

Tema 3

Aplicatii in vederea artificiala 2018-2019

Jitca David

12 decembrie 2018

Partea 1. Sintetizarea texturii

rice.jpg



Texturata generata aleator



Textura orez generata folosind doar eroarea de suprapunere.



Textura orez generata folosind eroarea de suprapunere si frontiera de cost minim

radishes.jpg



Texturata generata aleator



Textura ridichi generata folosind doar eroarea de suprapunere.



Textura ridichi generata folosind eroarea de suprapunere si frontiera de cost minim.

brick.jpg



Texturata generata aleator

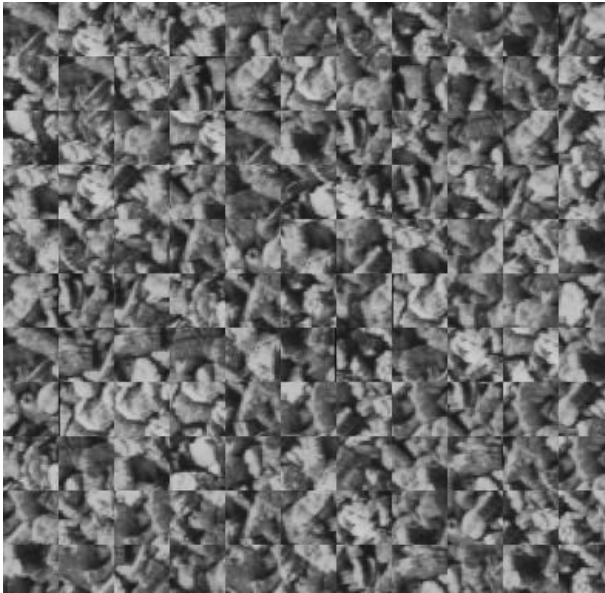


Textura caramida generata folosind doar eroarea de suprapunere.

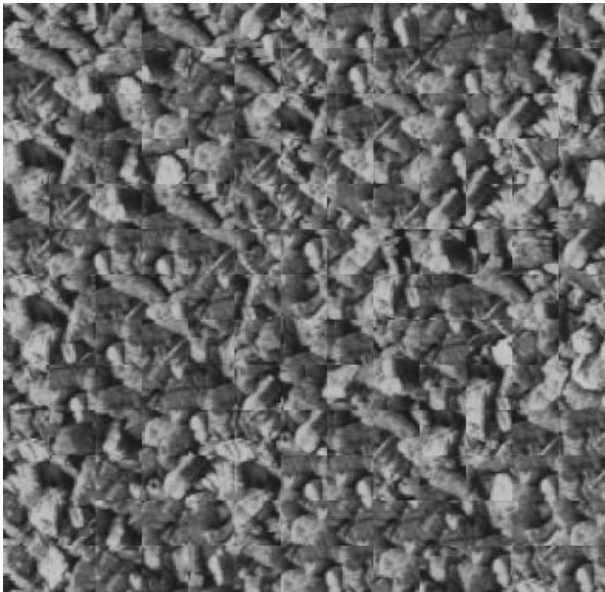
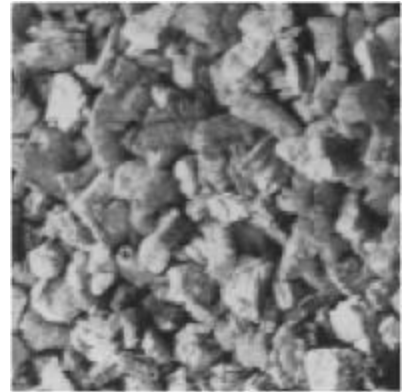


Textura caramida generata folosind eroarea de suprapunere si frontiera de cost minim.

