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

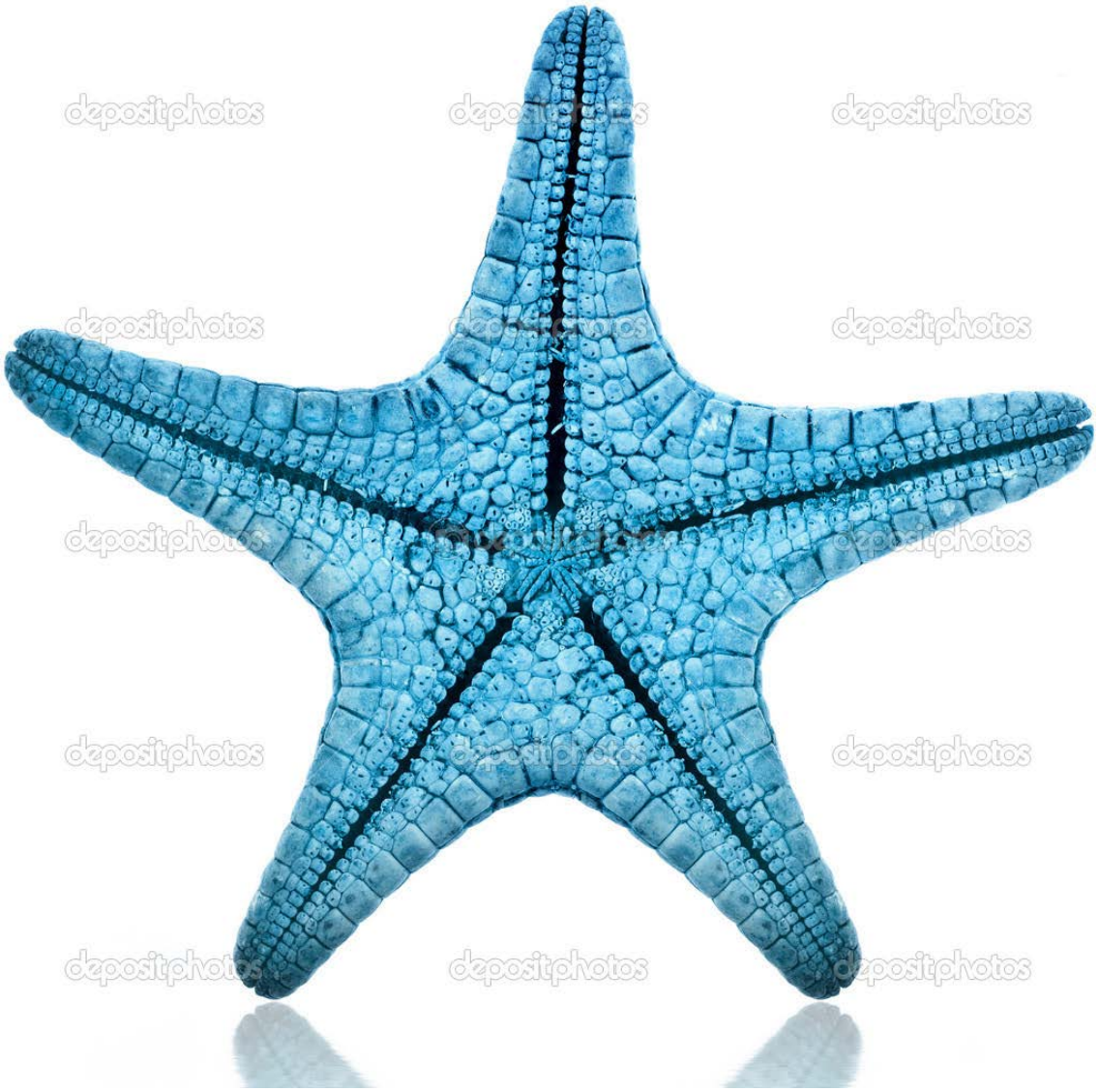
/noContours: disables contour drawing

/noLabelConnectivity: disables label connectivity post-processing

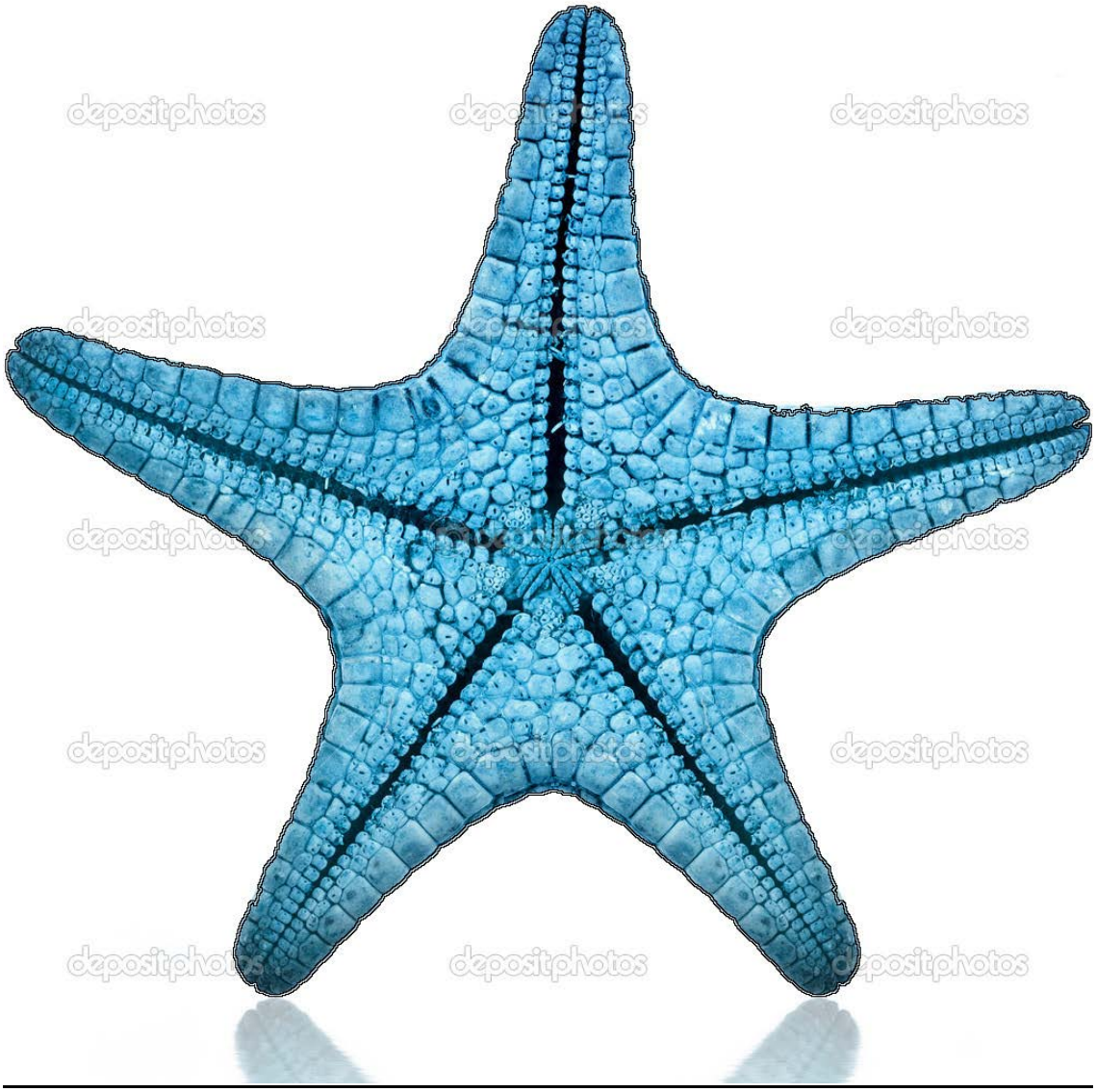
/colorCluster: colors cluster pixels (and activates /noLabelConnectivity)

