Lucy Gao & Sean Zhu
5/13/15

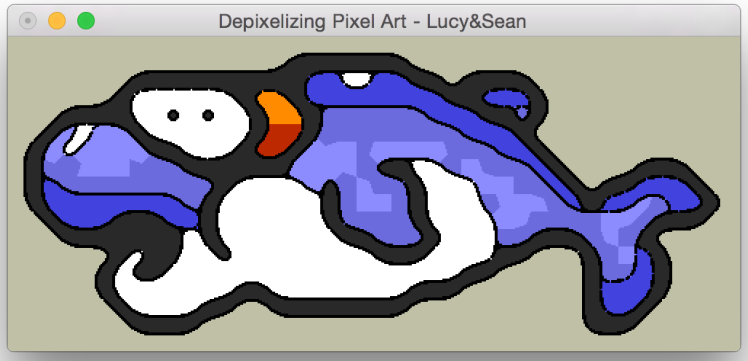
Depixeling Pixel Art Final Report

Our groups targeted to implement the “Depixelize Pixel Art” project. We started from reading the paper, analyzing the procedures, to implementing the algorithm and debugging. Eventually we achieved a decent result.

Given a pixel art image, our program is able to produce a depixelized version of the input image. The edges in our result image are much smoother, and the color transition is more subtle. An example is shown below:

Input:

Output:



We finished all required parts in our rubrics except for smoothing out out the curves and writing the image to a SVG file (which we later decided to make them optional / bonus points). We also failed to get the T-junction resolving finished due to time constraint, but it seems not to be a significant issue though.

We spent a total of approximately 40 hours on this project, and we are pretty impressed by our final result.

Suggested Grade: A