

SLIC implementation - Marcelo Paulon

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

“Trabalho 1.exe” /h

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

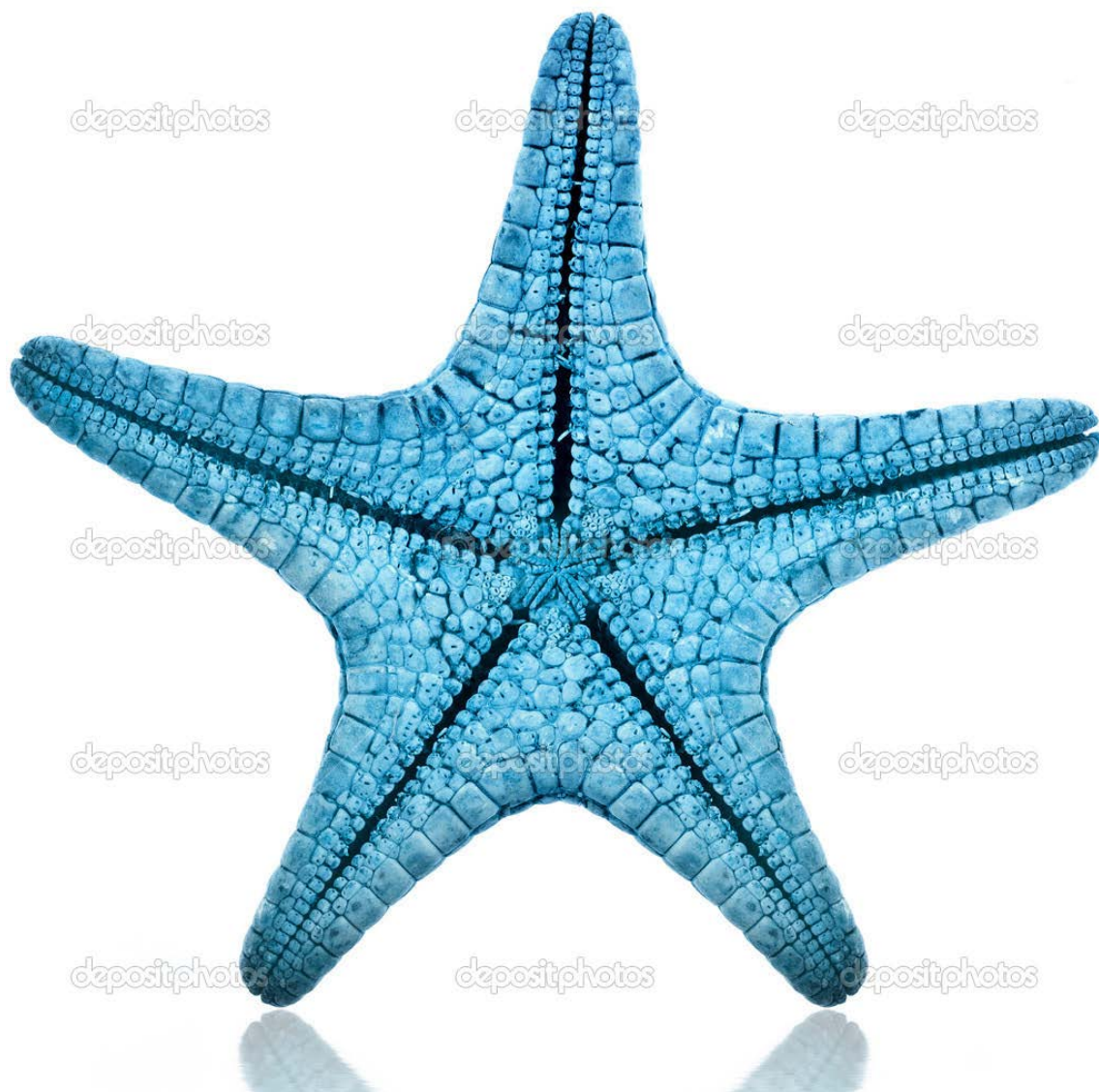
-k: number of superpixels

-M: compacity

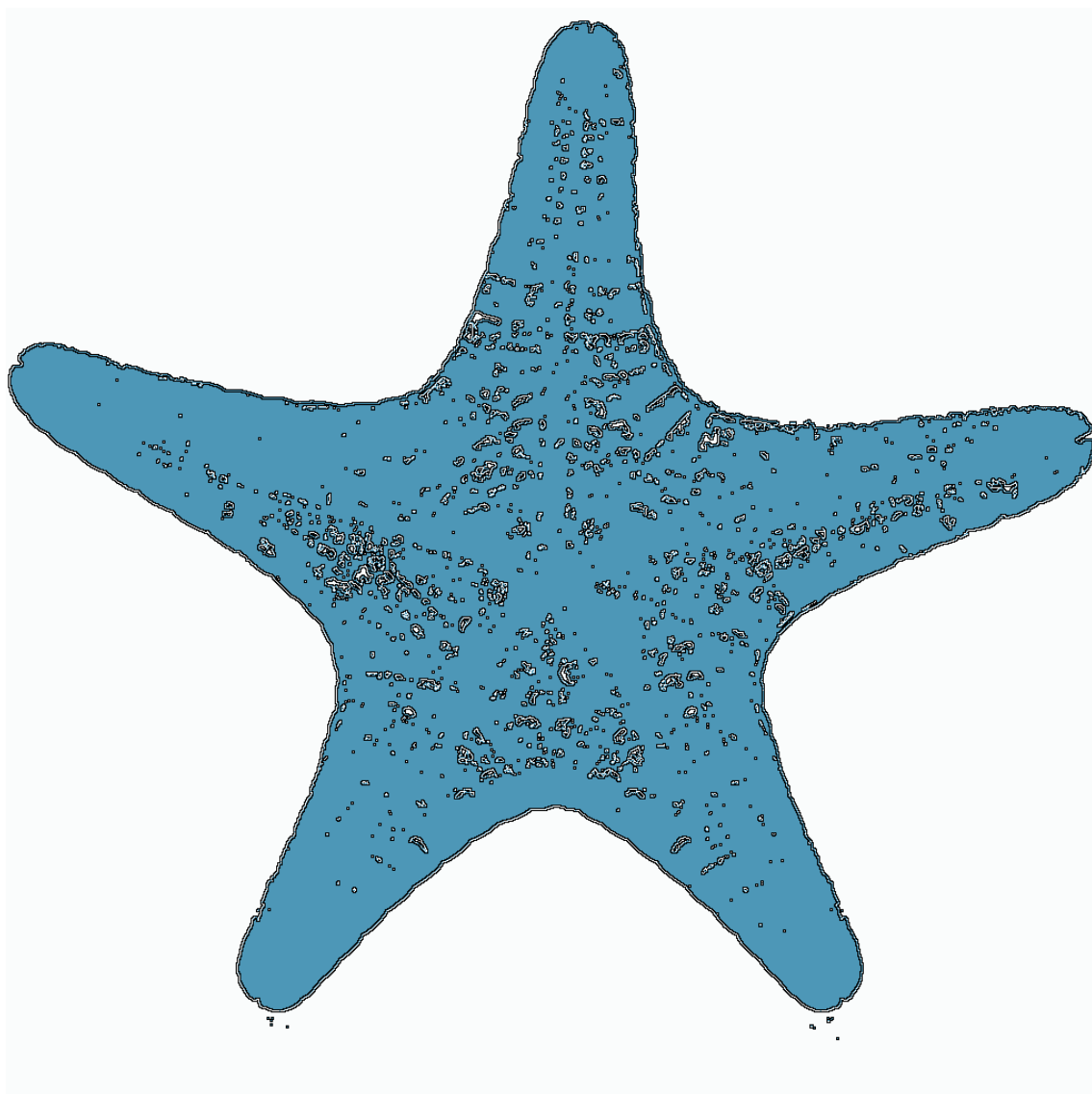
/noContours: disables countour drawing

Results (M = 20)