Results (M = 20)

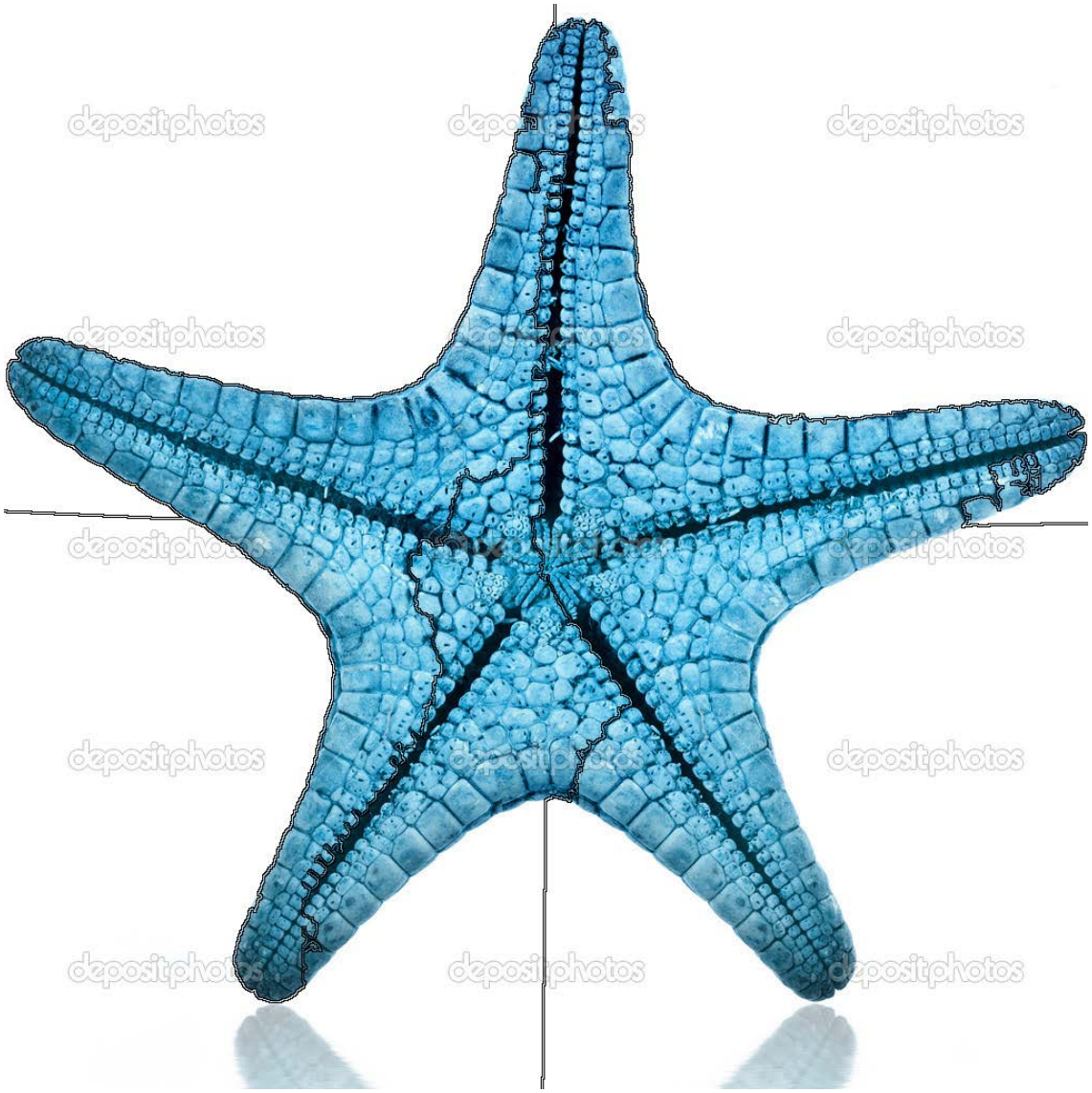
File: estrela.png



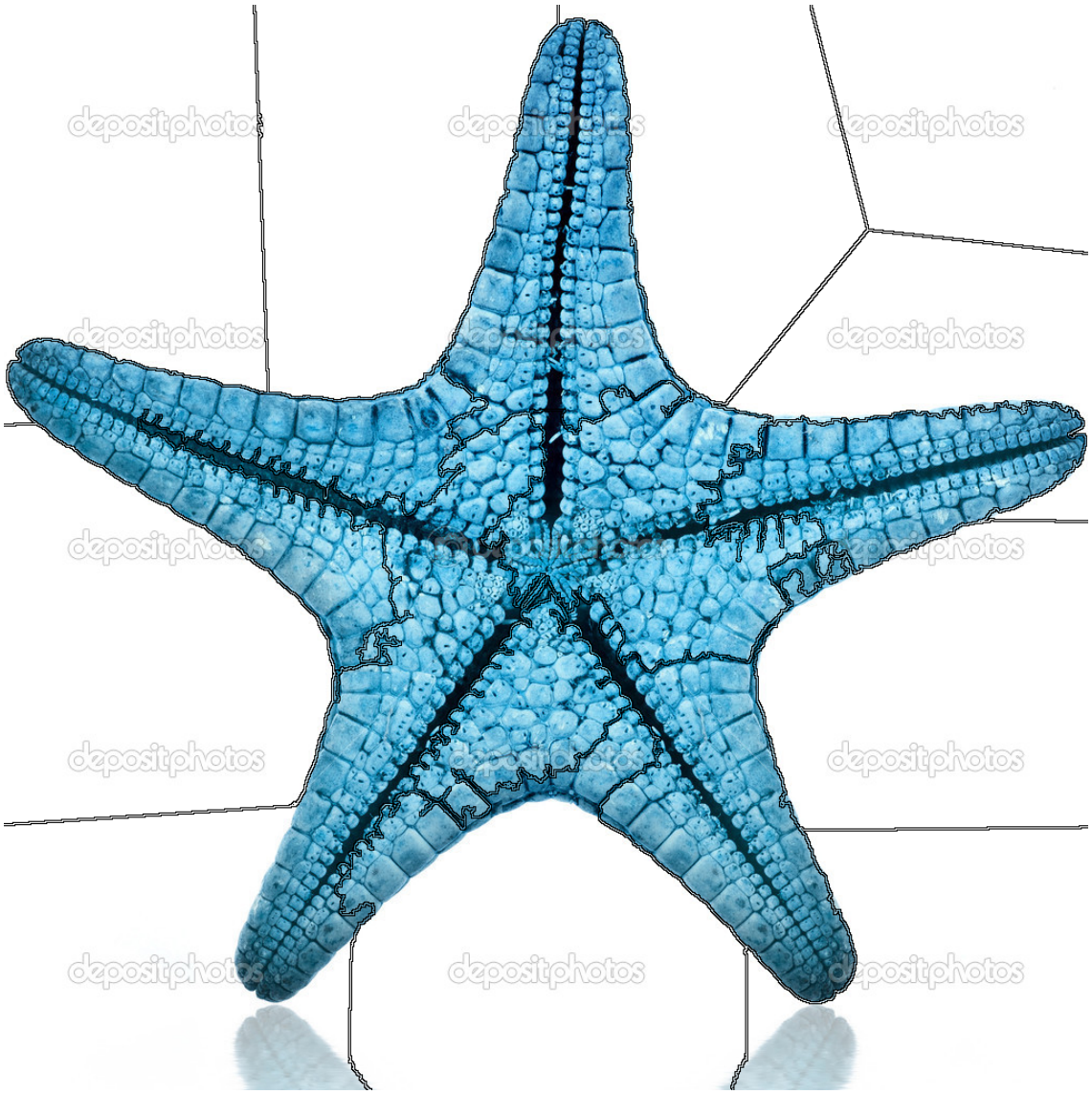
k = 2



