Literature Review

Kshitij Karke

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1 Introduction

The two articles that I decided to compare for this literary review where story albums creating fictional stories from personal photographs sets which was done by Disney research teams and colorware surface registration which was done by Shuai Lu Yu-Kun Lai.

2 Story Albums: Creating Fictional Stories From PersonalPhotograph Sets

The first article talks about collages that were done at Disney and how they made story albums using pictures of kids that had come to the amusement park. Their concept of the story graph went from when to where to who to what. They made a graph of prioritized pictures about which picture would look good next or which picture would not look best next according to their research. They're photograph attributes included quality the blurriness and the lighting four scores for each picture. What's the add the pictures needed they made sure that there visual layout appeal to children as they did it in comic style or a children's book style. It concluded there paper by saying that their final results depended on the story the quality that the pictures showed them and that their mapping algorithm that shows the layout and their layout algorithm was one of a kind and saved time and made things list complex. He compared their results to a software called Baseline which was a simple version of making such collages and concluded that the results were preferred by 66 % of the people and more coherent by 83 %. They also compared the results to Amazon Mechanical Turk which is more of a manual system and compared it to their algorithm and concluded that since Amazon Mechanical Turk is manual. [2]

3 Color-aware surface registration

The second article that I read was about colors surface registration. I think that both the Articles related to each other as they were both evaluating pic-

tures based on their brightness, colors, quality, etc. They use cameras to drag geometric distortions which helped them sort pictures of different clothes that had various textures. They had a premade graph similar to that of the Disney team and used it to sort pictures based on the colors, brightness and advance fiber detection by comparing to the graph. They also used 3D picture taking techniques (using kinect cameras) to try and identify the shirt worn by a user. They also said they had certain limitations to how much GPU they could use to trying to identify the textures of shirts. [1]

References

[1] Shuai Lin, Yu-Kun Lai, Ralph R. Martin, Shiyao Jin, and Zhi-Quan Cheng. Color-aware surface registration. *Computers Graphics*, 58:31 – 42, 2016. Shape Modeling International 2016.

[2] O. Radiano, Y. Graber, M. Mahler, L. Sigal, and A. Shamir. Story albums: Creating fictional stories from personal photograph sets. *Computer Graphics Forum*, 37(1):19–31, 2018.