

## SLIC implementation - Marcelo Paulon

<https://github.com/marcelopaulon/PUC-Rio-INF1761-Computacao-Grafica>

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“Trabalho 1.exe” /h

Usage: Trabalho 1 [-k SUPERPIXELS] [-M OPACITY] [/noContours]

-k: number of superpixels

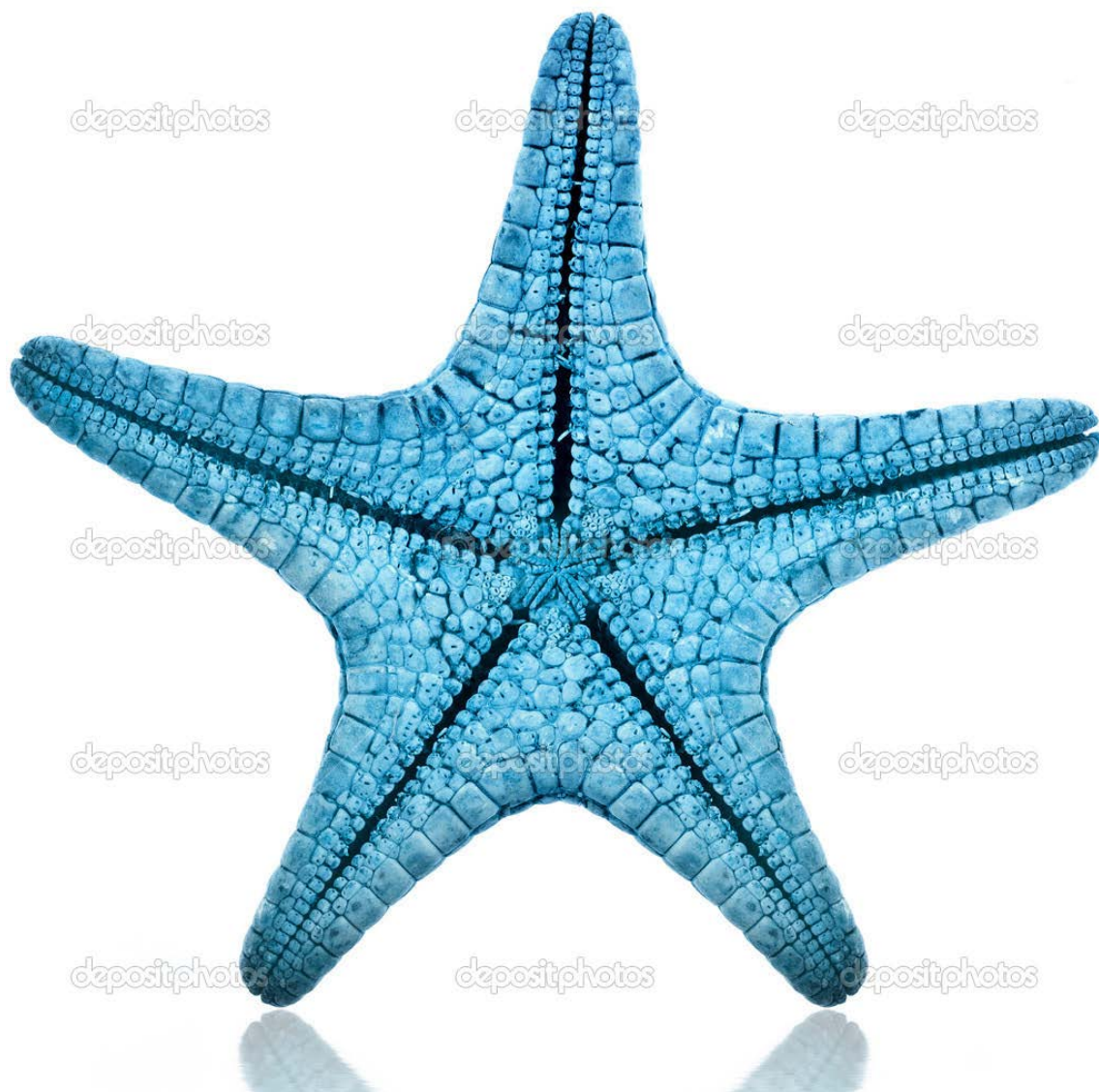
-M: compacity

/noContours: disables contour drawing

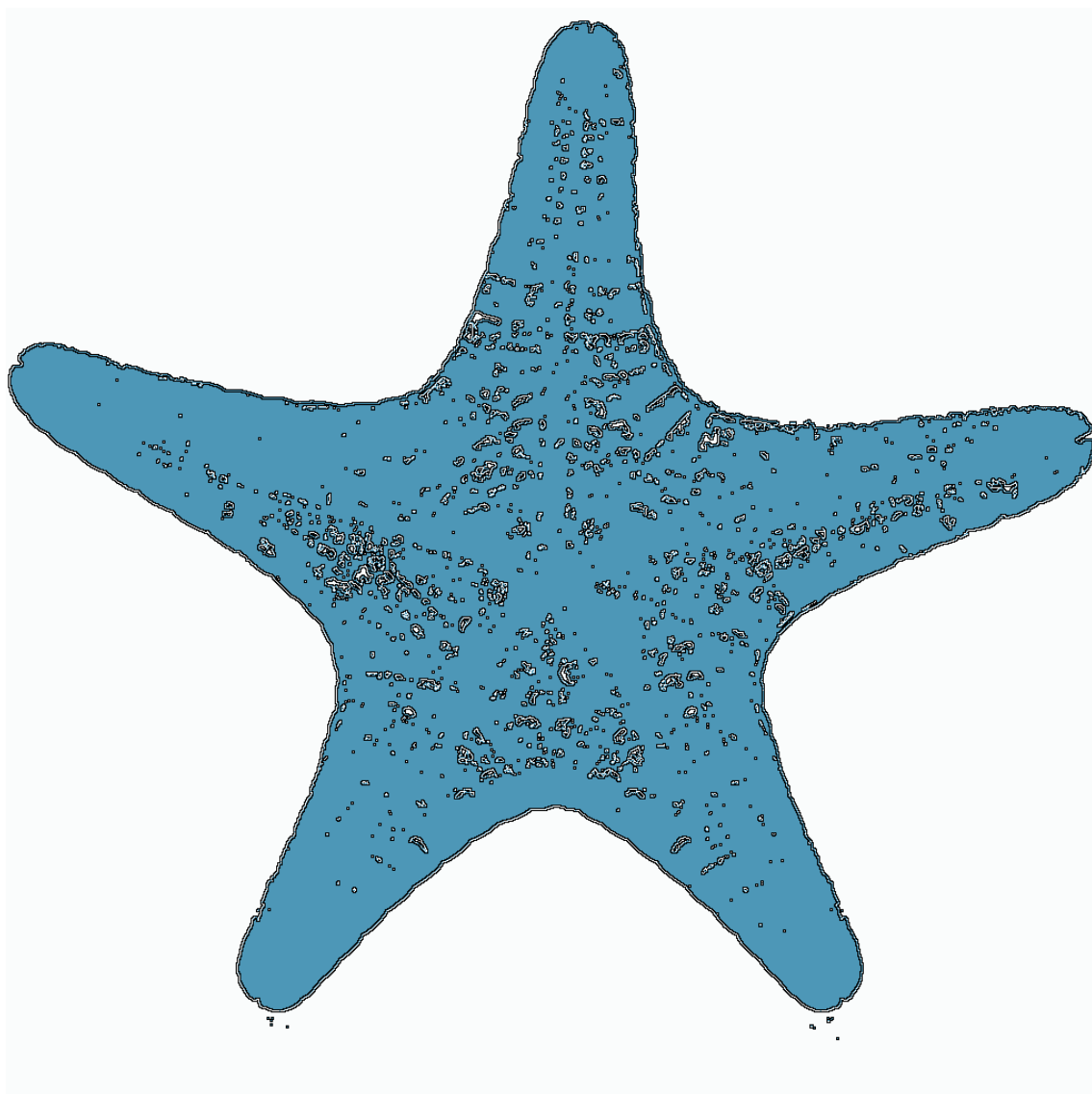
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Results (M = 20)

