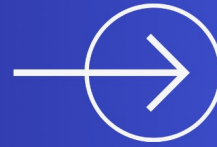


Image Resizing, Scaling & Interpolation



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Image Resizing

- Adjusting image dimension

$$\begin{array}{ccc} 640 \times 480 & \longleftrightarrow & 1280 \times 720 \\ \underline{4:3} & & \underline{16:9} \end{array}$$

Image Scaling

- Adjusting image dimension but maintaining aspect ratio.

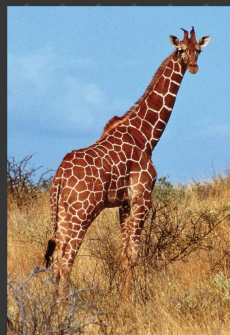
$$\begin{array}{ccc} HD & \longleftrightarrow & Full HD \\ 16:9 & & 16:9 \end{array}$$

$$1280 \times 720 \rightarrow 1920 \times 1080$$

Interpolation

- Determines how pixel values are computed when decreasing or increasing the size of an image.

Image Resizing



Original Image
1067 x 1704



Resized Image
1067 x 1067

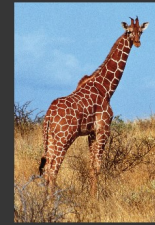
Image
Scaling



Original Image
1067 x 1704



Maintain
Aspect
ratio



Scaled Image
533 x 852

Scaled down
by factor of
2

Interpolation

`cv2.INTER_NEAREST`: Simplest method. Each pixel in the resized image is assigned the value of the nearest pixel in the original image.

A	B
C	D

Input Image

2x2

A	A	B	B
A	A	B	B
C	C	D	D
C	C	D	D

output Image - 4x4

`cv2.INTER_LINEAR`: Uses the average of the nearest four pixels to calculate the new pixel value.

`cv2.INTER_CUBIC` : Considers the nearest 16 pixels to calculate the new pixel value, providing smoother results.

`cv2.INTER_AREA` : Calculates the average pixel value in the area of the original image that maps to a single pixel in the resized image.

`cv2.INTER_LANCZOS4` : Uses a mathematical formula (Lanczos kernel) to consider the nearest 8x8 pixel neighborhood for each pixel. Produces high-quality results but is computationally expensive.