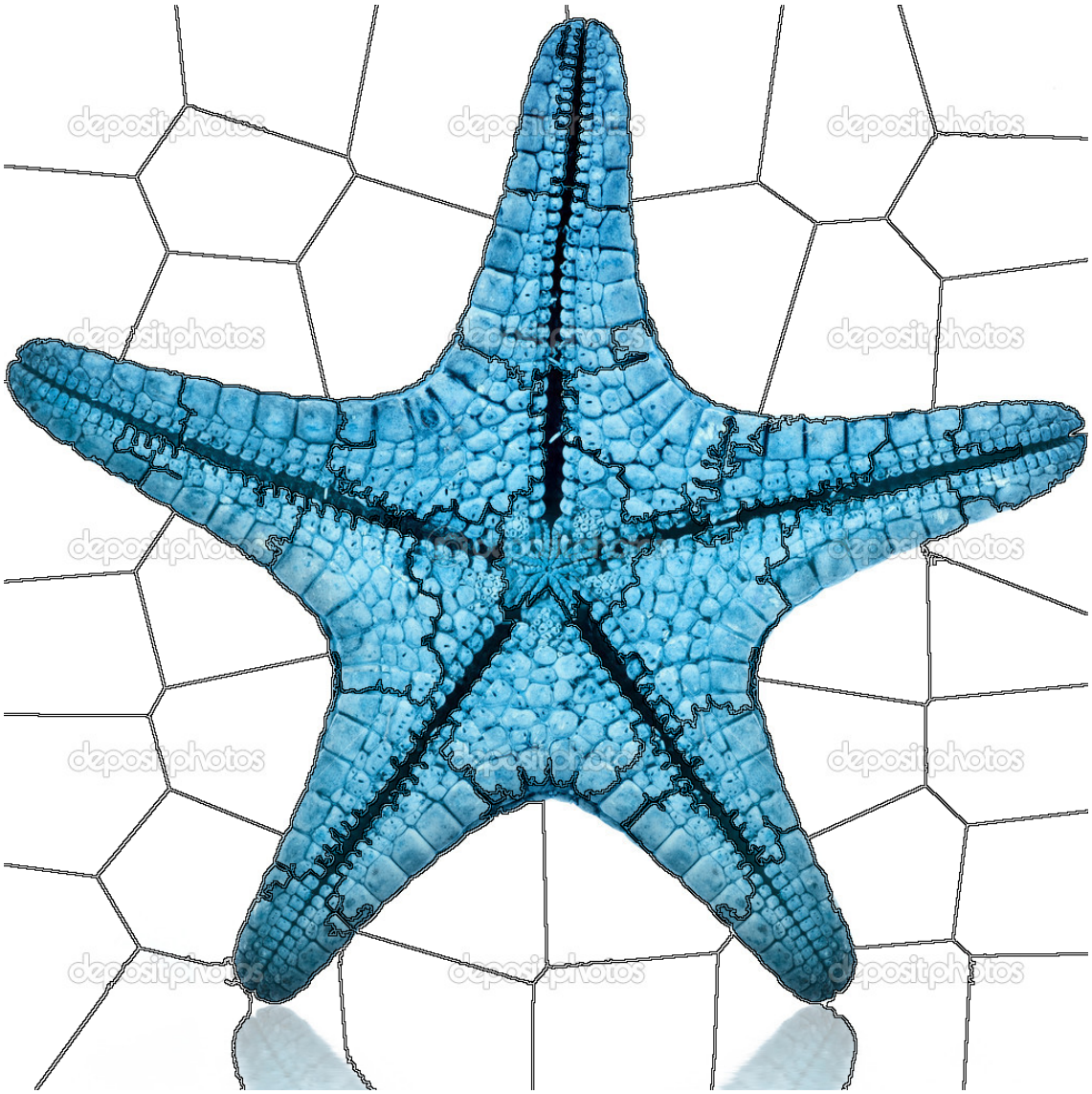
k = 8



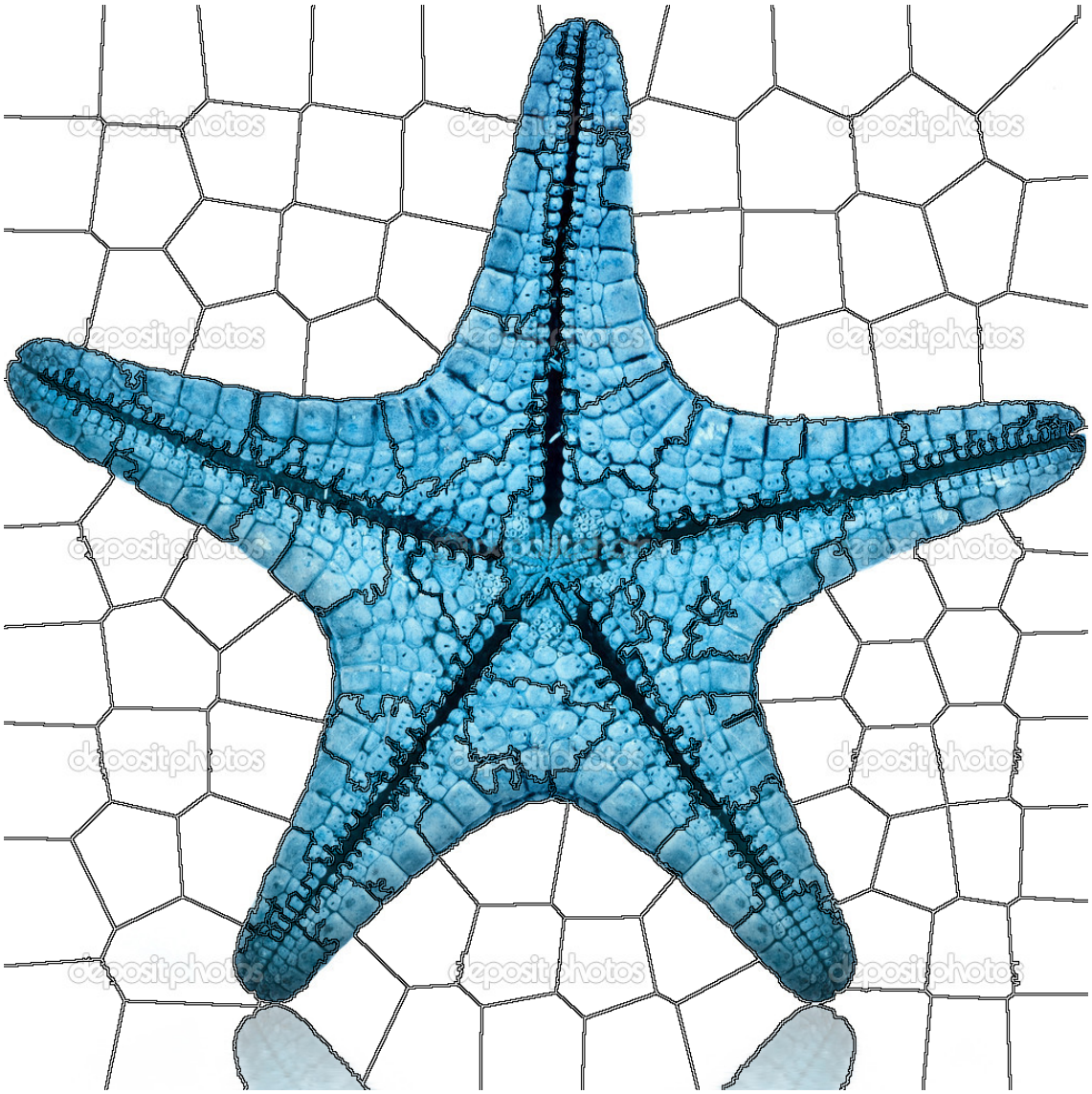
k = 16



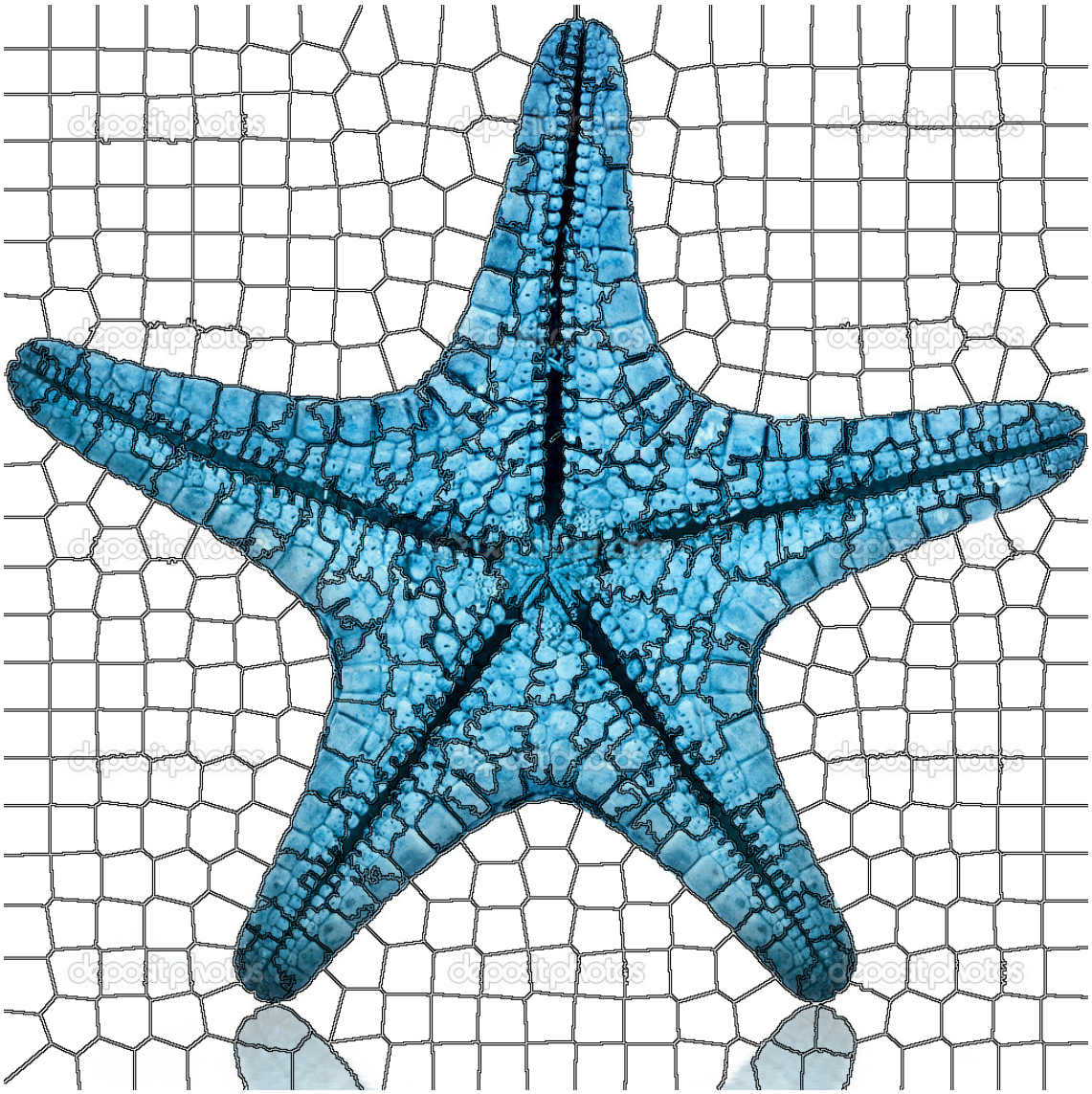
k = 64