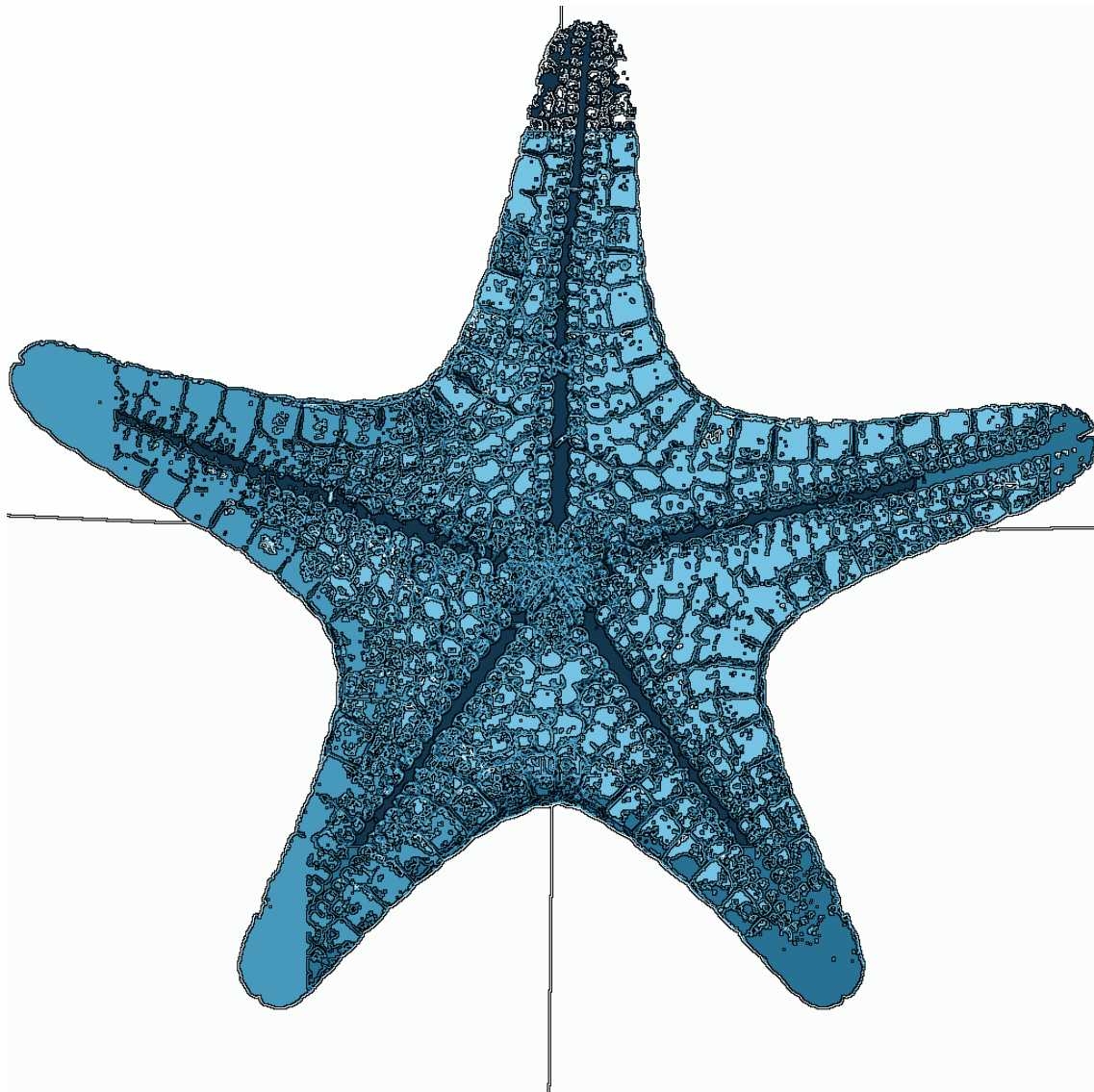
File: estrela.png



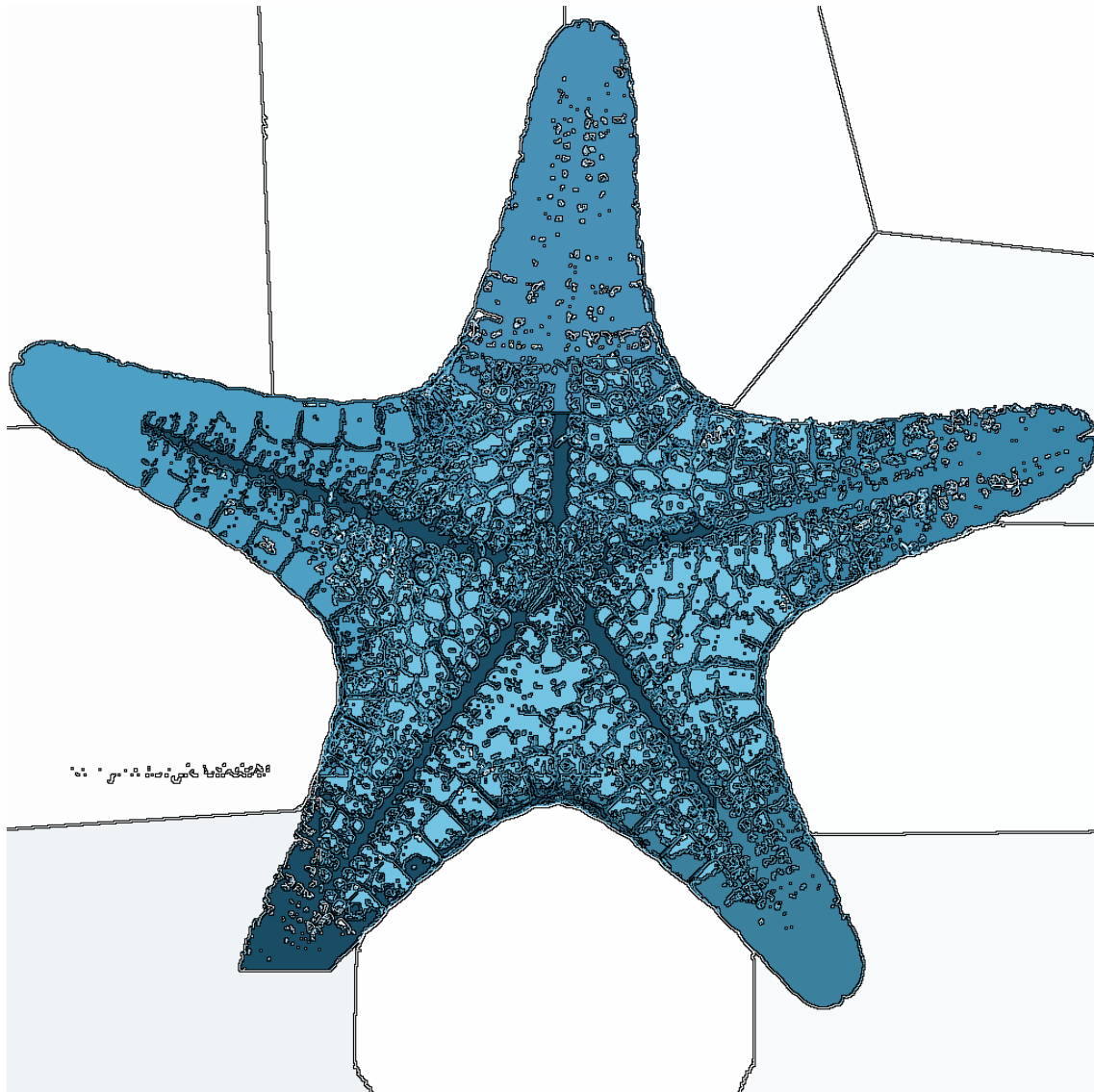
$k = 2$



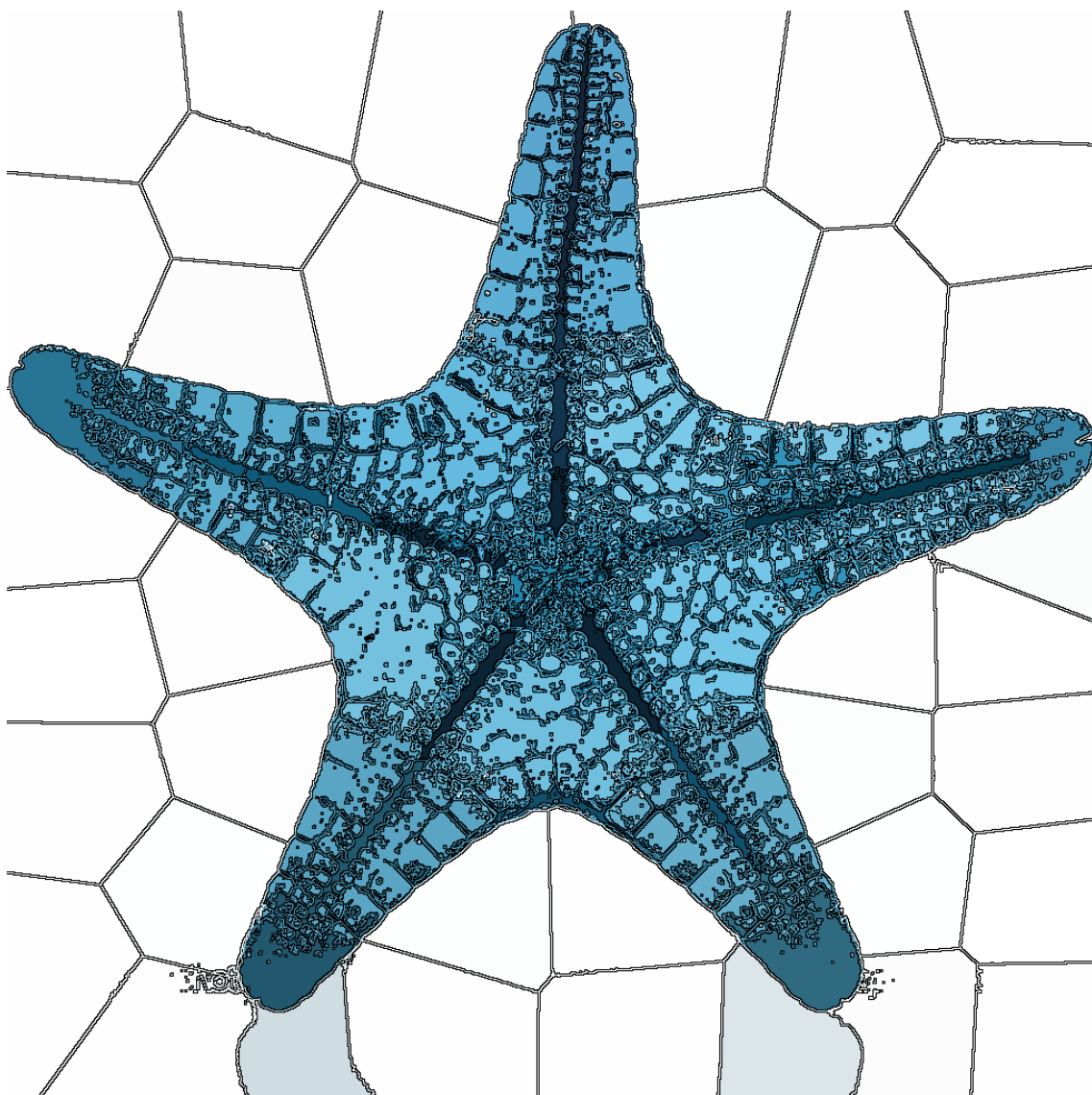
$k = 8$



$k = 16$

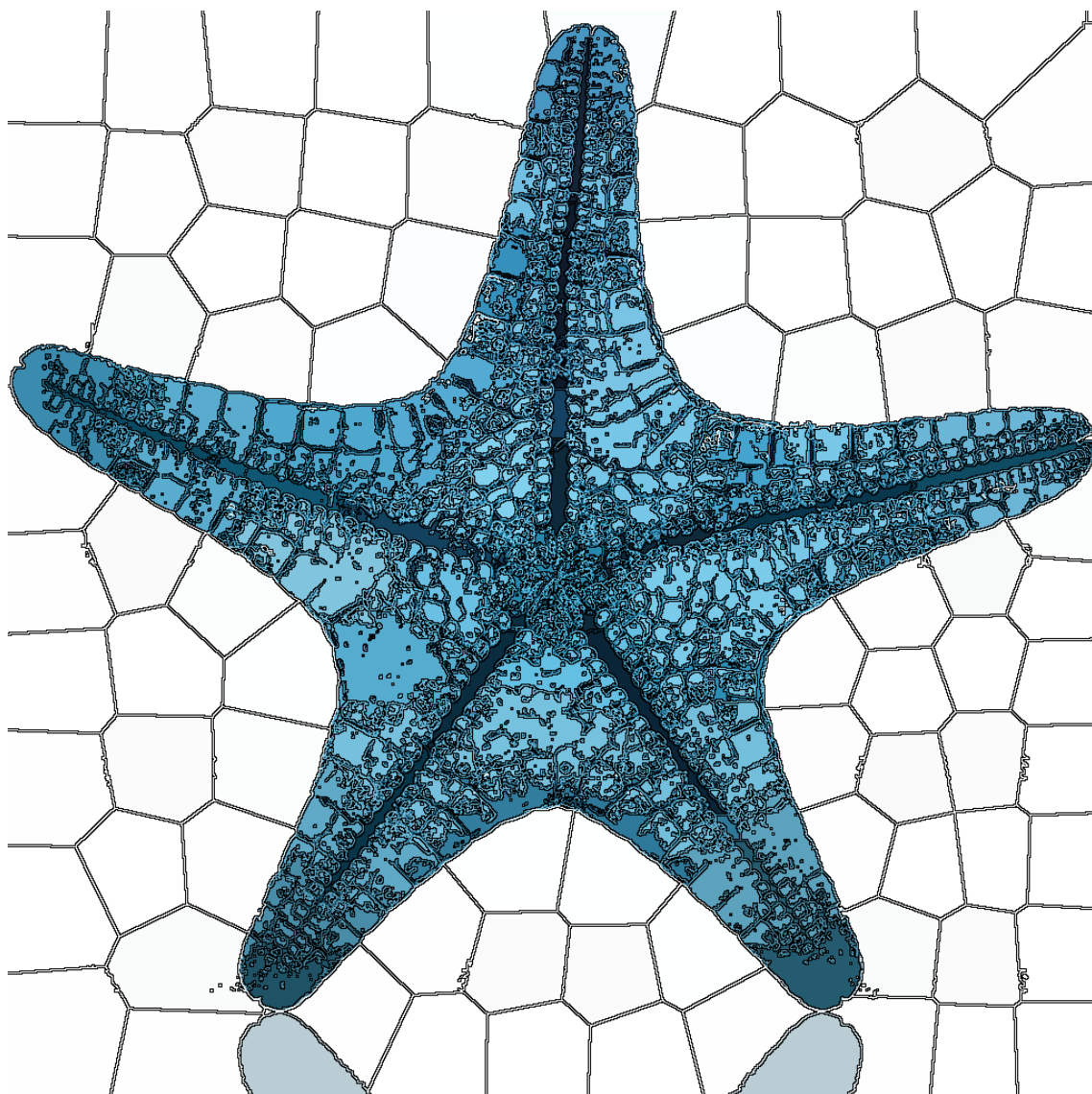


