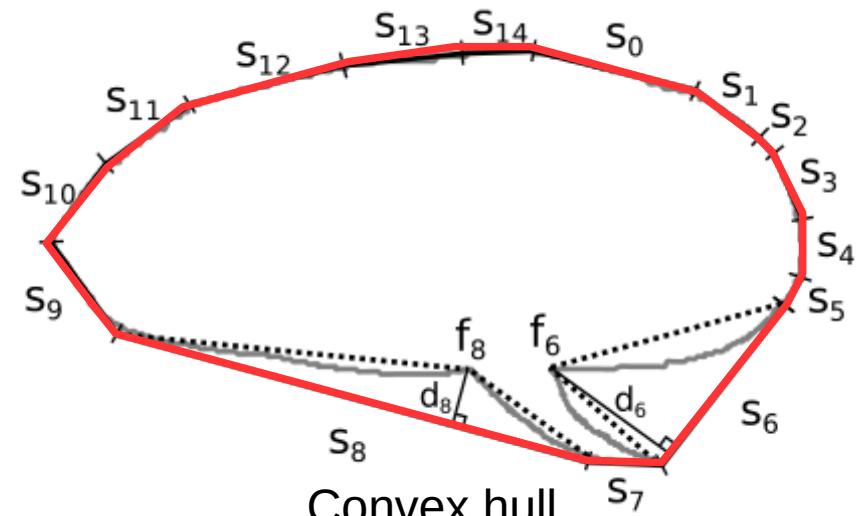
Contributions  
Sequential approach



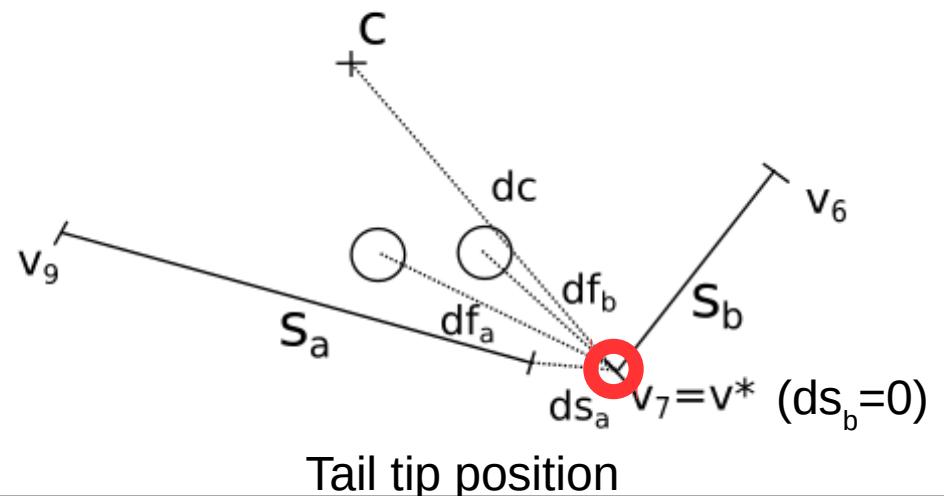
Balloon contour



Two biggest  
convexity defects



Convex hull



Tail tip position

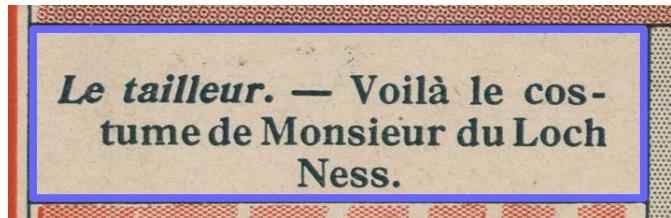
Optimal vertex selection:

$$v^* = \operatorname{argmax}(\max(dc + df_a + df_b) + \min(ds_a + ds_b))$$

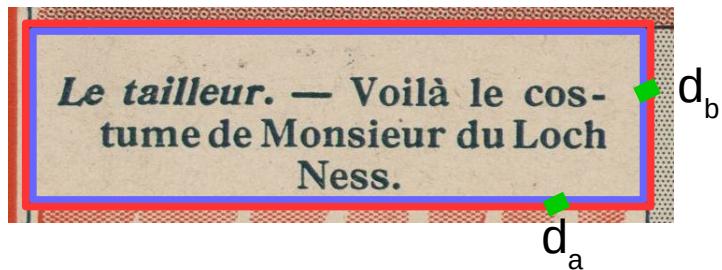
# Tail extraction: confidence value

Balloon  
contour (blue)

Balloon 1



Convex hull  
(red)



Confidence

$$C_{tail} = \frac{(d_a + d_b)/2}{meanBalloonSize}$$

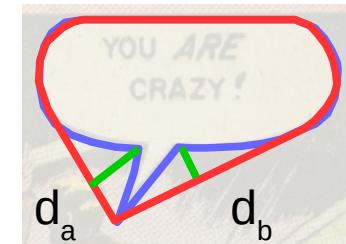
$$C_{tail} = 0.0$$

Presence of tail

NO

Contributions  
Sequential approach

Balloon 2



$$C_{tail} = 0.73$$

YES (>0)

# Tail extraction: tail direction

Contributions  
Sequential approach

- Definition
  - Vector starting from “background” to “external edge” tail tip positions
- Approach
  - Extract **external edge**
  - Find **external edge tail tip coordinates**
  - Define the **tail direction** (N, NE, E, SE, S, SW, W, NW)



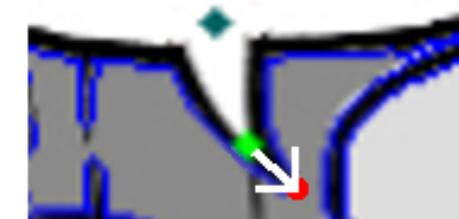
Background tail tip  
(green) and  
external edge (blue)



Closest point on  
external edge  
(red)



Farthest point  
from origin and tip  
(red)



Direction from tip  
to farthest point  
(white arrow)

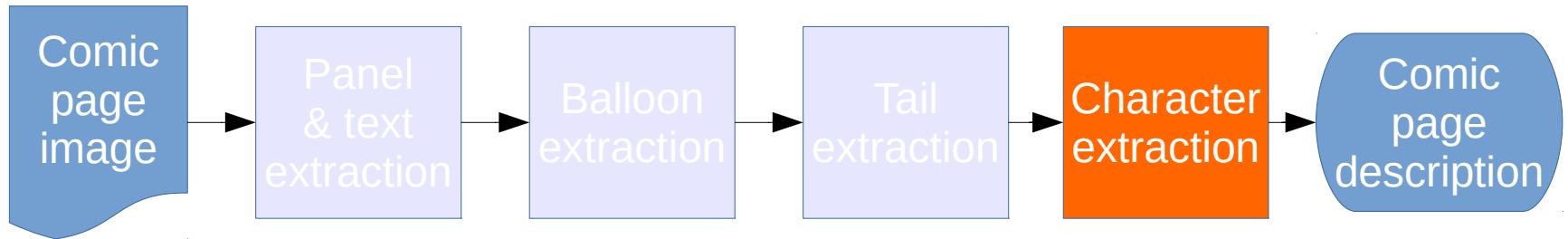
- Introduction
- Sequential approach
  - Panel & text extraction
  - Balloon extraction
  - Tail extraction
  - Comic character extraction
- (Independent approach)
- Knowledge-driven approach