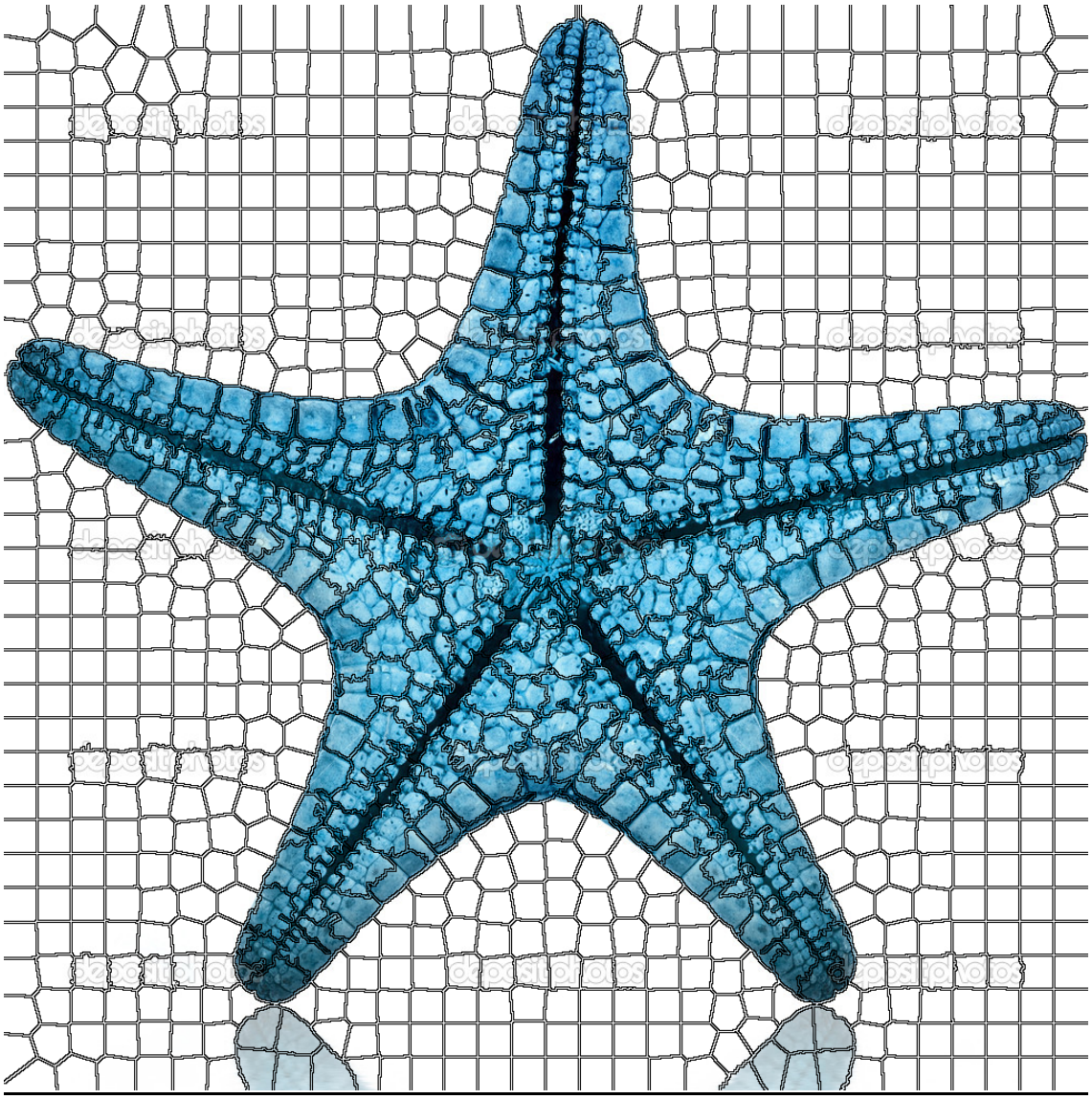
k = 128



k = 512



k = 1024



File: eye.png

k = 2

k = 8

k = 16

k = 64

k = 128

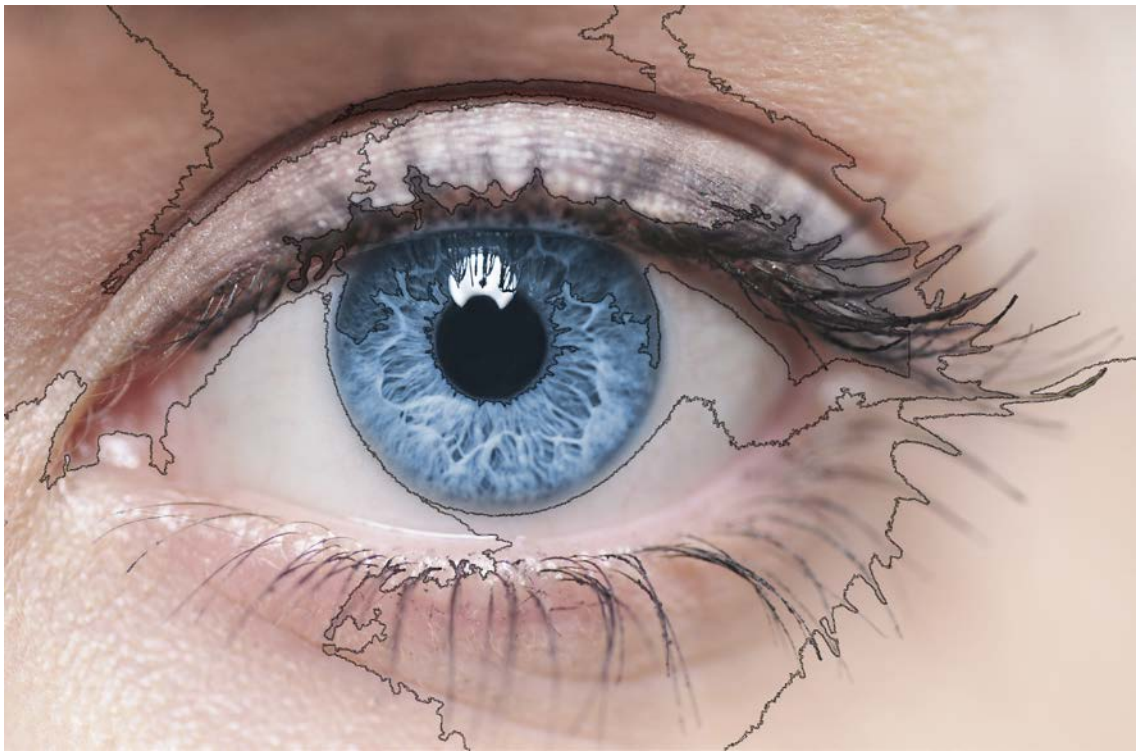