k = 64

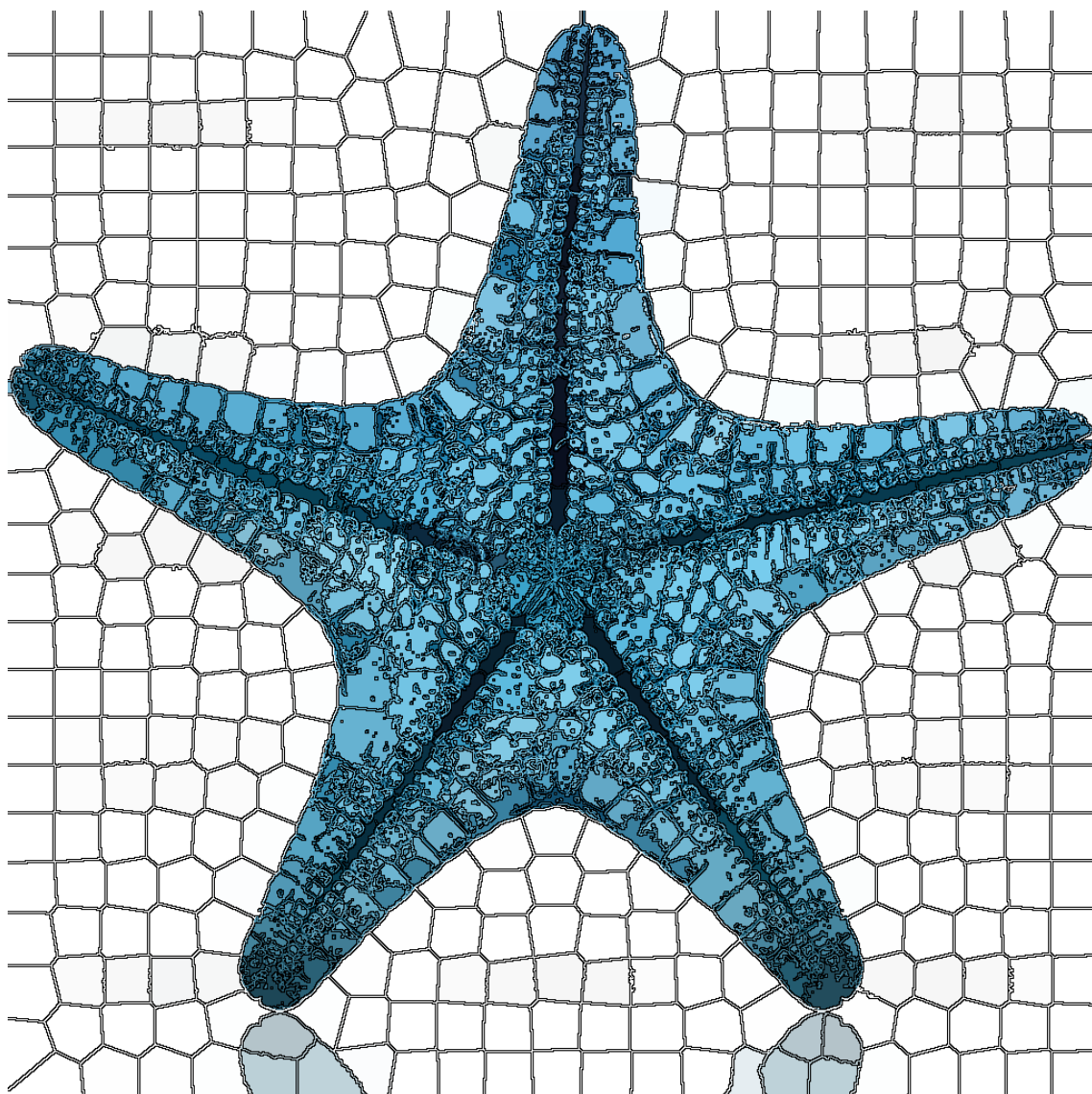




k = 128

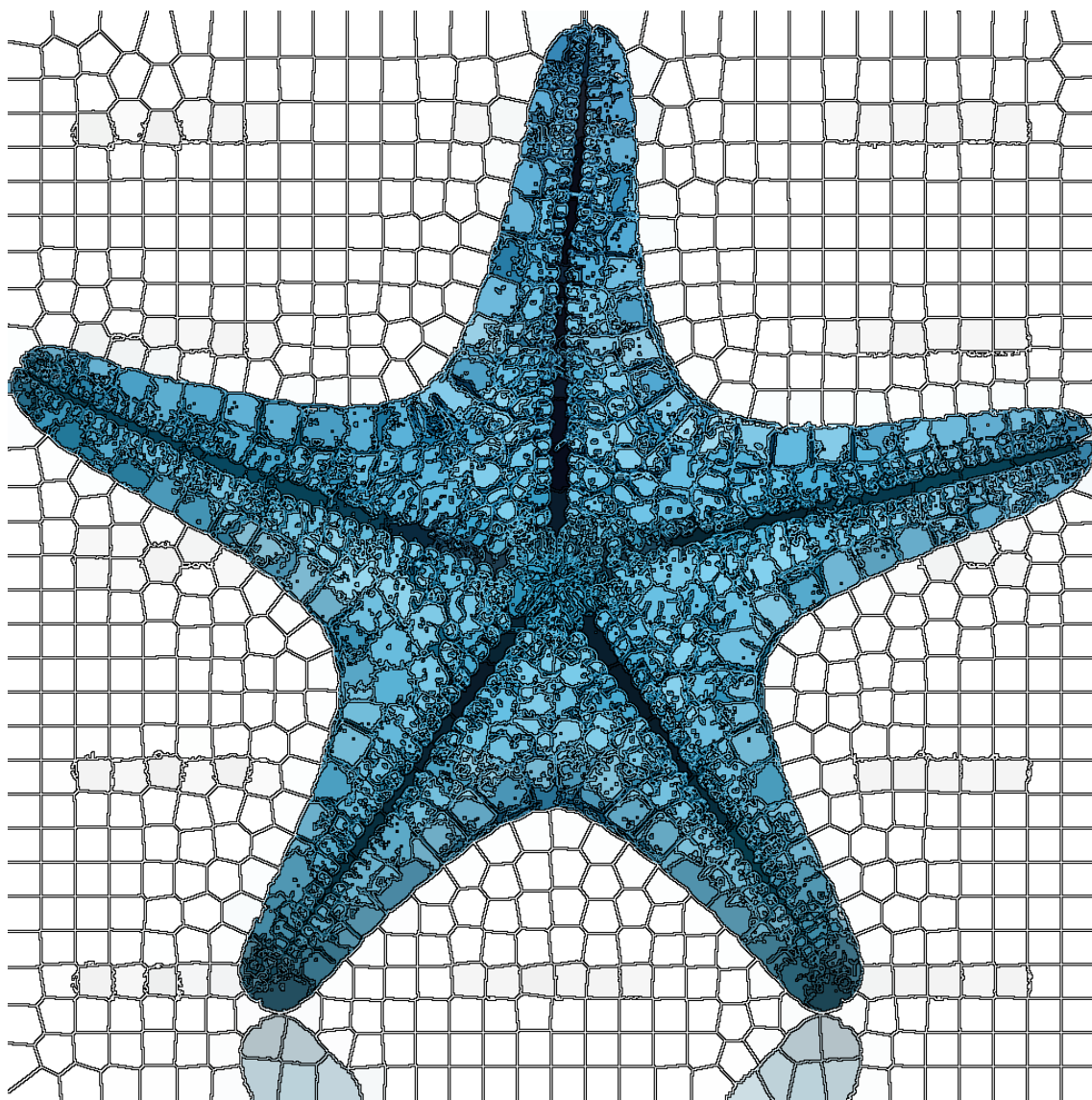


k = 512





k = 1024



File: eye.png



$k = 2$

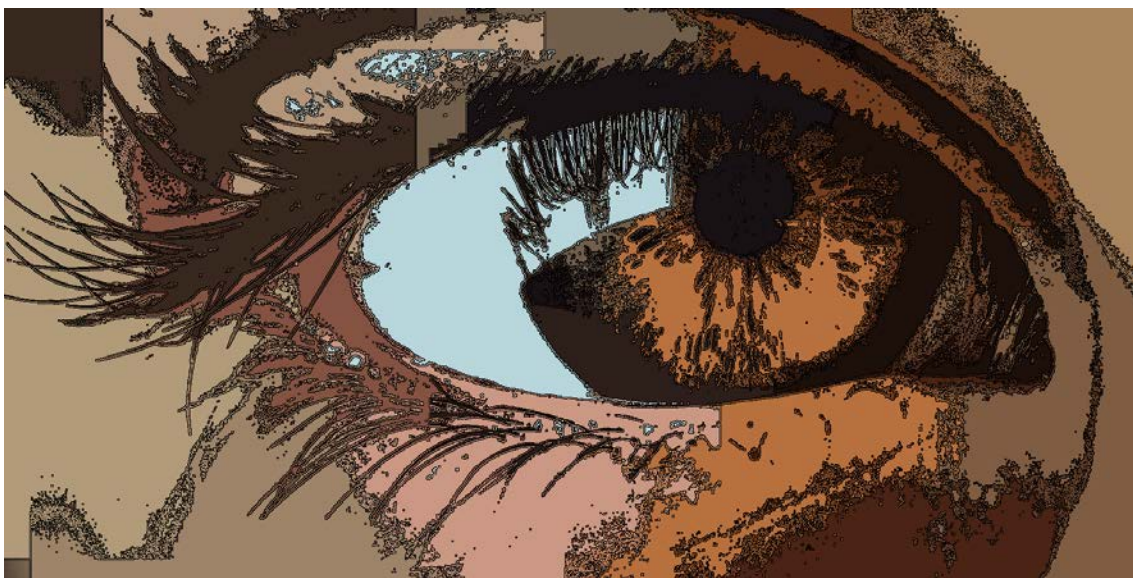