Inking. Image credits: Le cycle des bulles,  
Christophe Rigaud, 2012

# Comic character extraction

Contributions  
Sequential approach

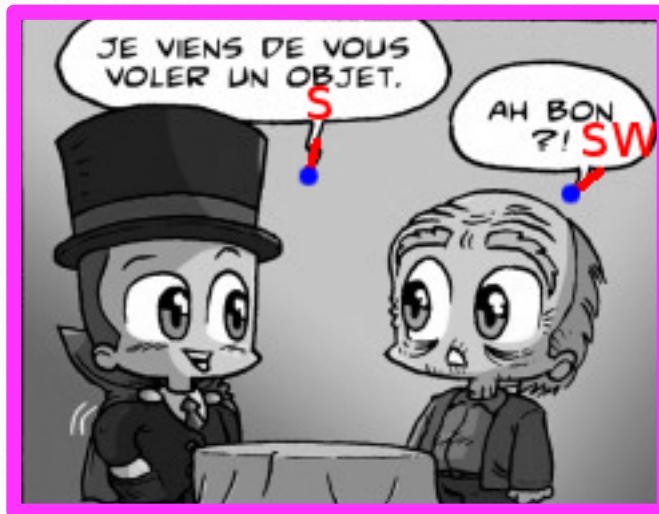


- Literature
  - Supervised approaches for manga and cartoon characters [TODO]
  - No public dataset (copyright issues)
- Challenges
  - Variety of styles of comic books
  - Intra and extra class variations of each character instance (e.g. position, scale, pose, occlusion and human-like, invented)
- Objective
  - Unsupervised and generic approach for all styles of comic books

# Comic character extraction

Contributions  
Sequential approach

Panels + Tails = ?



# Comic character extraction

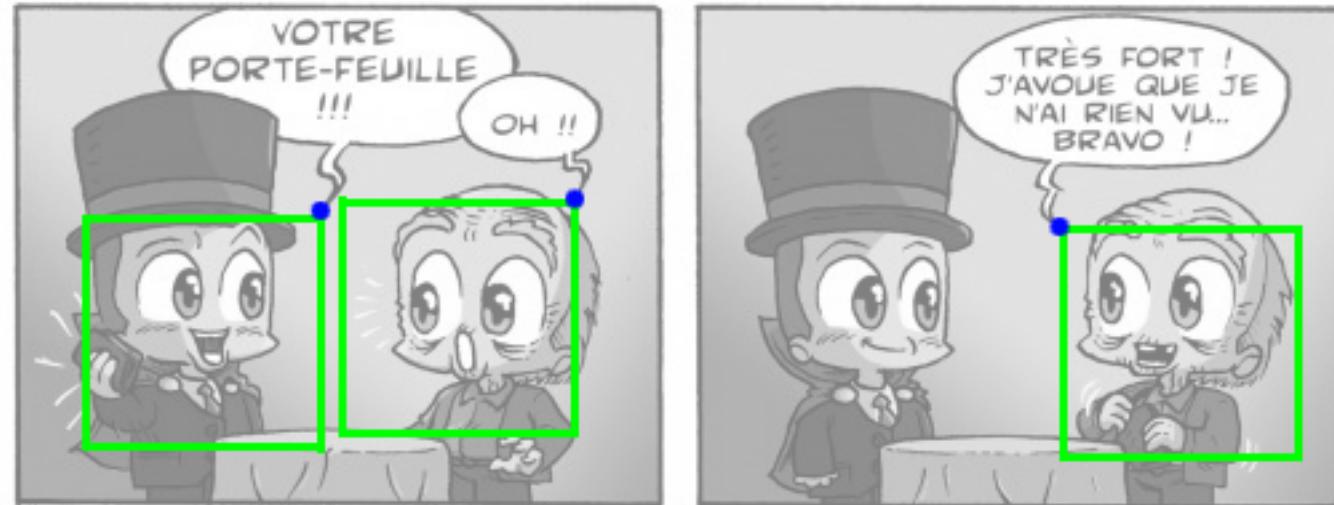
Contributions  
Sequential approach

Panels + Tails = Comic character ROIs

Large ROI



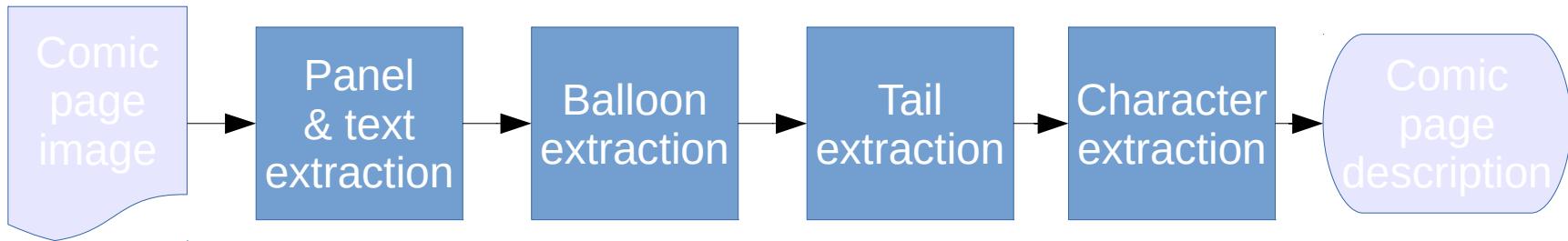
Small ROI



# Results

Contributions  
Sequential approach

- Performances



- Publications

- Introduction
- Sequential approach
- (Independent approach)
- Knowledge-driven approach
  - Introduction
  - Knowledge representation
  - Processing sequence



Inking. Image credits: Le cycle des bulles,  
Christophe Rigaud, 2012

# Introduction

- High level image description
- Independent element extraction
- Framework for comics understanding
- Collaboration with Clément Guérin