k = 512

k = 1024

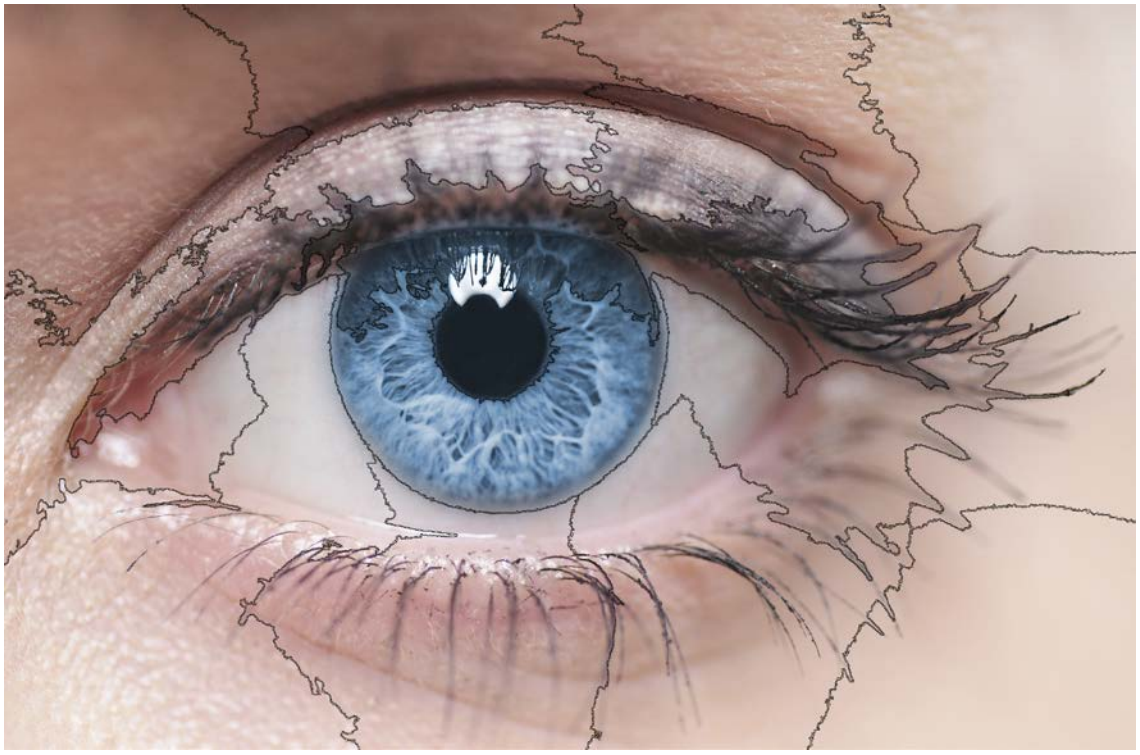
File: eye2.png

k = 2

k = 8

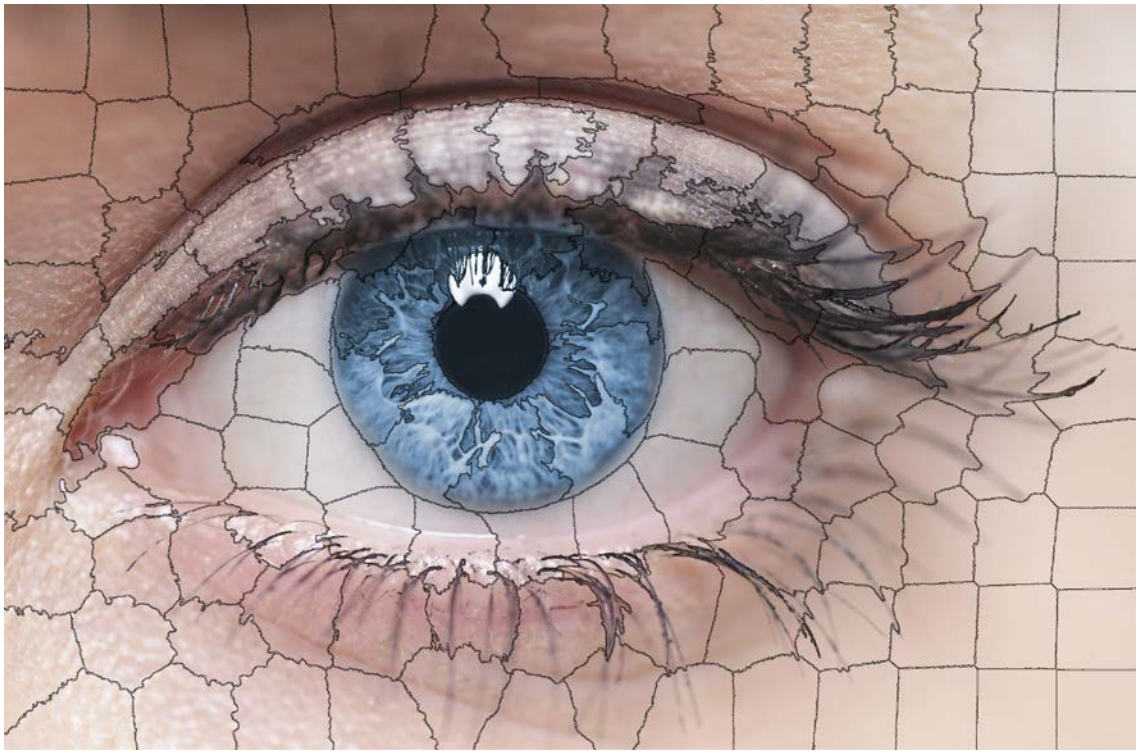


k = 16