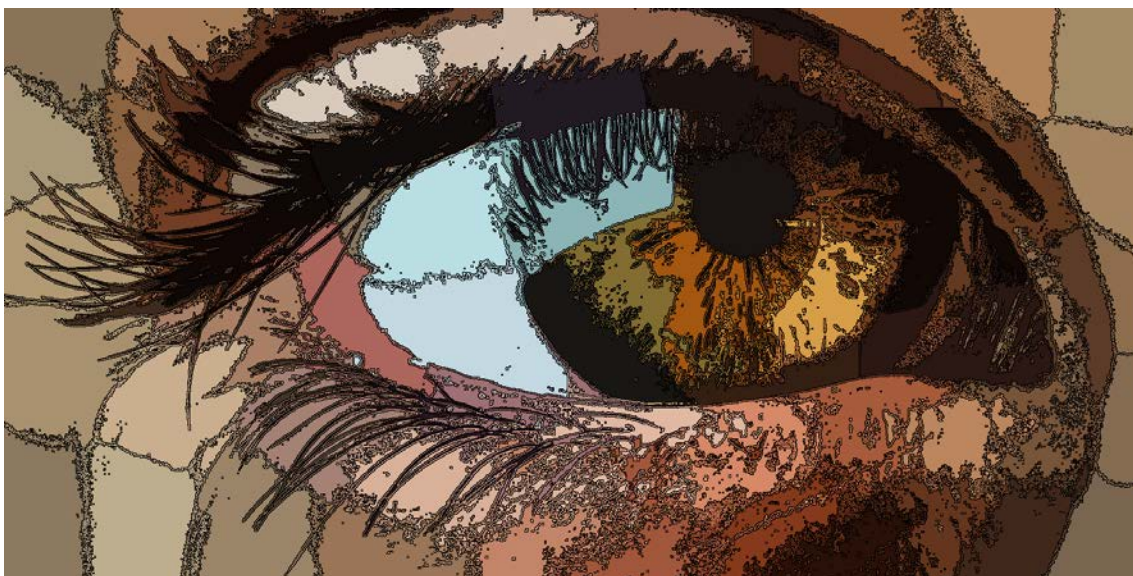
$k = 8$



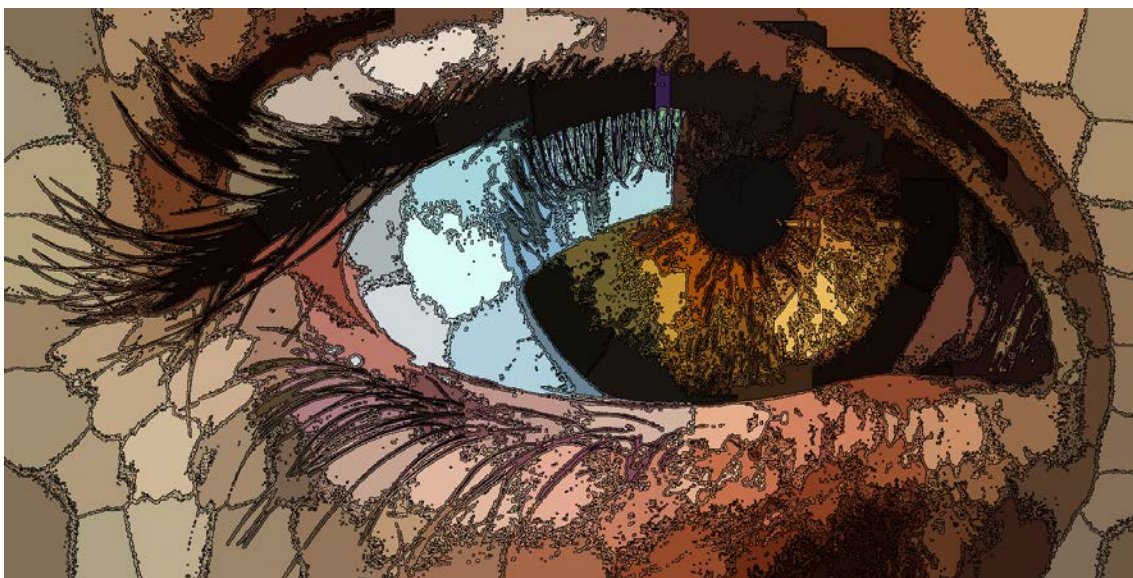
$k = 16$



k = 64



k = 128





k = 512

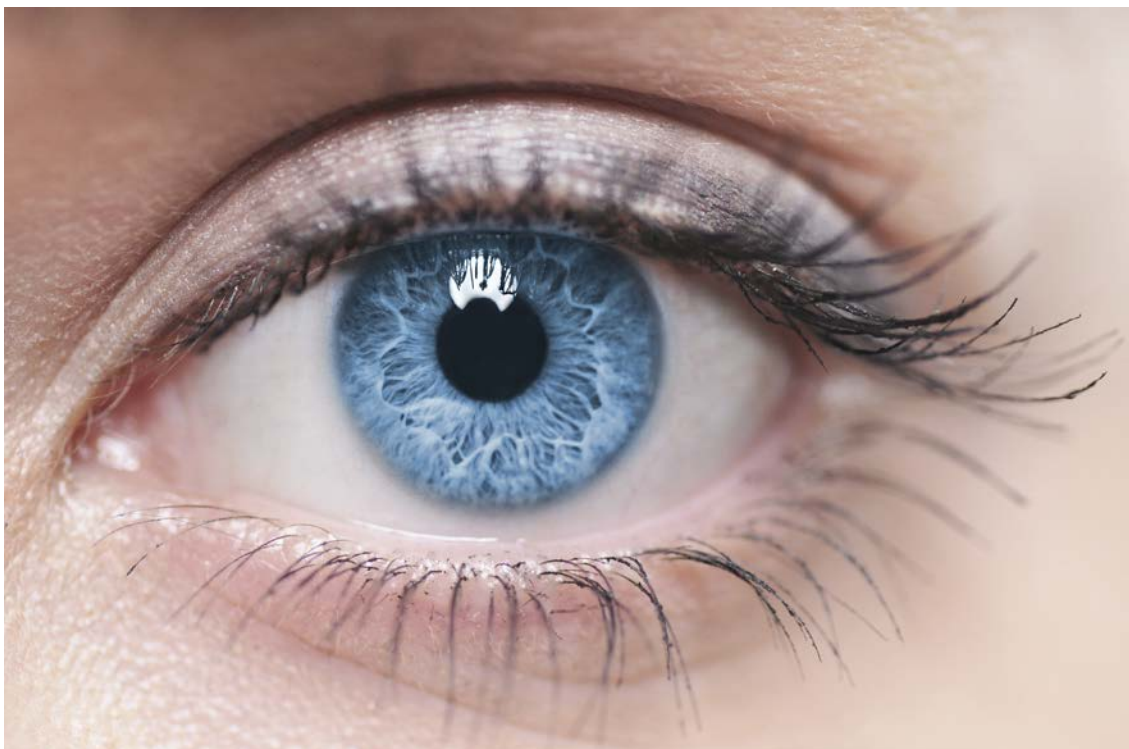


