

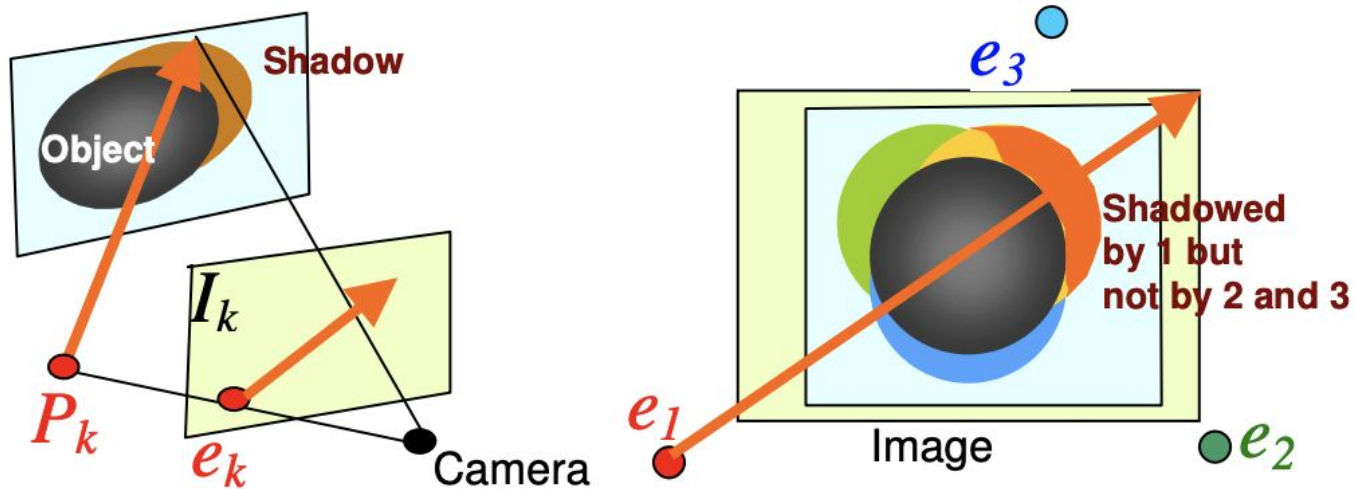
# Multi-Flash Imaging

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**Techniques for Edge Detection and  
Non-Photorealistic Rendering**

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# Introduction



# Prototype



# Approach

## Edges

1. 4 Flash images capture
2. Compute max image
3. Create ratio images of flash / max
4. Sobel filter to compute silhouettes in each direction
5. Combine 4 silhouettes into fused edge image

## Stylization

1. Blur max image
2. Combine edge image and blur image for final stylized image

# Results: Source Images

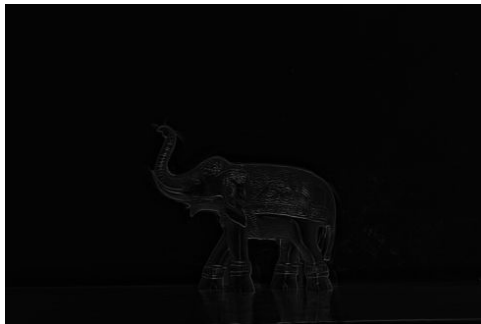
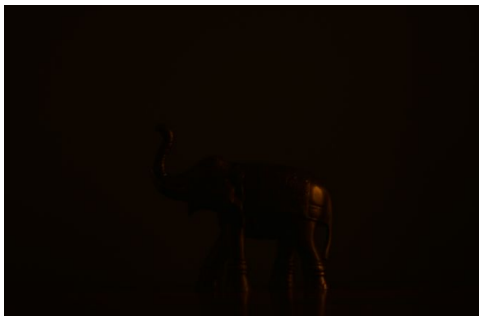


# Results: My Images





# Results: My Images



**Thank You!**