# Contributions

Knowledge-driven approach

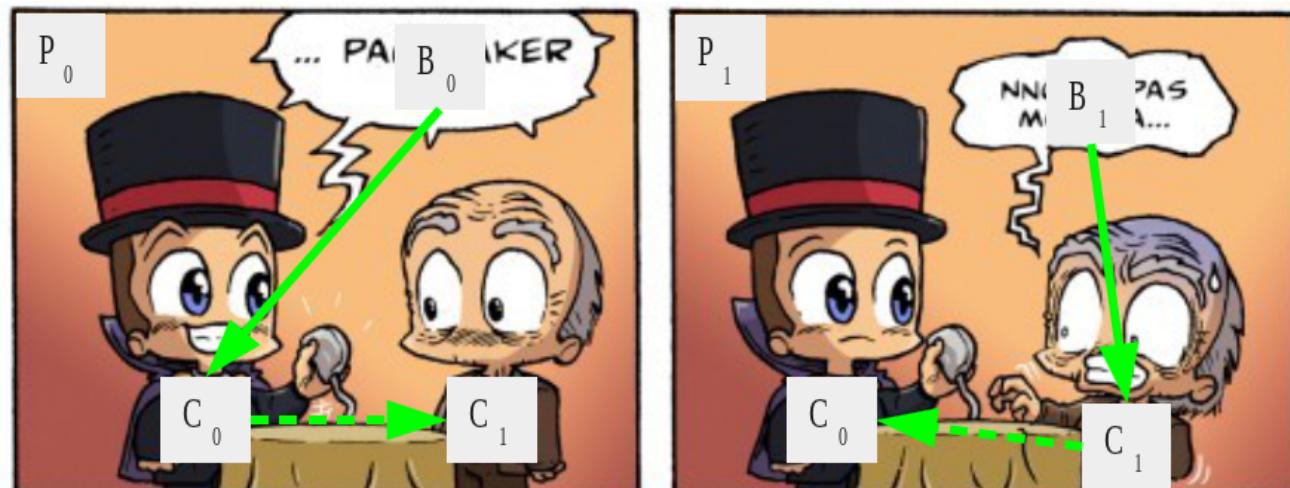
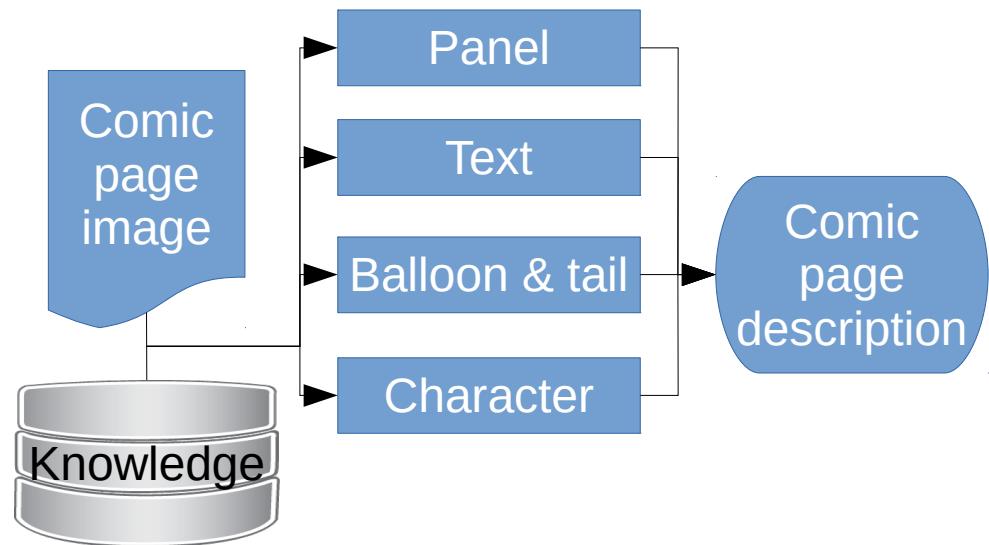
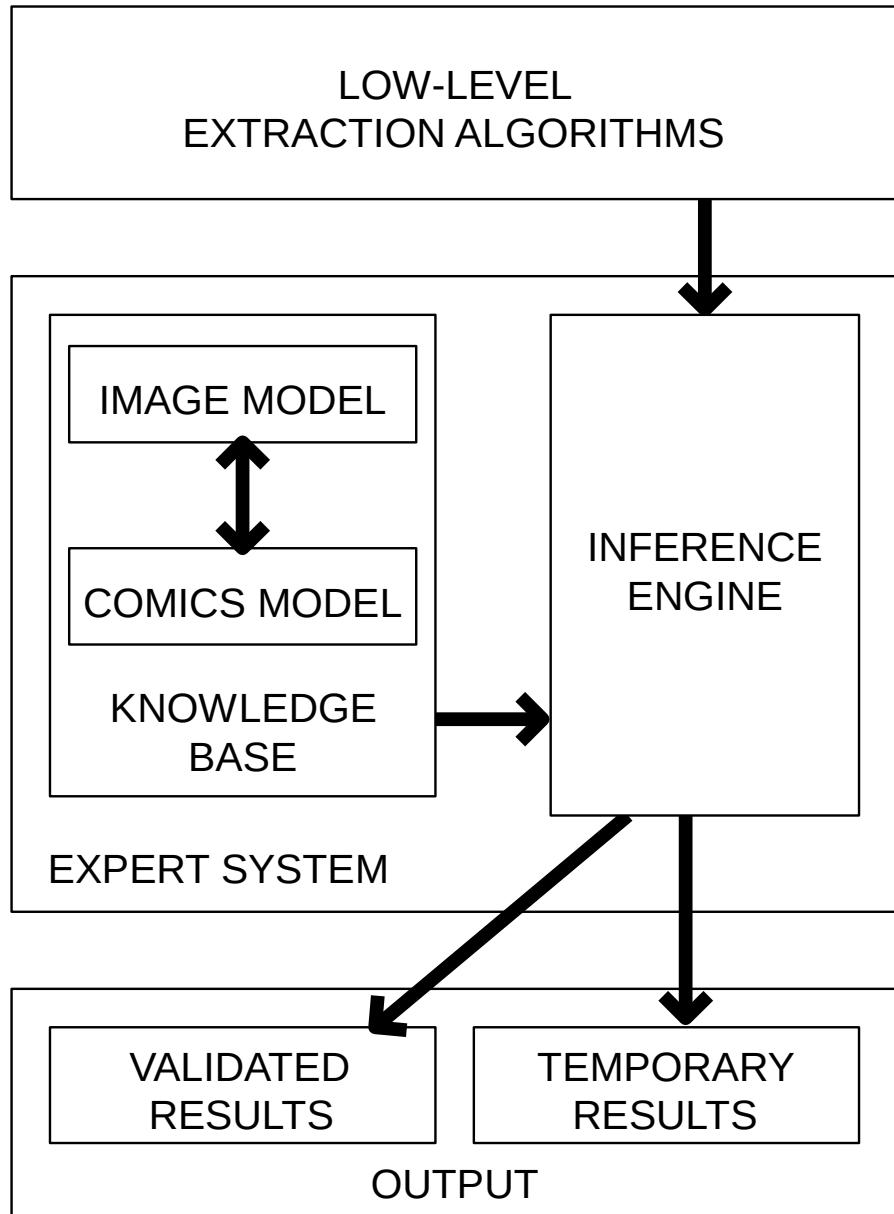


Illustration of high level description

# Knowledge representation

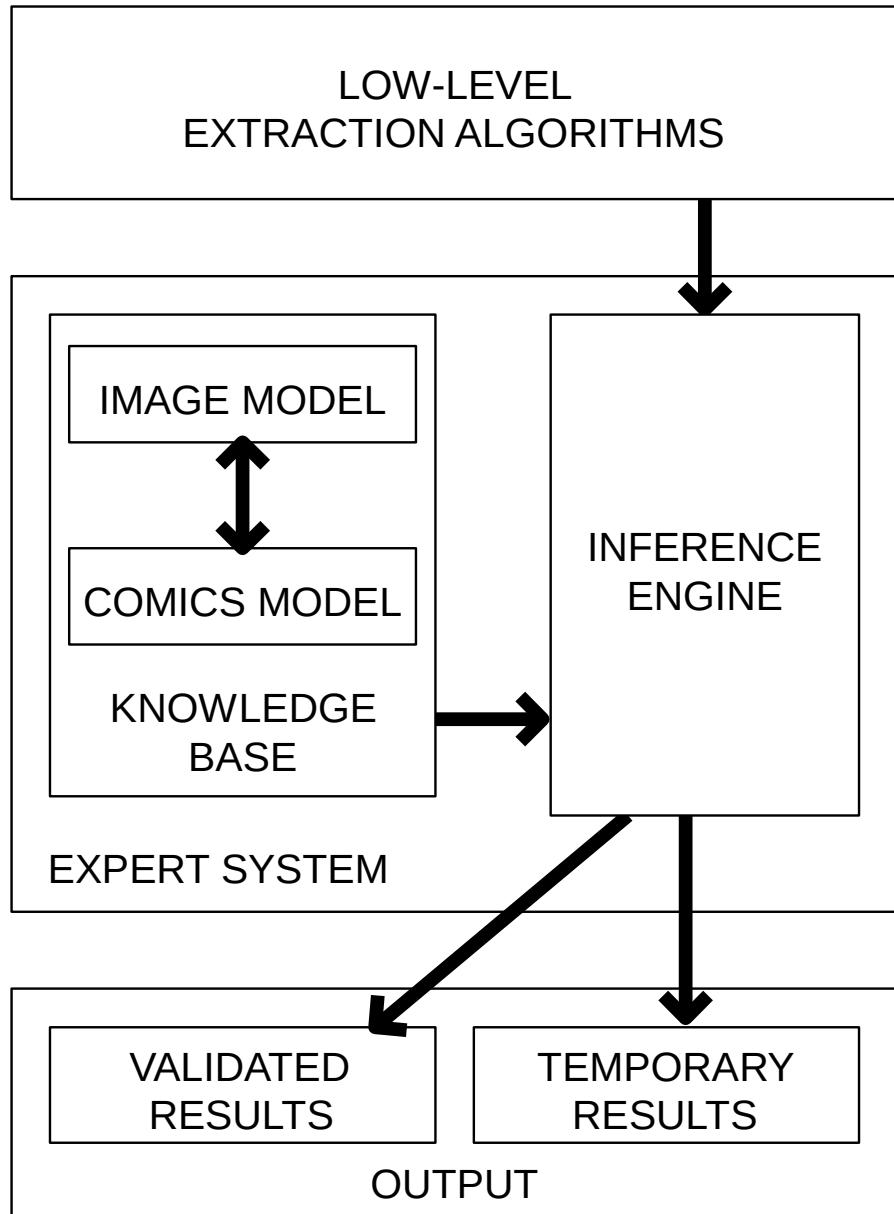
Contributions  
Knowledge-driven approach