k = 1024





File: eye2.png



$k = 2$



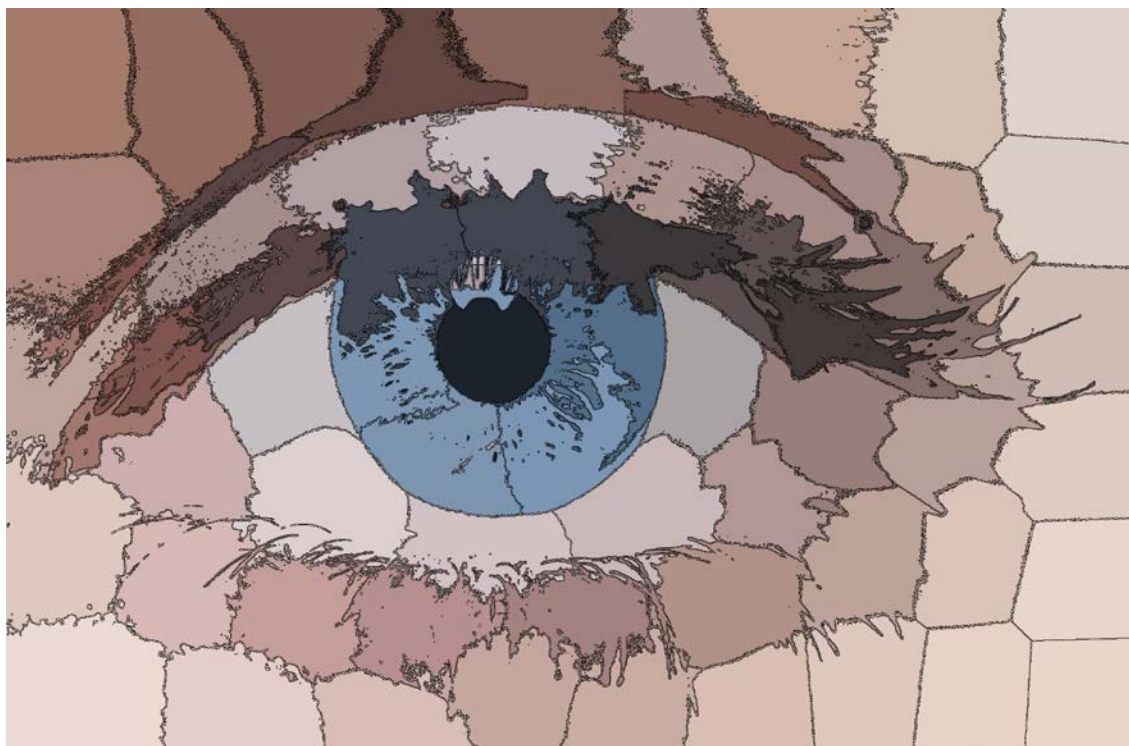
$k = 8$



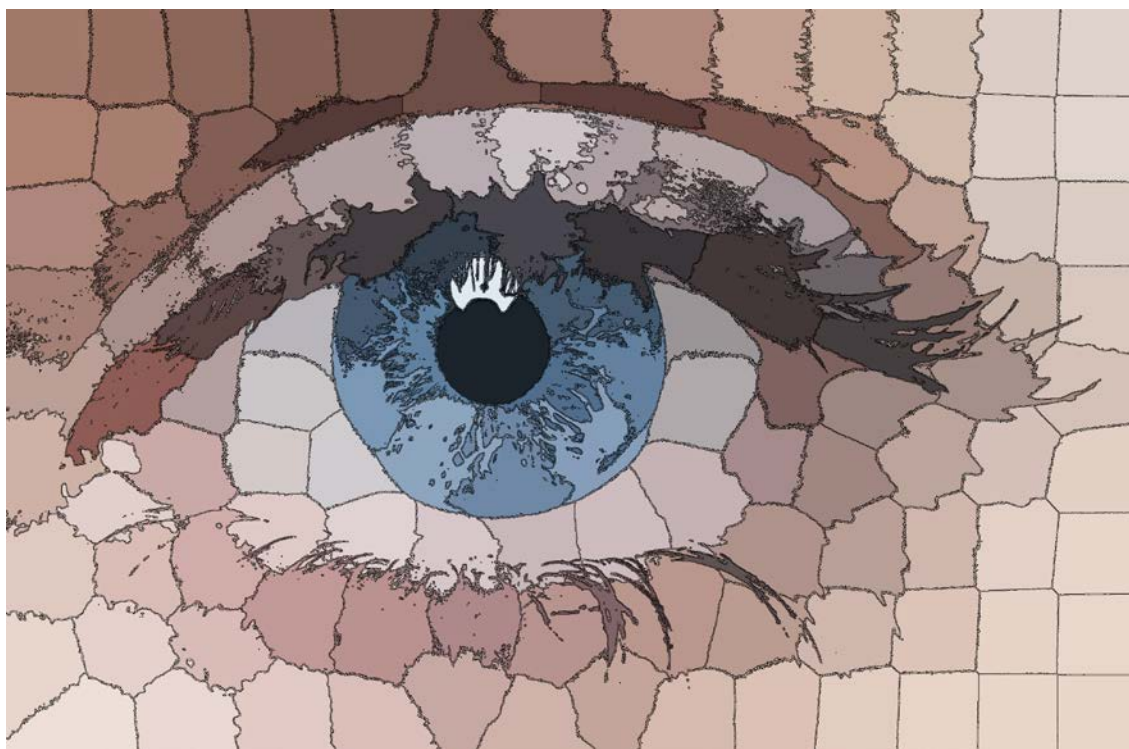
$k = 16$



k = 64

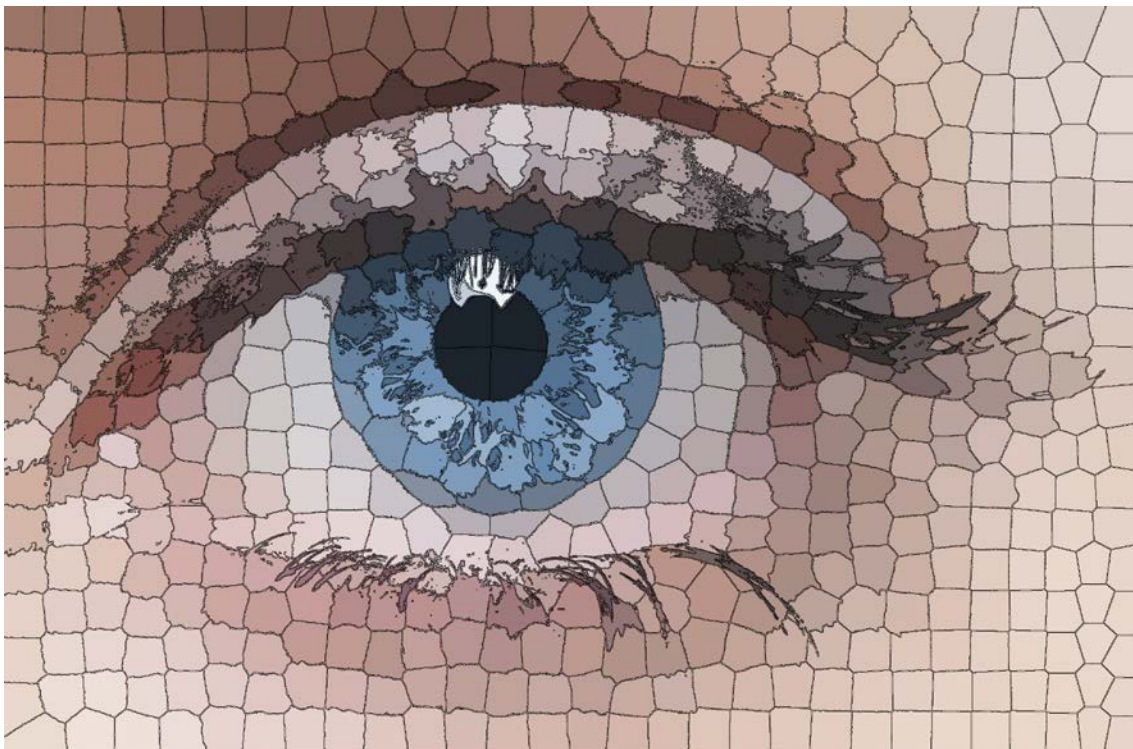


