

Ryan Painter
CPSC 4040
EC Project Results

warped with no repairs:



repaired:



To handle the aliasing in this image I used bilinear interpolation. I used the method in the "Warping Artifacts" powerpoint on slides 39-41. This method takes the raw u and v values and finds the nearest 4 pixels to the value, it then averages these pixels together using some matrix math to get an approximation of the true color.