- Image model
  - Physical support
  - Regions of interest
- Comics model
  - Validations
    - A panel **P** is related to one page
    - A balloon **B** is related to one panel and may have a tail **Q**
    - A character **C** is related to one panel
    - A text line **T** is related to one balloon
  - Inferences
    - **B + Q + T => speech balloon SB**
    - **SB + T => speech text ST**
    - **SB + C => speaking character SC**

# Knowledge representation

Contributions  
Knowledge-driven approach



- Image model
  - Physical support
  - Regions of interest
- Comics model
  - Validations
    - A **panel P** is related to one page
    - A **balloon B** is related to one panel and may have a **tail Q**
    - A **character C** is related to one panel
    - A **text line T** is related to one balloon
  - Inferences
    - **B + Q + T => speech balloon SB**
    - **SB + T => speech text ST**
    - **SB + C => speaking character SC**

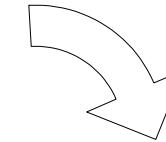
# Processing sequence

# Contributions

Knowledge-driven approach

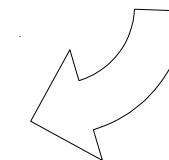


Formulate hypotheses



Validate hypotheses

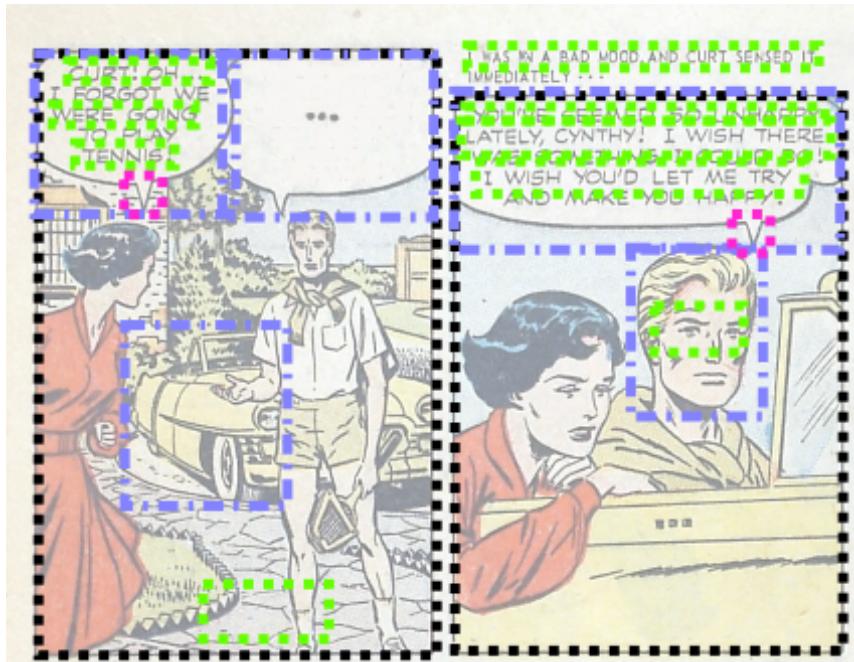
Infer new information



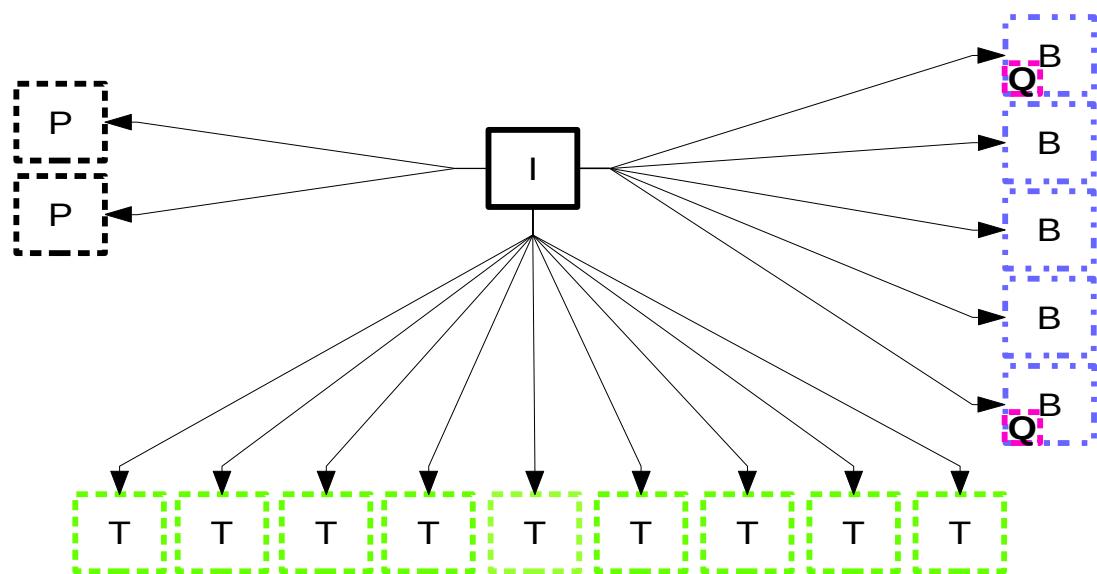
- Iteration 1
  - Step 1: hypotheses of **simple element** positions
  - Step 2: validation of the positions
  - Step 3: inference a new information
- Iteration 2
  - Step 1: hypotheses of more **complex elements**
  - Step 2: validation of the positions
  - Step 3: inference a new information
  - ...

# Processing sequence

Contributions  
Knowledge-driven approach



Hypotheses of panels, balloons and text lines

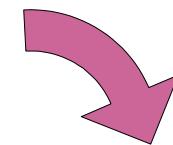


# Processing sequence

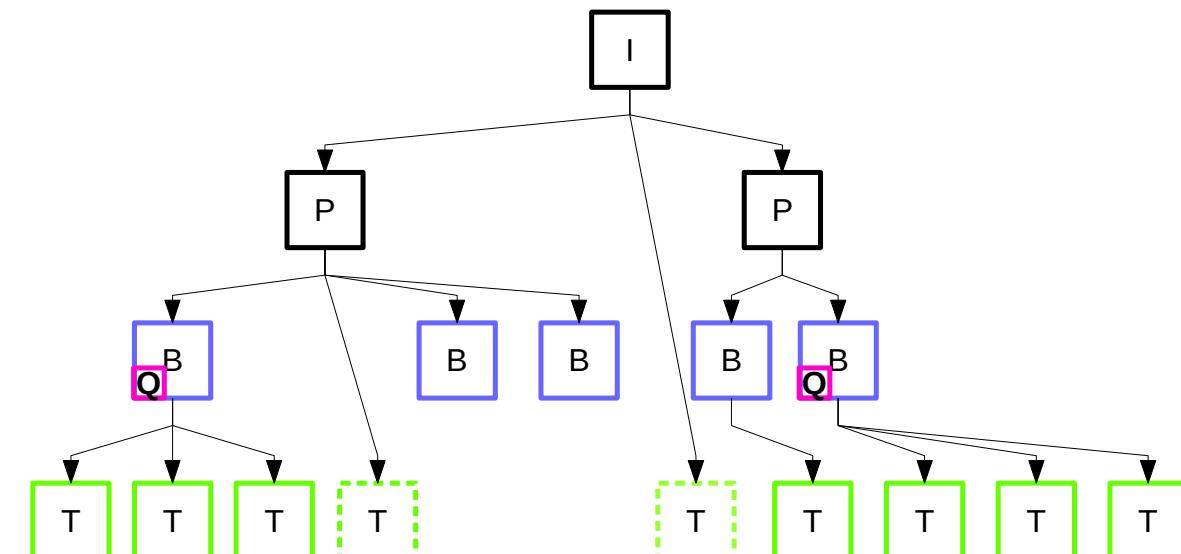
Contributions  
Knowledge-driven approach