k = 128

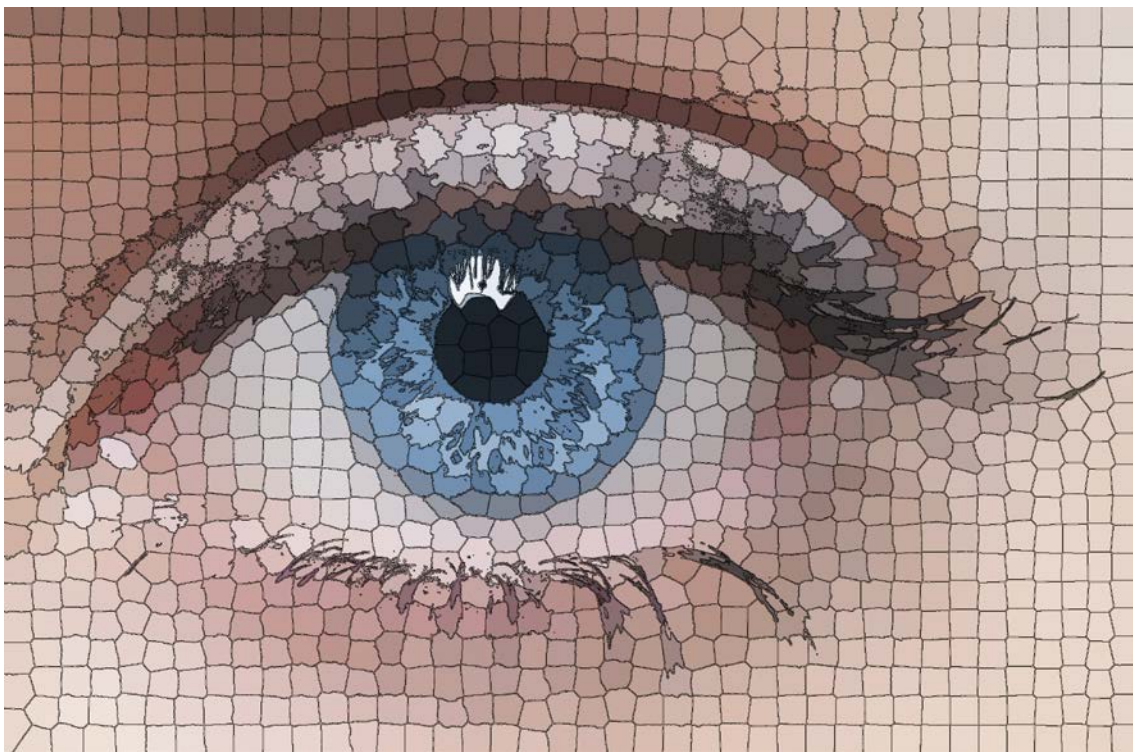




k = 512



k = 1024



File: lenna.png





$k = 2$



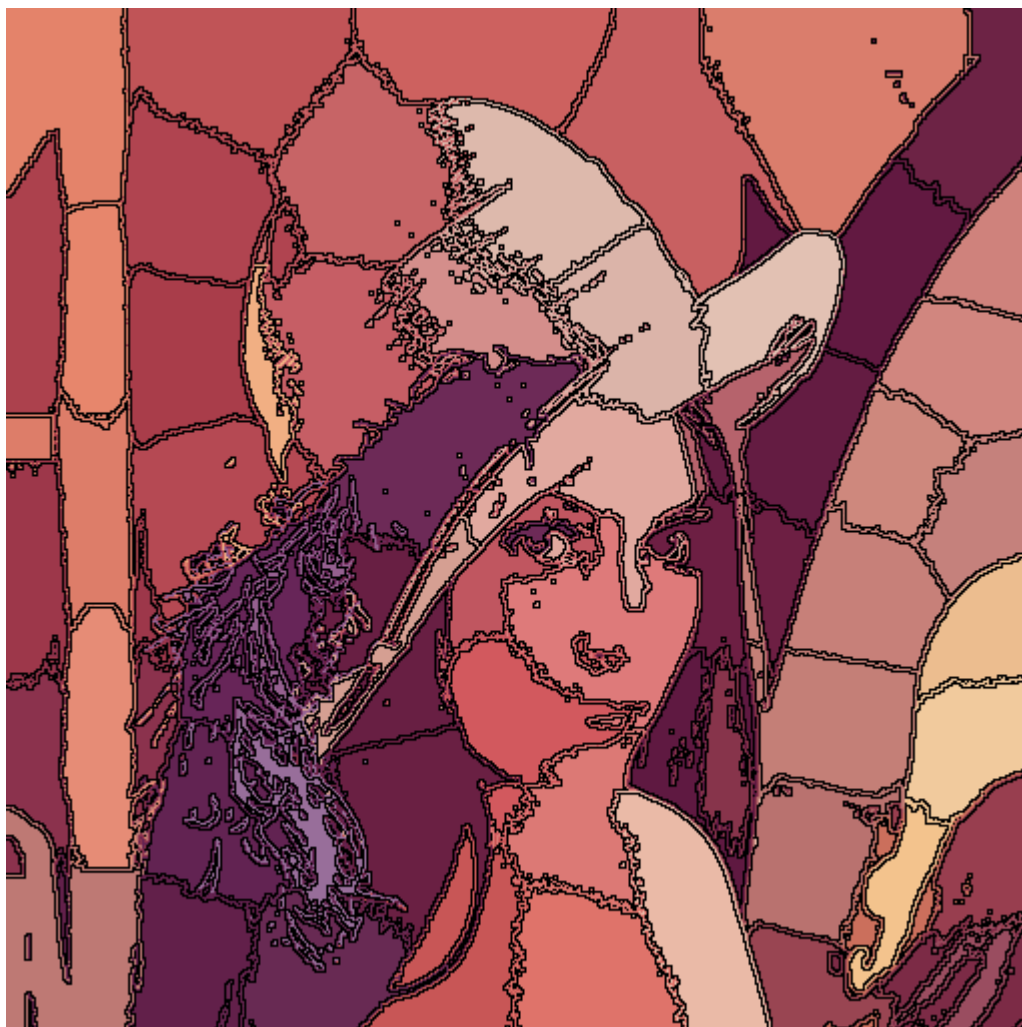
$k = 8$



k = 16



k = 64



k = 128