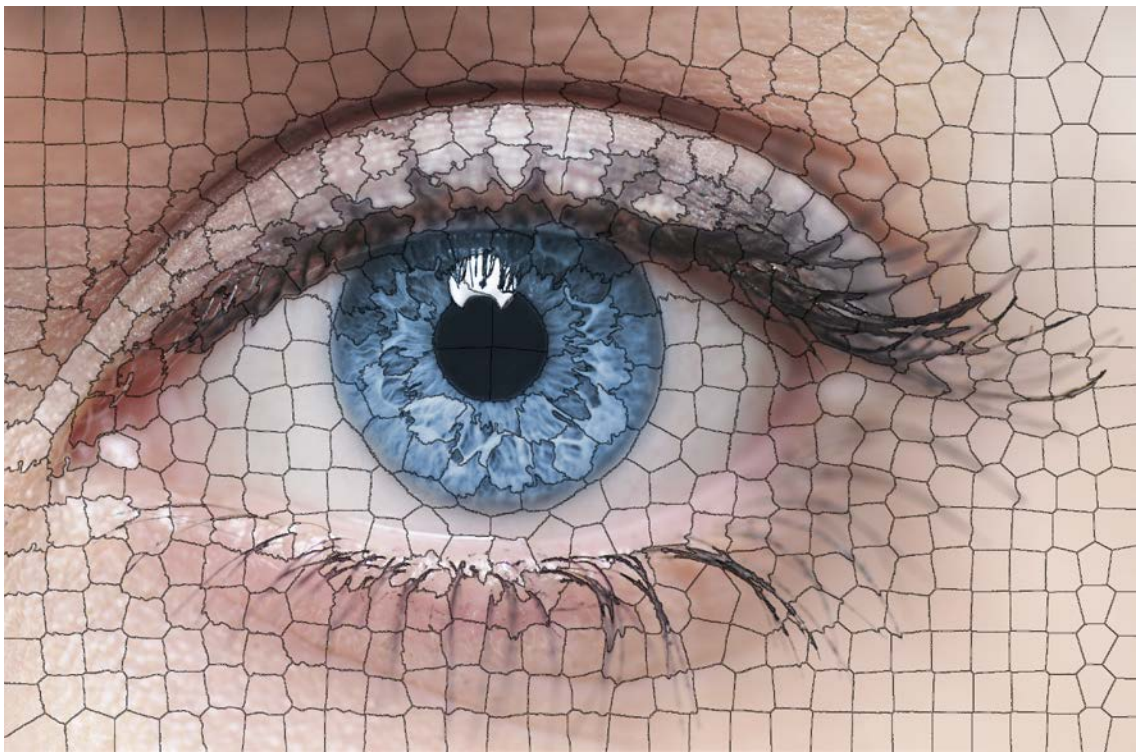


k = 64

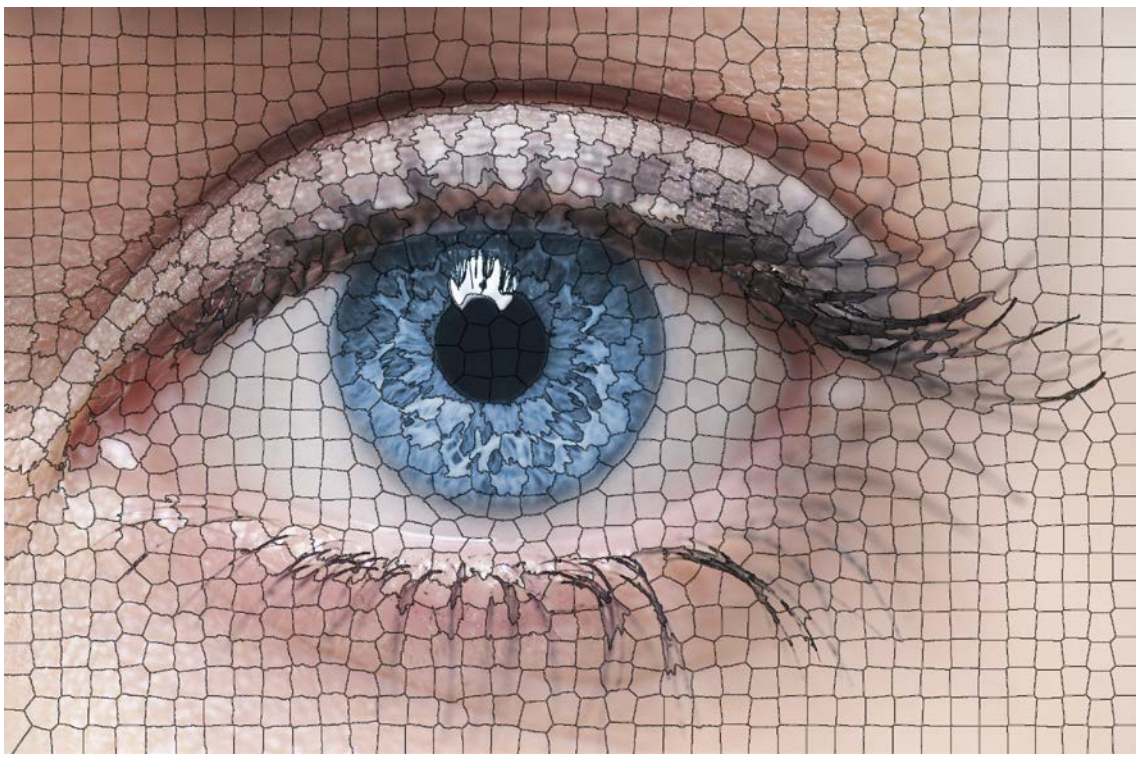
k = 128



k = 512



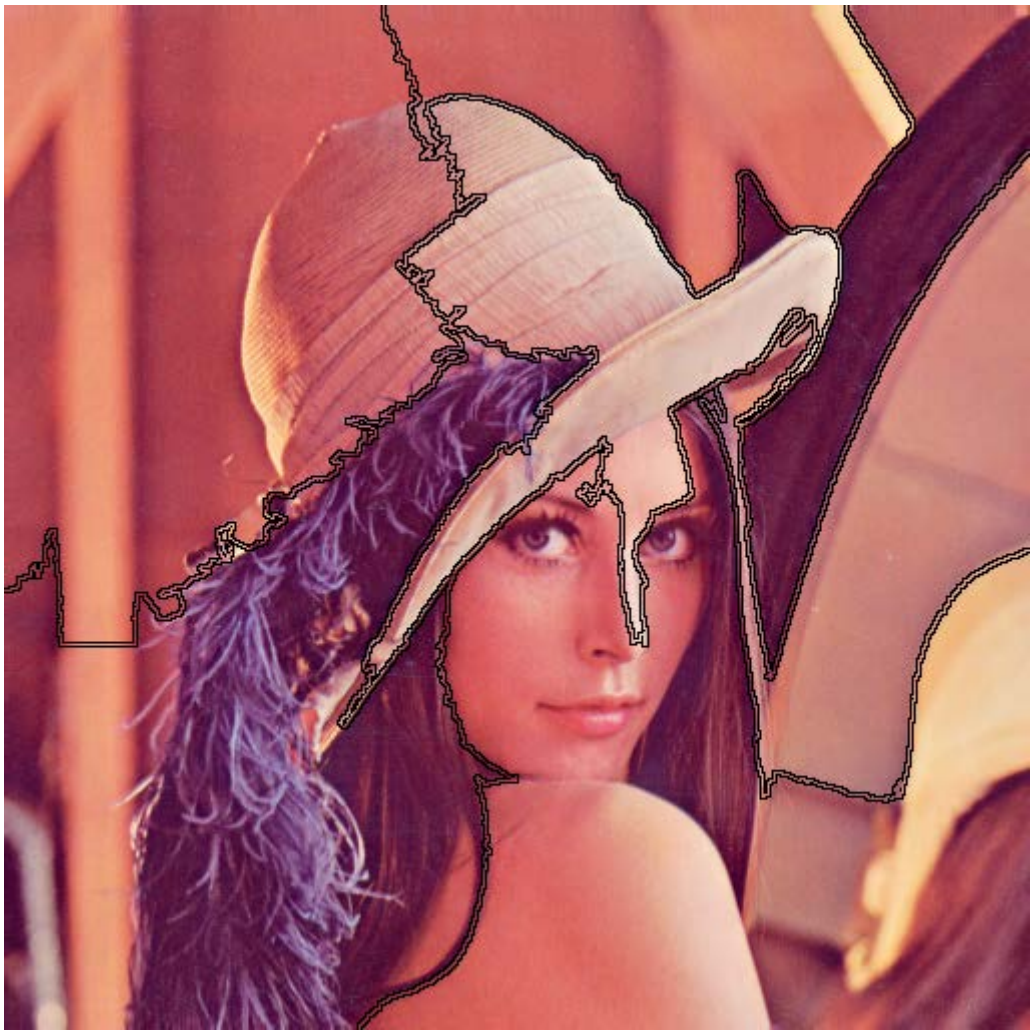