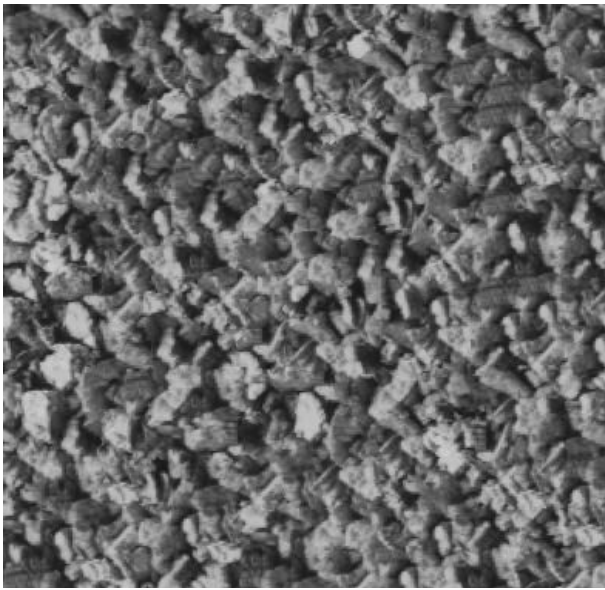
arcTriumf.jpg



Texturata generata aleator

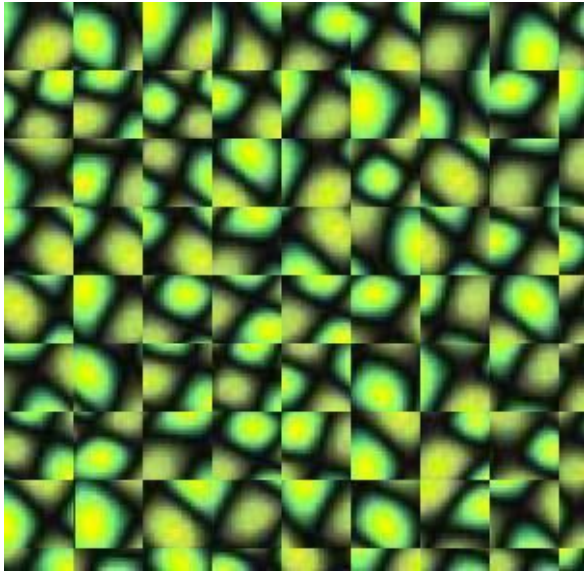


Textura piatra generata folosind doar eroarea de suprapunere.

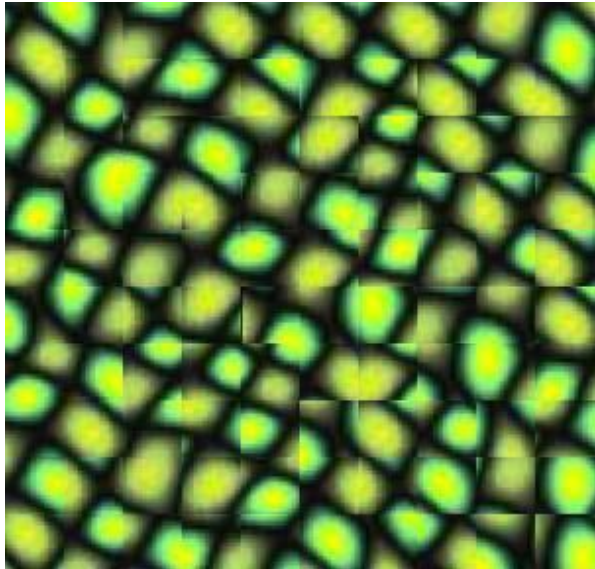
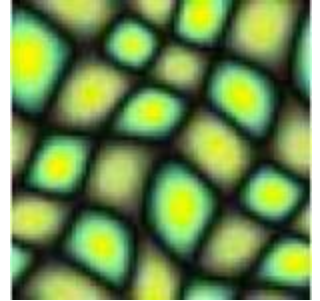


Textura piatra generata folosind eroarea de suprapunere si frontiera de cost minim.

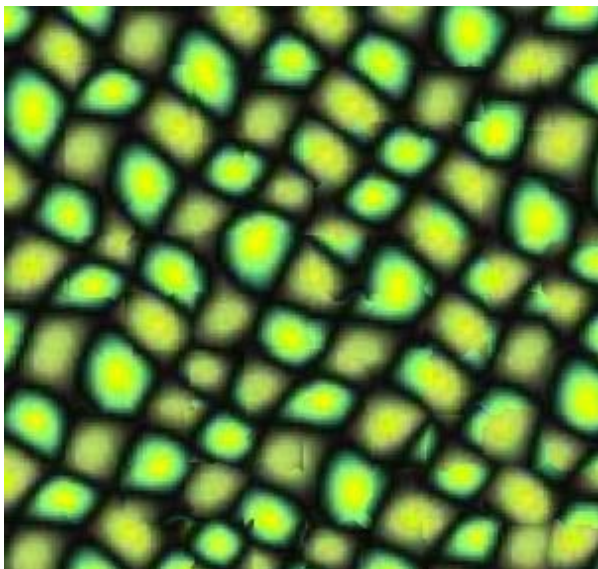
img5.jpg



Texturata generata aleator



Textura generata folosind doar eroarea de suprapunere.



Textura generata folosind eroarea de suprapunere si frontiera de cost minim.

Partea 2 Transfer textura

Eminescu.jpg



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Iteratia 1 - blocuri 36px



Iteratia 2 - blocuri 12px

goldengate.jpg



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Iteratia 1 blocuri 36px



Iteratia 2 blocuri 12px



Iteratia 3 blocuri 5px