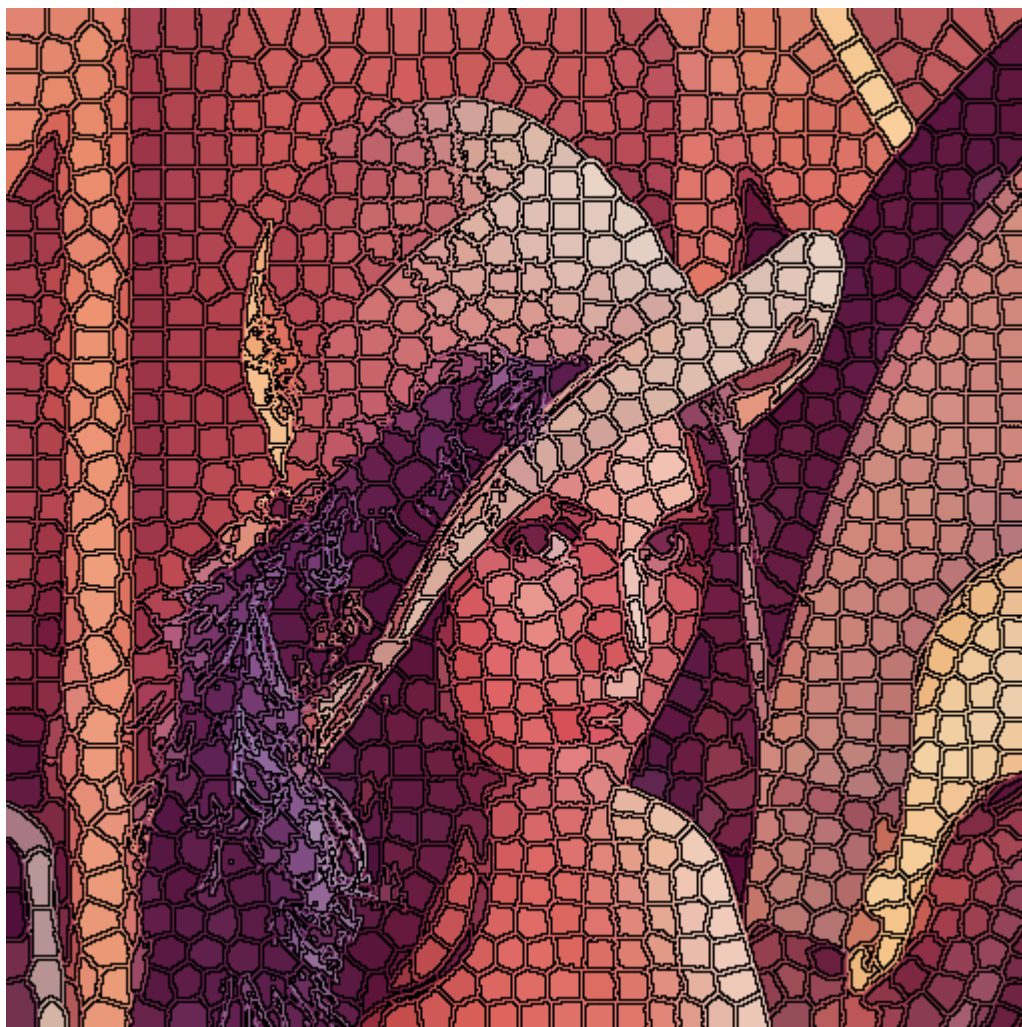




k = 512



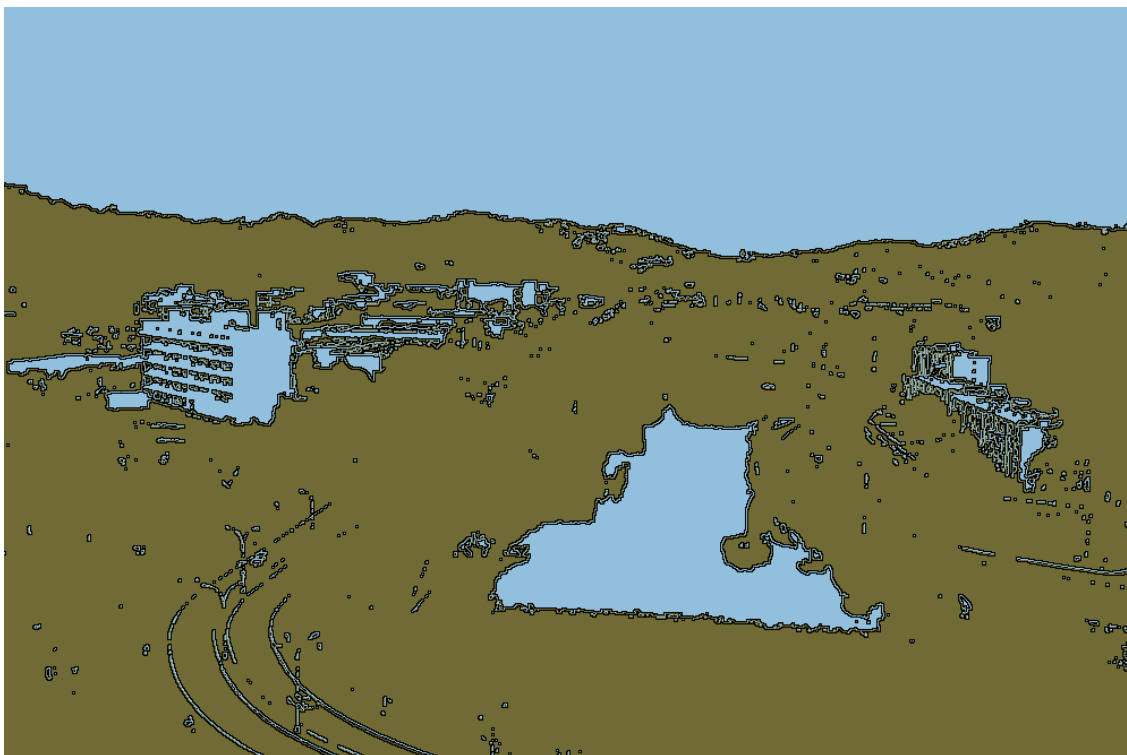
k = 1024



File: test.png

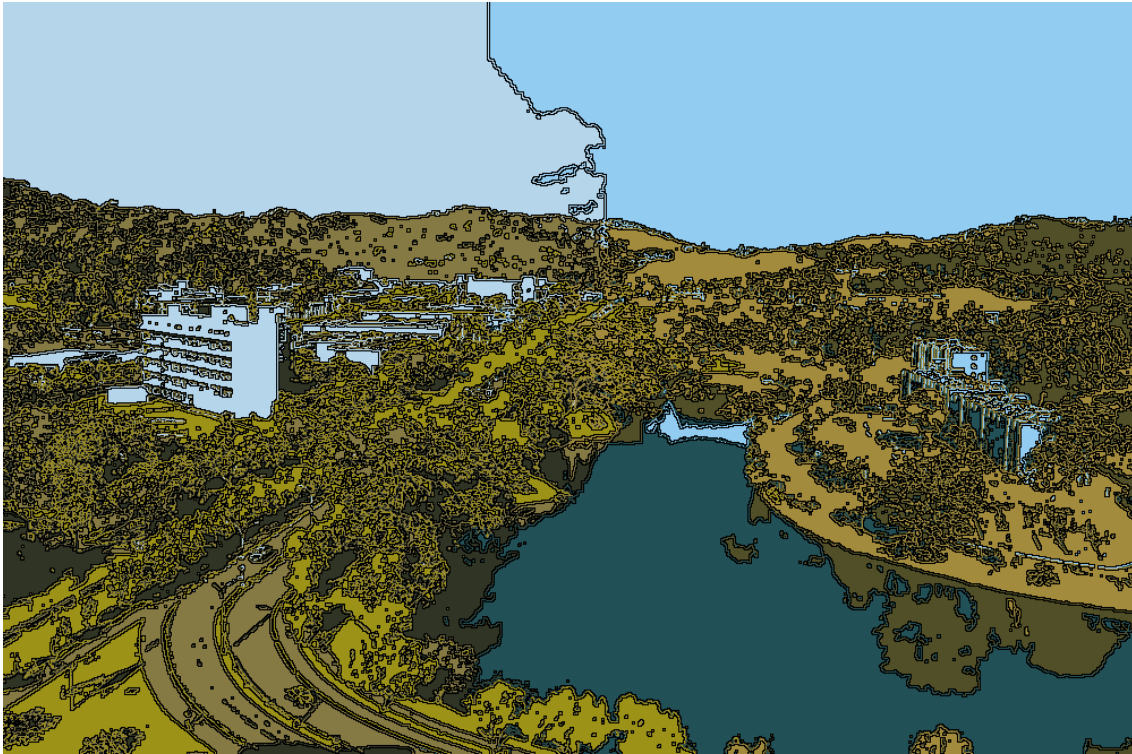


$k = 2$

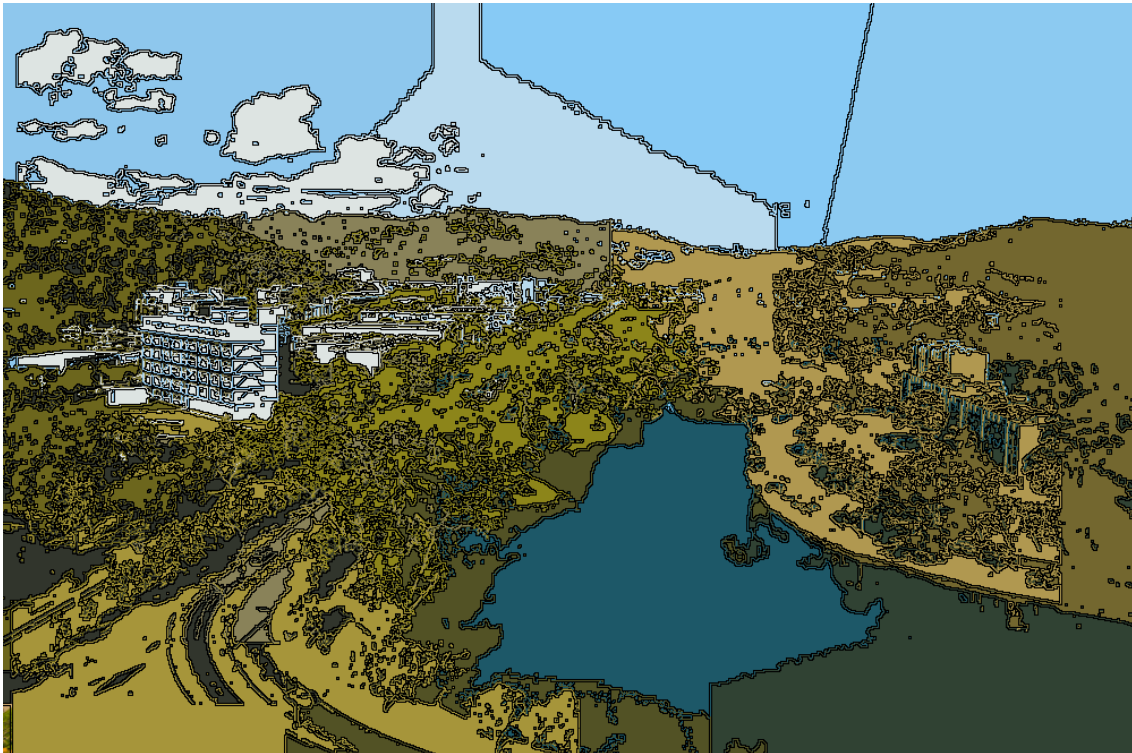