Hypotheses of  
panels, balloons  
and text lines



Validation of the  
hypotheses

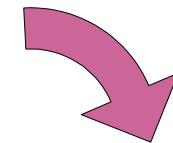


# Processing sequence

Contributions  
Knowledge-driven approach

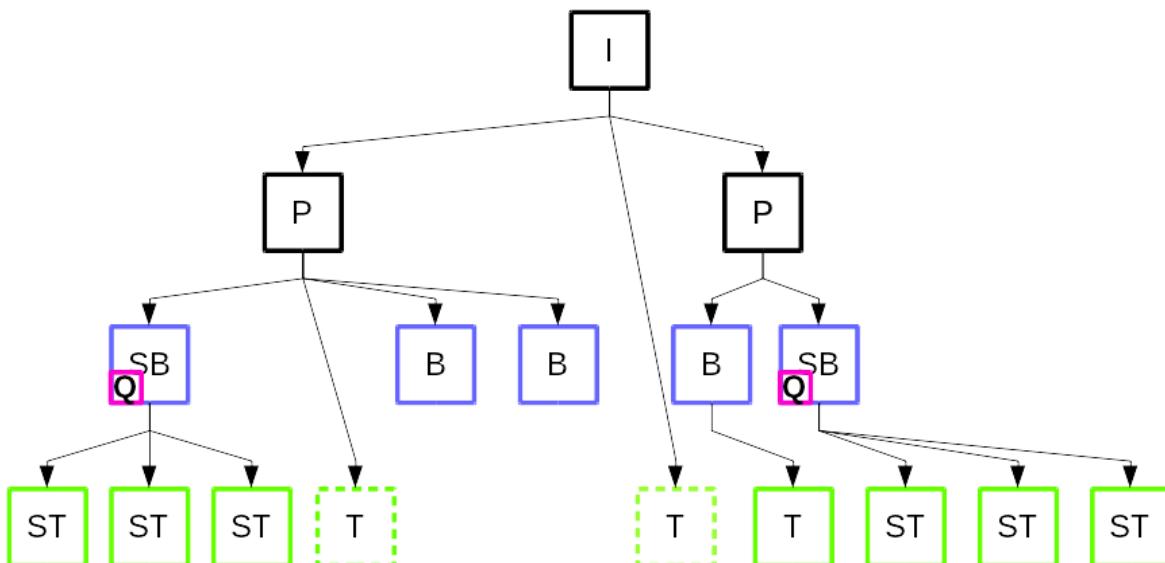
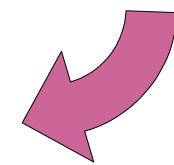