k = 1024



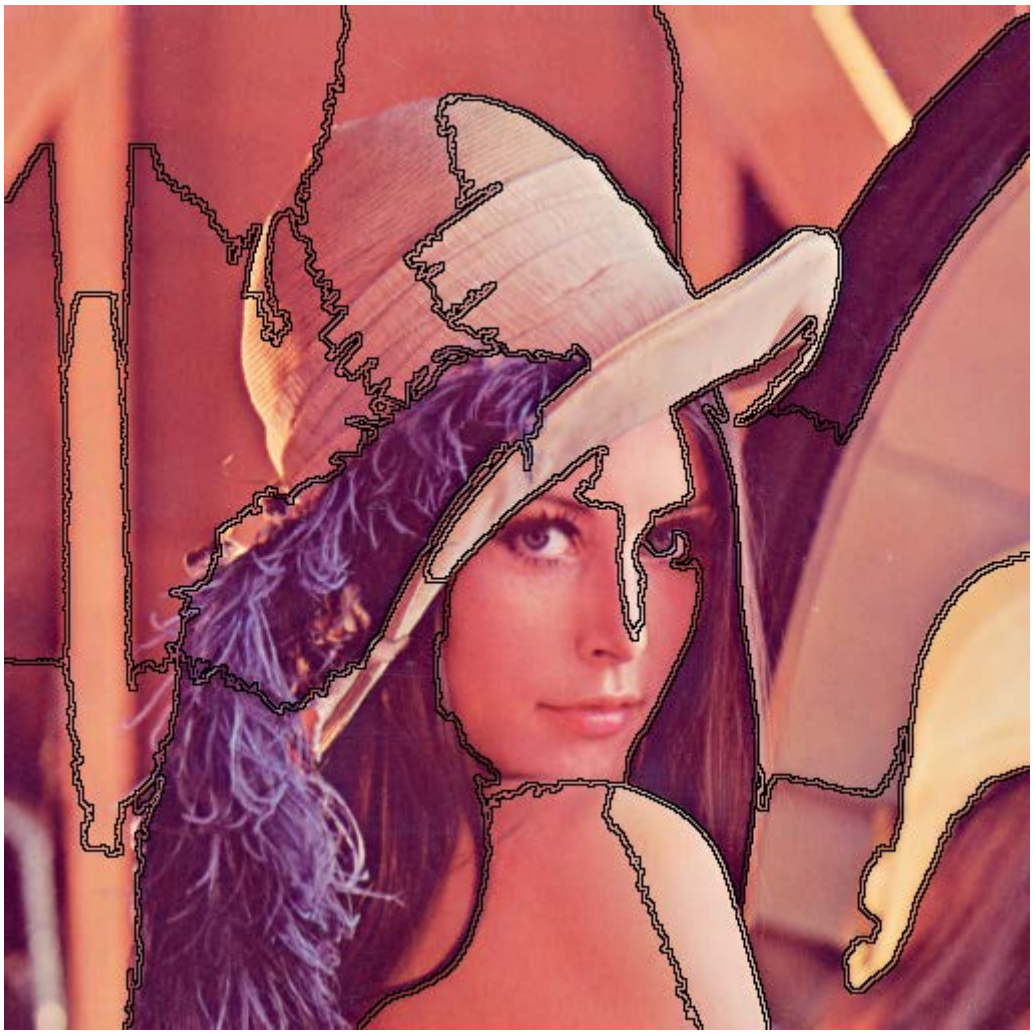
File: lenna.png

k = 2

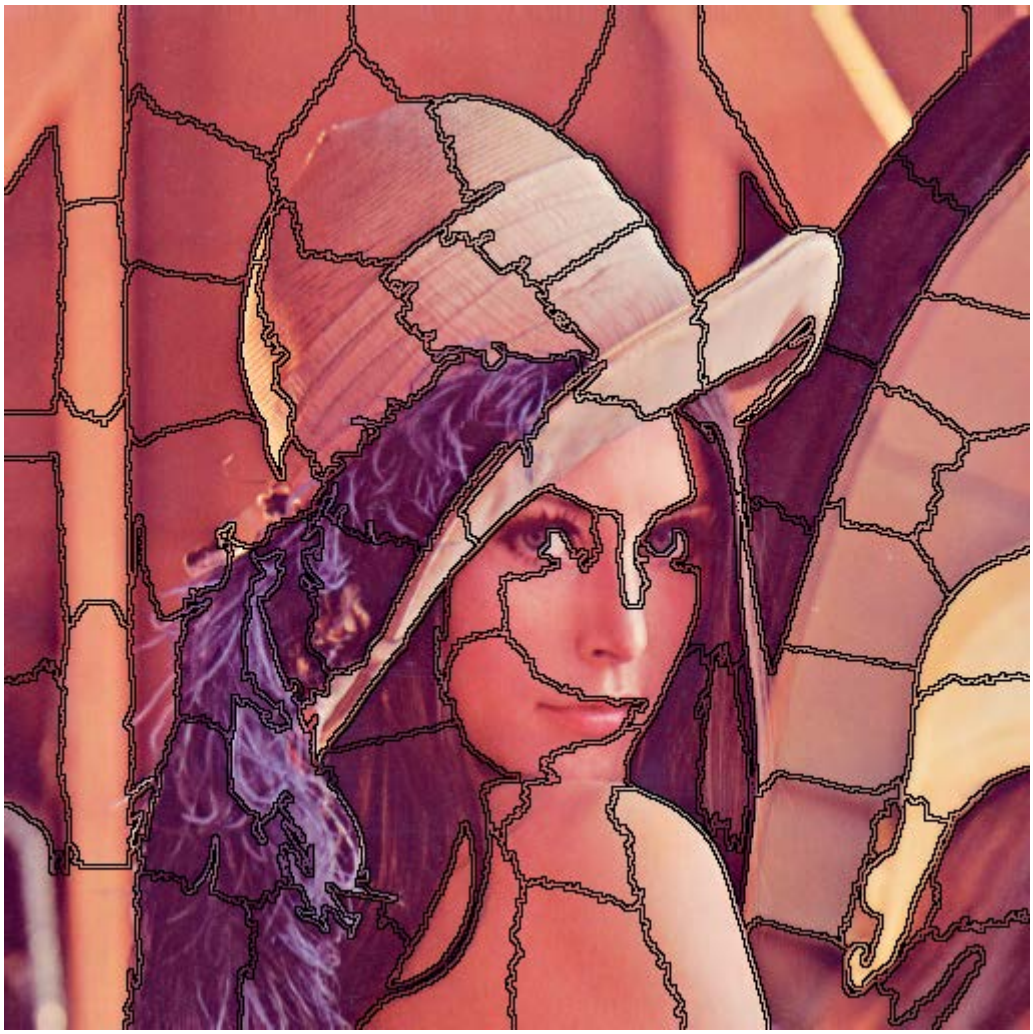
k = 8



k = 16

