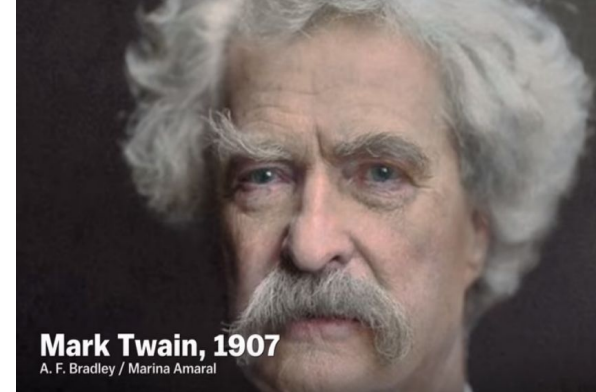


“[Colorized photos] show people  
and moments in history that have  
never been seen in color”

- Vox



# FOCUS · Colorizing Photos

Artists currently use Photoshop to **recolorize** images **by hand**

A single image may take **several days** just to colorize

**Goal:** Create a program that can **semi-automatically** colorize photos based on **user inputs**

# PREVIOUS WORK · Colorization using Optimization

Anat Levin, Dani Lischinski, Yair Weiss

**Constraint:** Two neighboring pixels **r** & **s** should have similar colors if their intensities are similar

$$\omega_{rs} \propto e^{-(Y(\mathbf{r}) - Y(\mathbf{s}))^2 / 2\sigma_r^2}$$

The weighting function determines how similar in color **r** and **s** should be based on their intensities

## PREVIOUS WORK · Colorization using Optimization



Colors don't properly spread to the edges of the object

## SOLUTION · Texture Comparison

Incorporate **texture similarity** in determining the color of a grayscale image

**Constraint:** Two neighboring pixels **r** & **s** should have similar colors if their intensities **and textures** are similar

$$\omega_{rs} \propto e^{-((Y(\mathbf{r}) - Y(\mathbf{s}))^2 + \alpha SSD(\mathbf{r}, \mathbf{s}, \mathbf{w})) / 2\sigma_r^2}$$

## SOLUTION · Texture Comparison

$$\omega_{rs} \propto e^{-((Y(\mathbf{r}) - Y(\mathbf{s}))^2 + \alpha SSD(\mathbf{r}, \mathbf{s}, \mathbf{w})) / 2\sigma_r^2}$$

where  $\mathbf{w}$  is window size,  $\alpha$  is a weighting constant

$SSD(\mathbf{r}, \mathbf{s}, \mathbf{w})$  is the SSD error between a window centered around  $\mathbf{r}$  and a window centered around  $\mathbf{s}$  (Efros and Leung 1999)

## SOLUTION · Results

$$\mathbf{w} = 5, \alpha = 10$$



Levin, Lischinski, & Weiss



Incorporating Texture

## SOLUTION · Conclusion

Texture similarity can be used to successfully colorize photos in a user-guided manner

Future directions: Explore **why** changing  **$w$**  and  **$\alpha$**  can change the results of colorized image