Hypotheses of  
panels, balloons  
and text lines



Validation of the  
hypotheses

Inferences of  
specific types



# Processing sequence

Contributions  
Knowledge-driven approach



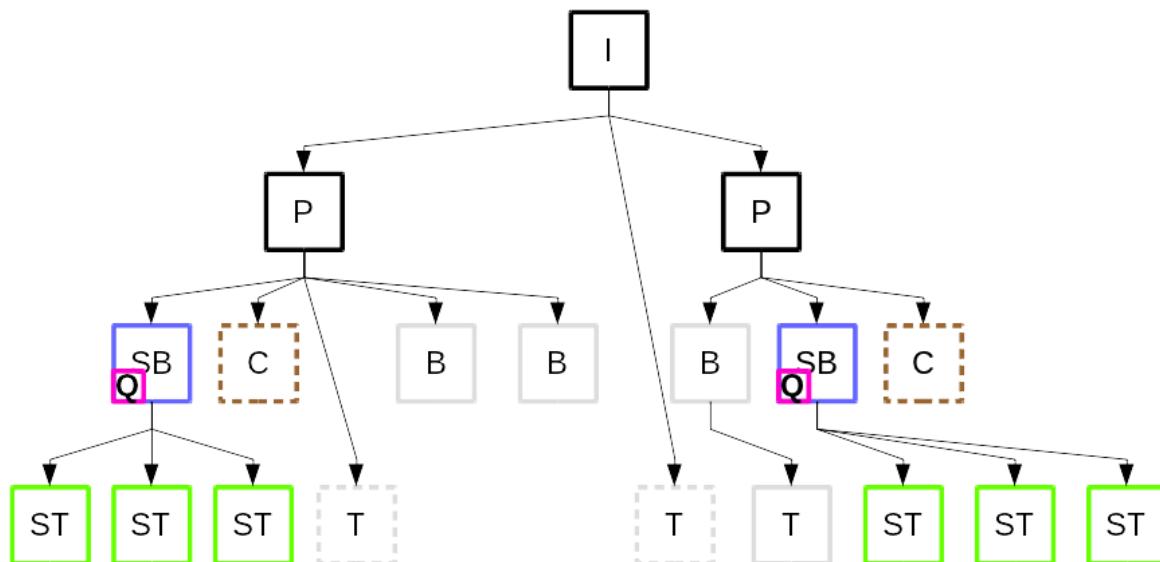
Hypotheses of  
comic characters



Validation of the  
hypotheses

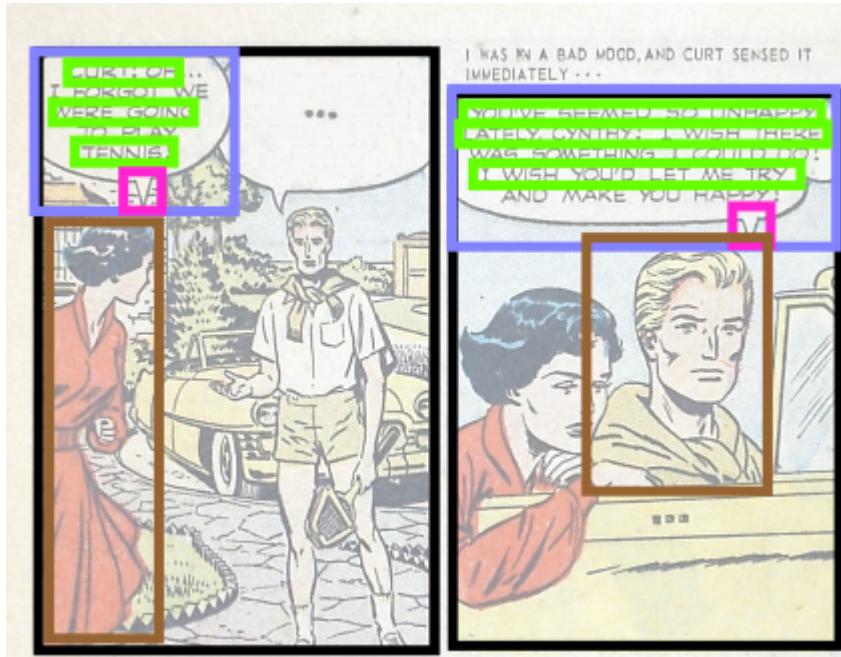


Inferences of  
specific types

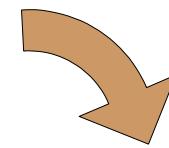


# Processing sequence

Contributions  
Knowledge-driven approach



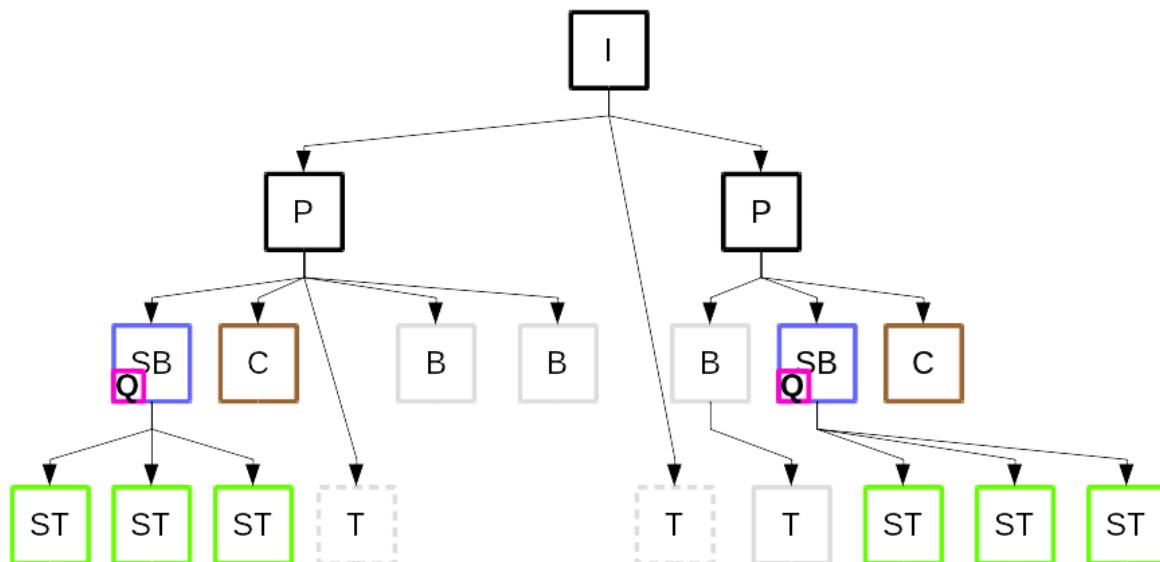
Hypotheses of  
comic characters



Validation of the  
hypotheses

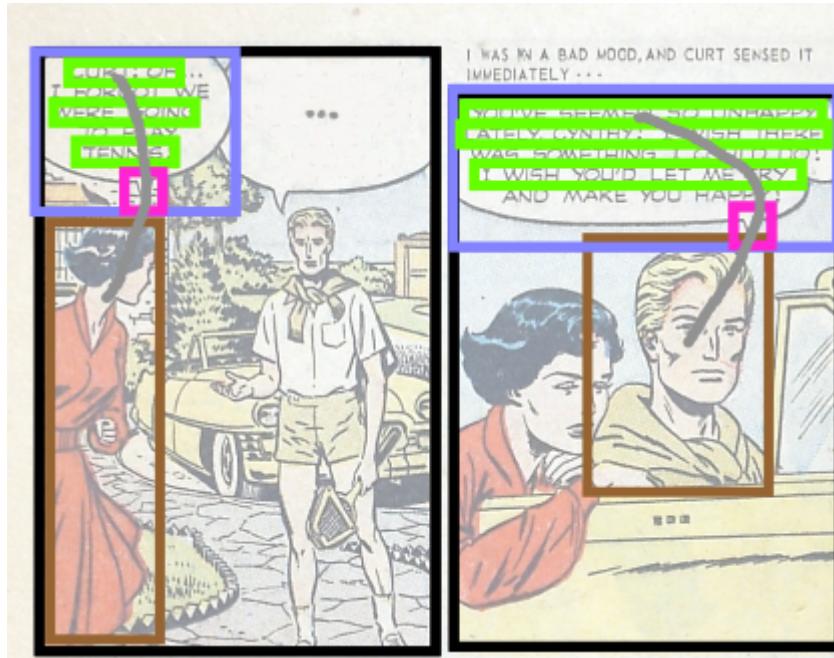


Inferences of  
specific types

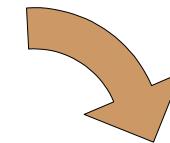


# Processing sequence

Contributions  
Knowledge-driven approach

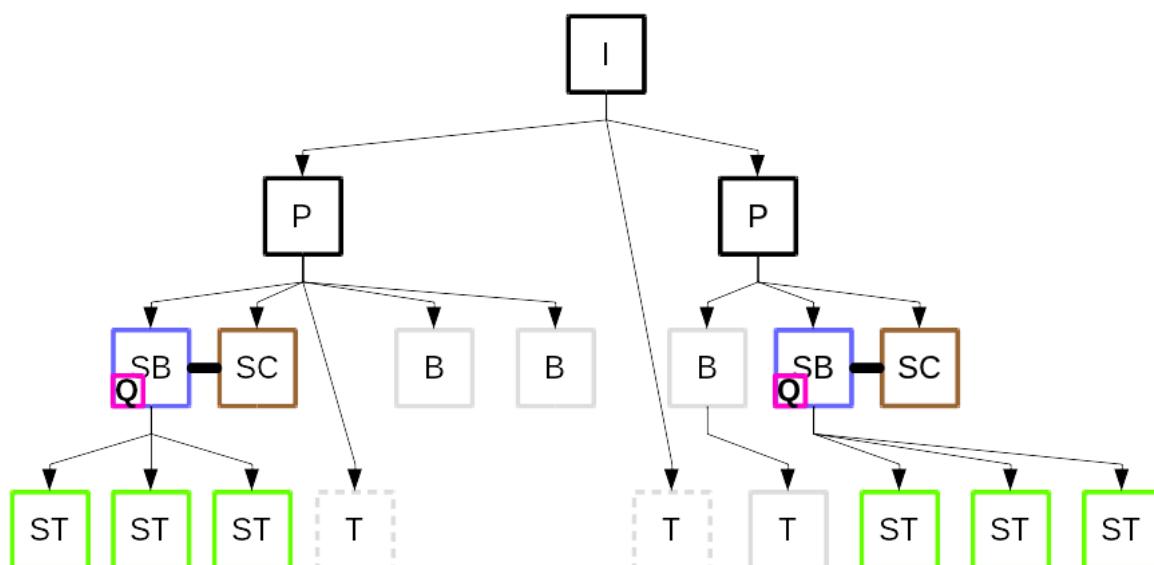
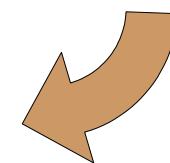


Hypotheses of  
comic characters



Validation of the  
hypotheses

Inferences of  
specific types  
+ semantic links



- Dataset and ground truth
- Evaluations
- Overall contribution



Lettering. Image credits: Le cycle des bulles,  
Christophe Rigaud, 2012

# Dataset and ground truth

- Absence of public dataset
- Creation of heterogeneous dataset
  - 100 mixed pages from 20 albums
  - Franco-Belgium “bandes dessinées”, American comics and Japanese manga
  - From 1905 to 2012, paper and webcomics
  - Rights holder permissions agreement
- Online: <http://ebdtheque.univ-lr.fr>

# Experiments

## Bibliographic annotations



PAGE	(100)
Collection:	Chilling Tales
Album:	17 Geo
Editor:	Youthful Magazines
Drawer:	Matt Fox
Writer:	Matt Fox
Language:	English
Page number:	16
Release date:	1953