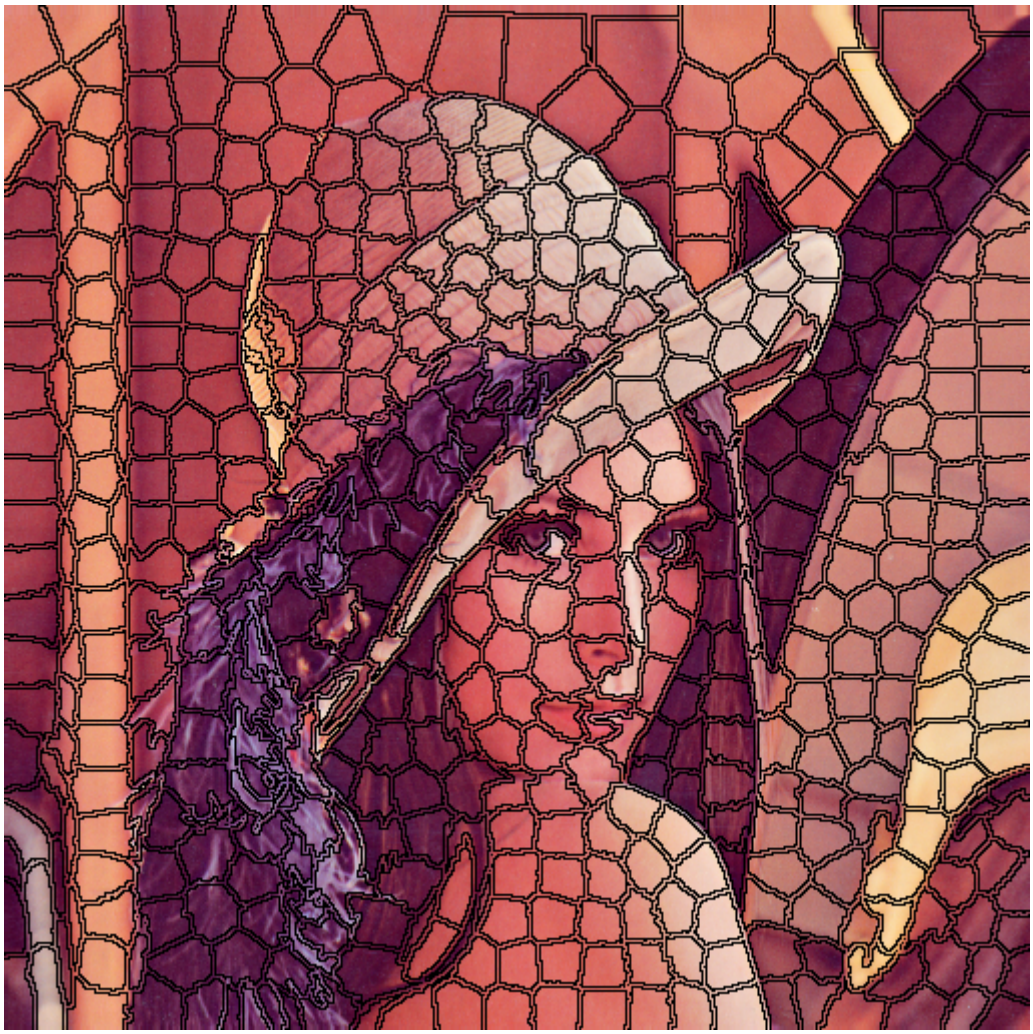


k = 64



k = 128

k = 512



k = 1024

File: test.png

k = 2

k = 8

k = 16

k = 64

k = 128

k = 512

k = 1024