**Project Details and Abstract**

In this project we are implementing paper for **“Image Quilting for Texture Synthesis and Transfer”** written by Alexei A. Efros and Willian T. Freeman.

We present a simple image-based method of generating novel visual appearance in which a new image is synthesized by stitching together small patches of existing images. We call this process *image quilting*. This project has two parts in first part we Implement the algorithm for image quilting and in second part we extend this algorithm to perform texture transfer. Texture transfer is the process of render an object with texture of other object.

**Group Members**

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**Data set**

For Image quilting we are using texture database from datasets from **“UIUC”,** which can be referenced at <http://www-cvr.ai.uiuc.edu/ponce_grp/data/>

For Image texture transfer we are using data our own data set which contains images taken at IIT Bombay campus of various objects and faces and the texture data set taken from **“UIUC”** the same data set that we are using fro image quilting.

**Validation Strategy**

Quilted Image is valid if the quilted image seems uniform. Since we are working for texture synthesis in image quilting, our output quilted image must be a texture with uniformity texture of input image.

In Texture transfer output image is valid if it contains the texture of one image and other image (object whose texture is transferred) can be easily recognized from having different texture.