## Visual and semantic annotations



PANEL	(850)
Rank:	1
BALLOON	(1092)
Rank:	2
Shape:	Oval
Tail direction:	South-West
TEXT LINE	(4691)
Text:	« STARK RAVING »
CHARACTER	(1550)
LinkedToBalloon:	2

# Evaluations

# Experiments

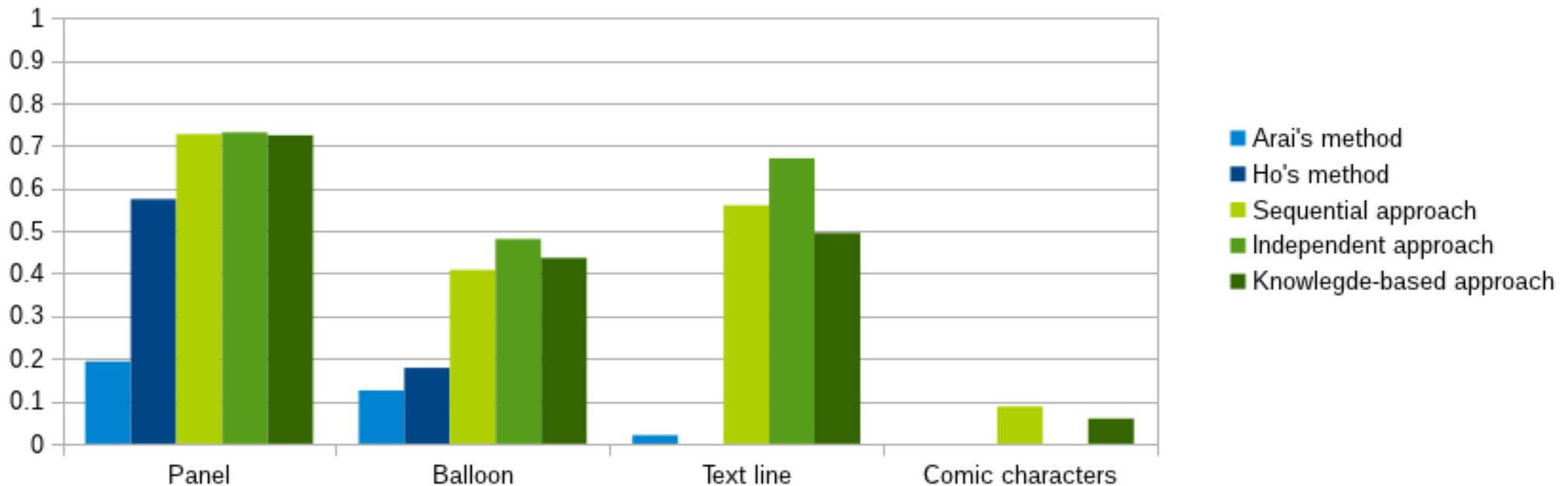
$B_p$  = predicted region

$B_{gt}$  = ground truth region

$B_p$  is valid if  $a_0 > 0.5$

$$a_0 = \frac{\text{area}(B_p \cup B_{gt})}{\text{area}(B_p \cap B_{gt})}$$

Extraction results on the eBDtheque dataset (F-score)



# Overall contribution

# Experiments

Element	Process type	Before	After	$\Delta$
Panel	Localisation	60%	70%	+10%
	Classification	0%	0%	0%
Balloon	Localisation	20%	50%	+30%
	Classification	0%	80%	+80%
	Tail detection	0%	80%	+80%
Text	Localisation	30%	60%	+30%
	Recognition	10%	10%	0%
Comic character	Localisation	5%	10%	+5%
	Identification	10%	10%	+10%
	Face/pose	0%	0%	0%
Context	Inter-element link	0%	10%	+10%
	Situation retrieval	0%	0%	0%
	Timestamps	30%	30%	+30%
Dataset	Localisation	0%	70%	+70%
	Semantic	0%	20%	+20%

- Global conclusions
- Global perspectives
- Publications



Lettering. Image credits: Le cycle des bulles,  
Christophe Rigaud, 2012

# Global conclusions

# Conclusion

- Reached objectives
  - Efficient **panel**, **balloon**, **text** and **tail** extraction methods
  - First approaches for **comic character** extraction and **context retrieval**
  - Public **dataset** and **ground truth** (<http://ebdtheque.univ-lr.fr>)
- Publications
  - 1 journal, 2 book series , 4 conferences, 5 workshops (3 national)
  - 6 local **seminars**
- Research impacts (TODO: replace by numbers and move to next page?)
  - L3i is now a **main actor** of comic book analysis in Europe
  - New Ph.D. **thesis** started in 2013 (Nam Le Thanh)
  - **Dataset** used by international peers (TODO: list them all?)
  - **National projects** (PIA BigData Actialuna + LIP6, ANR EXPION 2015)
  - **International project** on manga analysis (PHC-SAKURA with Japan)

- Content extraction
  - Consider overlapping panel extraction
  - Investigate text recognition
  - Improve implicit balloon extraction and evaluation
  - Extract and identify non-speaking comic characters
- Content understanding
  - Situation retrieval
  - Object interaction retrieval
  - Label elements from text analysis
- Dataset
  - Increase the number of pages
  - Add more annotation (e.g. panel situation, character names and roles)
  - Segment multi-part comic characters

# Publications

- TODO
- Journal
- Book series
- Conferences
- Workshops

# Conclusion

# References

# Conclusion

- [Chung07] ChungHo Chan, Howard Leung, and Taku Komura. Automatic panel extraction of color comic images. In HoraceH.-S. Ip, OscarC. Au, Howard Leung, Ming-Ting Sun, Wei-Ying Ma, and Shi-Min Hu, editors, *Advances in Multimedia*
- [Eunjung07] Eunjung Han, Kirak Kim, HwangKyu Yang, and Keechul Jung. Frame segmentation used mlp-based x-y recursive for mobile cartoon content. In *Proceedings of the 12th international conference on Human-computer interaction: intelligent multimodal interaction environments, HCI'07*, pages 872–881, Berlin, Heidelberg, 2007. Springer-Verlag
- [Tanaka07] Takamasa Tanaka, Kenji Shoji, Fubito Toyama, and Juichi Miyamichi. Layout analysis of tree-structured scene frames in comic images. In *IJCAI'07*, pages 2885–2890, 2007
- [Arai10] Kohei Arai and Herman Tolle. Method for automatic e-comic scene frame extraction for reading comic on mobile devices. In *Seventh International Conference on Information Technology: New Generations, ITNG '10*, pages 370–375, Washington, DC, USA, 2010. IEEE Computer Society
- [Pang14] Xufang Pang, Ying Cao, Rynson W.H. Lau, and Antoni B. Chan. A robust panel extraction method for manga. In *Proceedings of the ACM International Conference on Multimedia, MM '14*, pages 1125–1128, New York, NY, USA, 2014

# References

# Conclusion

- [Stommel12] Martin Stommel, Lena I Merhej, and Marion G Müller. Segmentation-free detection of comic panels. In Computer Vision and Graphics, pages 633–640. Springer, 2012
- [Li14a] Luyuan Li, Yongtao Wang, Zhi Tang, and Liangcai Gao. Automatic comic page segmentation based on polygon detection. *Multimedia Tools Applications*, 69(1):171–197, 2014
- [Li14b] Luyuan Li, Yongtao Wang, Zhi Tang, Xiaoqing Lu, and Liangcai Gao. Unsupervised speech text localization in comic images. In Proceedings of International Conference on Document Analysis and Recognition (ICDAR), pages 1190–1194, Aug 2013
- [Pang14] Xufang Pang, Ying Cao, Rynson W.H. Lau, and Antoni B. Chan. A robust panel extraction method for manga. In Proceedings of the ACM International Conference on Multimedia, MM '14, pages 1125–1128, New York, NY, USA, 2014. ACM
- [Ponsard12] Christophe Ponsard, Ravi Ramdoyal, and Daniel Dziamski. An ocr-enabled digital comic books viewer. In Computers Helping People with Special Needs, pages 471–478. Springer, 2012
- [Su11] Chung-Yuan Su, Ray-I Chang, and Jen-Chang Liu. Recognizing text elements for svg comic compression and its novel applications. In Proceedings of International Conference on Document Analysis and Recognition (ICDAR), pages

Thank you + github + c-r

Conclusion

- Authors, publishers, CIBDI
- Founding: Communauté d'Agglomération de La Rochelle
- Time for demo on easy case with comic character ROI computation?