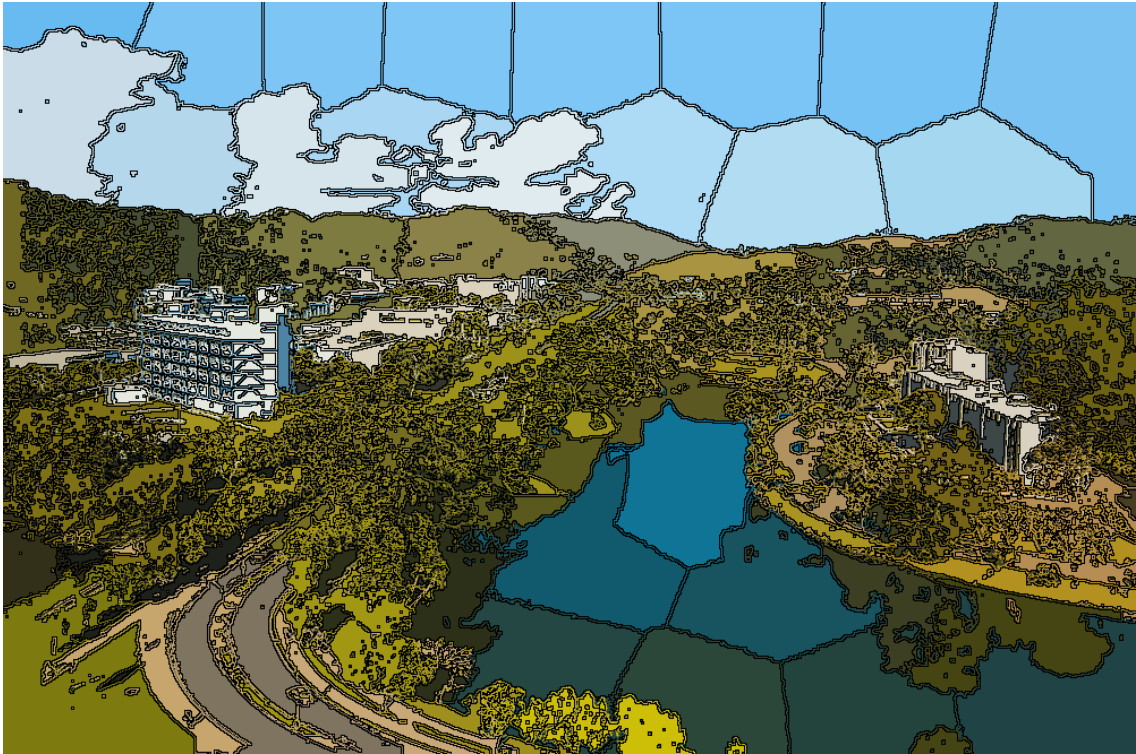
$k = 8$



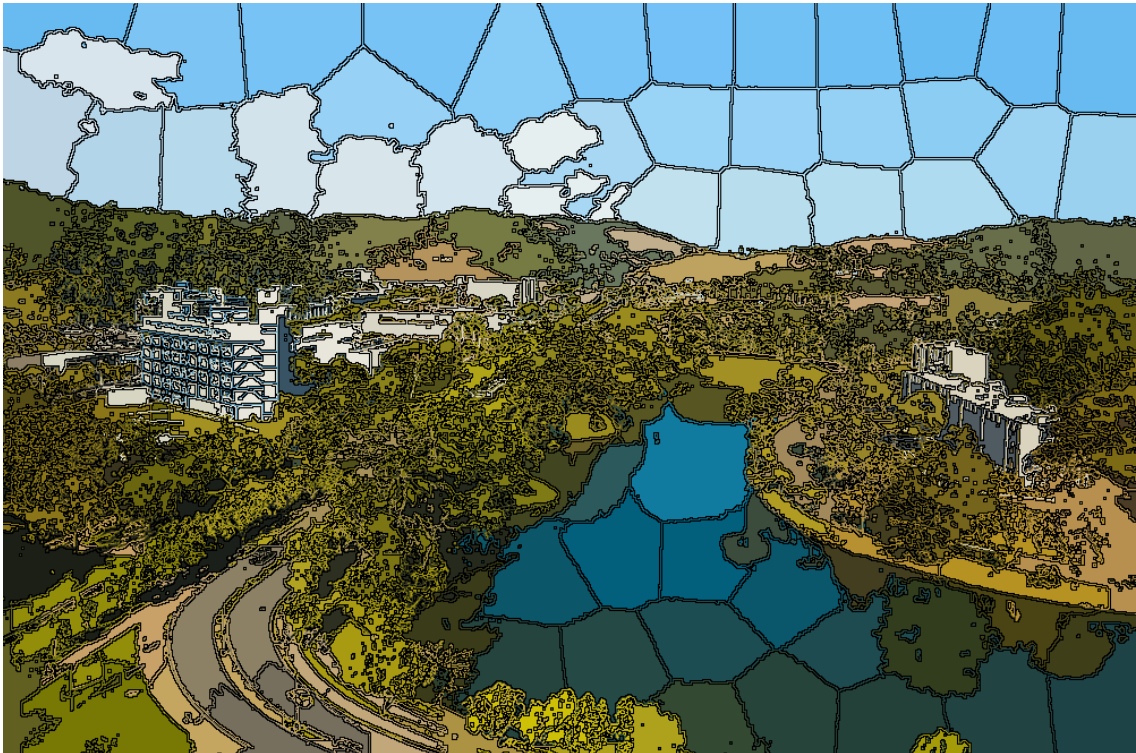
$k = 16$



k = 64

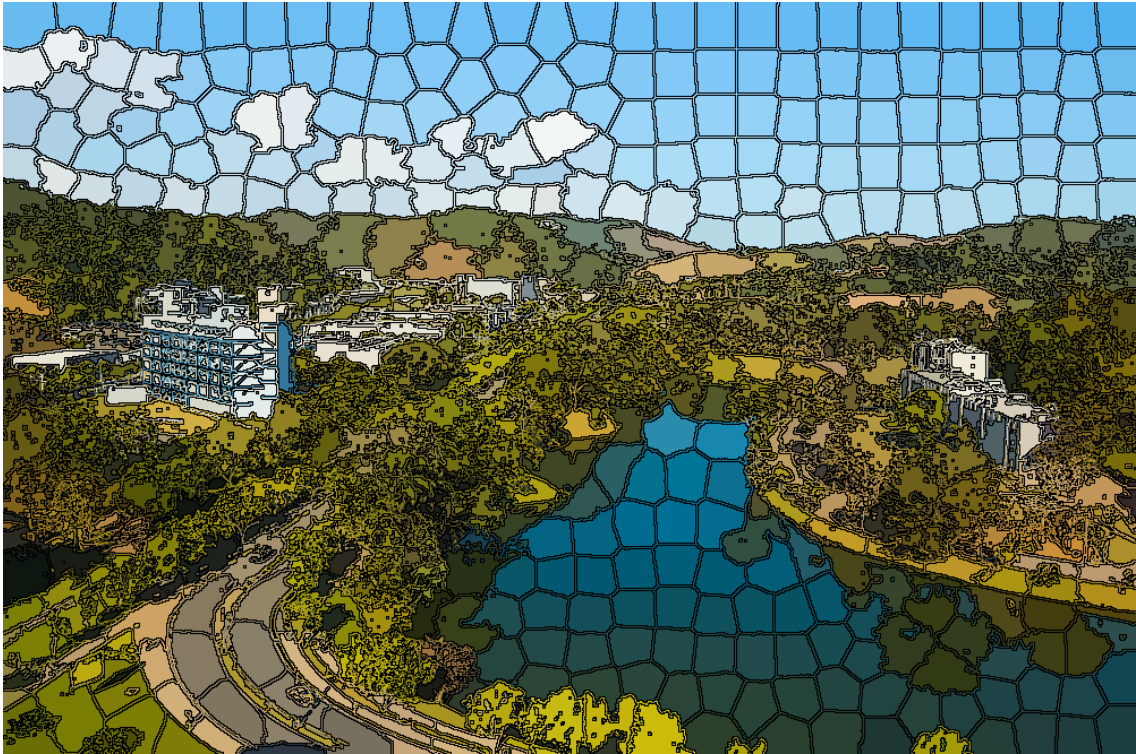


k = 128





k = 512



k = 1024