# Complementary information

# History of comics art

- Pre-history: **painting of animals** and hunters in **caves** [Marx, 2007]
- 1846: **Rodolphe Töpffer**, the inventor of the “**bandes dessinées**”
- 1930s: magazine-style **comic books** production in the **US**
- 1950s: massive production of **manga** in **Japan** (Osamu Tezuka)
- 1971: the term of **ninth art** is attributed to comics art (Francis Lacassin)
- 1996: explosion of the **Internet bubble** and **webcomics**
- 2007: adaptation to **social media sites** and **mobile devices**



Pre-history and ancient Egypt



Rodolphe Töpffer, Histoire de Monsieur Cryptogame (1830)



Ted McCall, Robin Hood And Company (1946)



Tezuka Osamu, Manga Classroom (1953)



Marion Montaigne, Tu mourras moins bête (2013)

# GT validation

# Knowledge-driven analysis detail

- Comic character region refinement

# Production to interpretation

Background

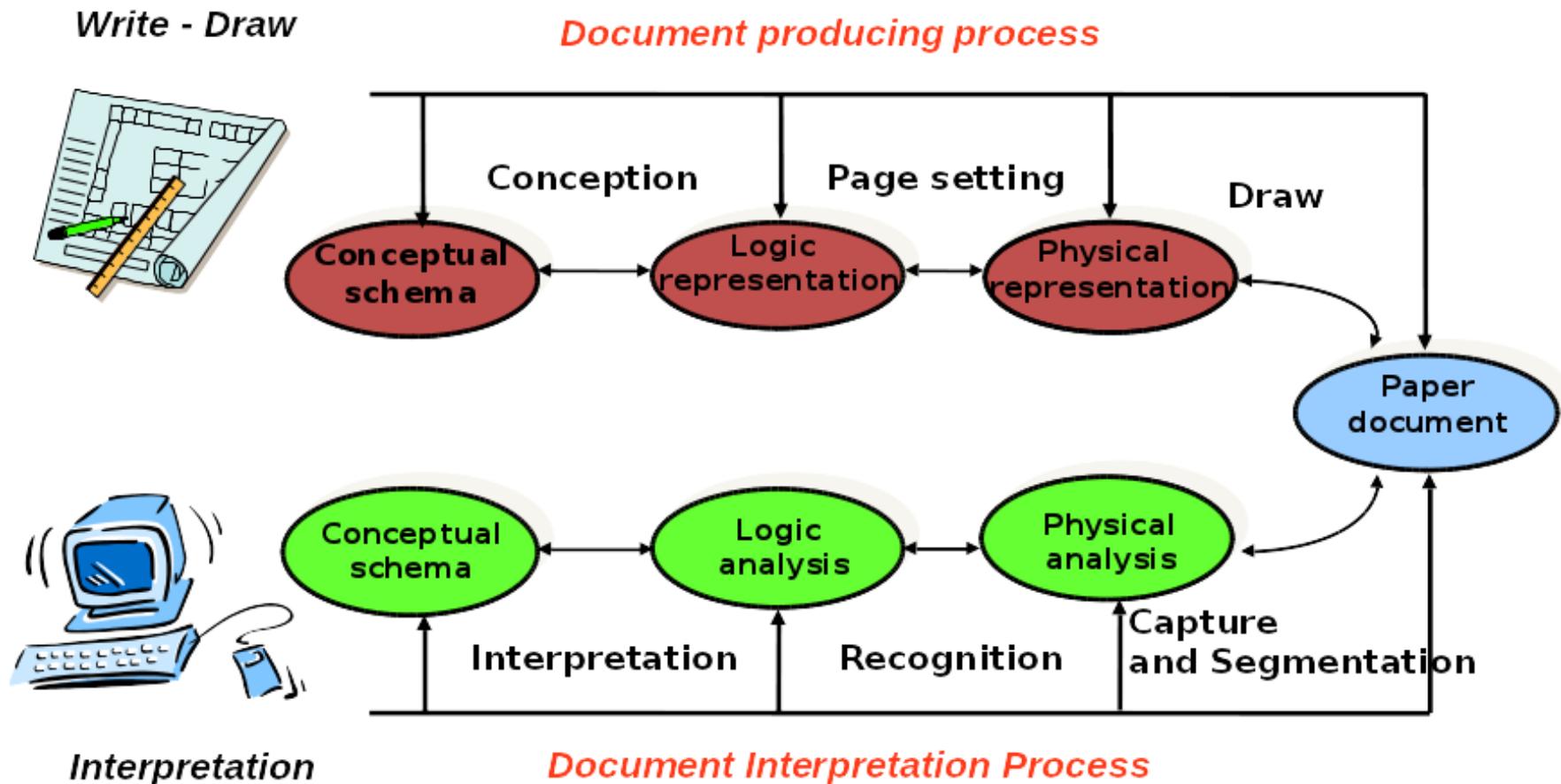


Image source: Handbook of Document Image Processing and Recognition. Springer, 2014

# Result examples

# Experiments

W CE JOUR-LÀ, COURANT  
SUR LA PLAGE IL NE SE  
DOUTAIT PAS QUE SA  
VIE ALLAIT BASCULER...

ONE EVENING LEANING OVER THE TAFFRAIL,  
I OBSERVED A STRANGE CLOUD THAT STRUCK  
A CHILL TO MY HEART.

OK, POUR MOI, LA PRISE EST BONNE !  
TU PEUX REMETTRE STEVE DANS NE  
LA CHAMBRE DE LA SOEUR DE KID.  
ON N'EN A PLUS BESOIN.

... ?!  
BATTRE DES  
BRAS COMME LES  
MOUETTES ?... TU  
VEUX DIRE VOLER  
COMME DES  
MOUETTES, NON  
?  
SE

TODO

Element	Process type	Analysis method	Method	Publication	Before	After	$\Delta$
Panel	Localisation	Histogram	S	CIFED'12 LNCS'13	60%	70%	<b>+10%</b>
		Topology	I, K	IJDAR'15			
Balloon	Localisation	Topology	S	-	20%	50%	<b>+30%</b>
		Region	I, K	-			
		Edge	S	ICDAR'13			
	Classification	Contour	S, I, K	GREC'13 LNCS'14	0%	80%	<b>+80%</b>
Text	Localisation	Topology	S		5%	60%	<b>+55%</b>
		Structure	I, K	VISAPP'13			
	Recognition	-	-	-	10%	10%	0%
Comic characters	Localisation	Graph	-	GREC'13 (2nd)	5%	10%	<b>+5%</b>
		Context	S, K	CIFED'14 RFIA'14 (2nd)			
		Spotting	Colour	I			
	Identification	-	-	-	10%	10%	0%
	Face/pose	-	-	-	0%	0%	0%
Context	Inter-element	Proximity	S, K	CIFED'14 RFIA'14 (2nd) IJDAR'15	0%	10%	<b>+10%</b>

# Background



Thinking about the scenario. Image credits:  
Wissam Shekhani, 2010