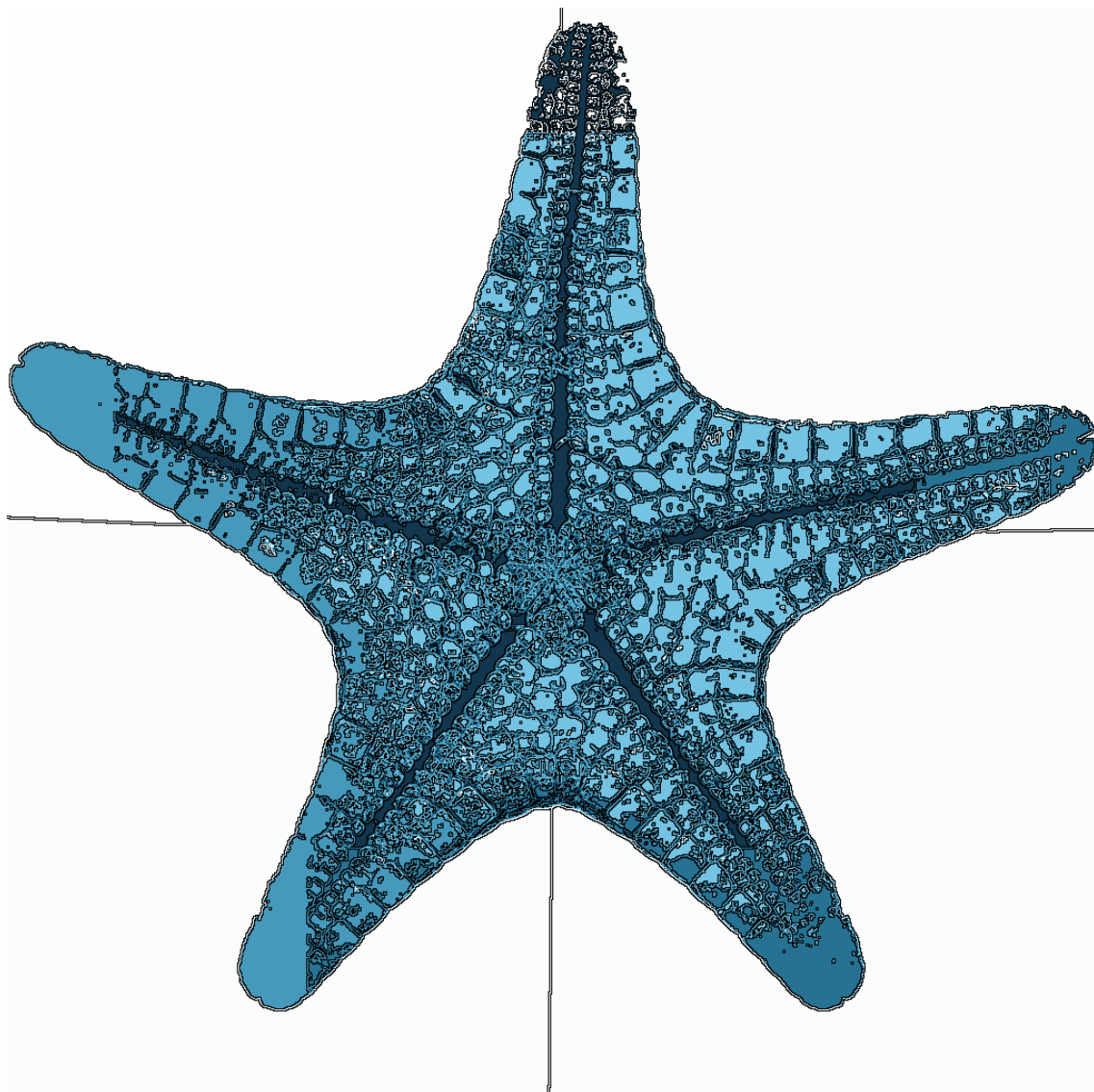
File: estrela.png



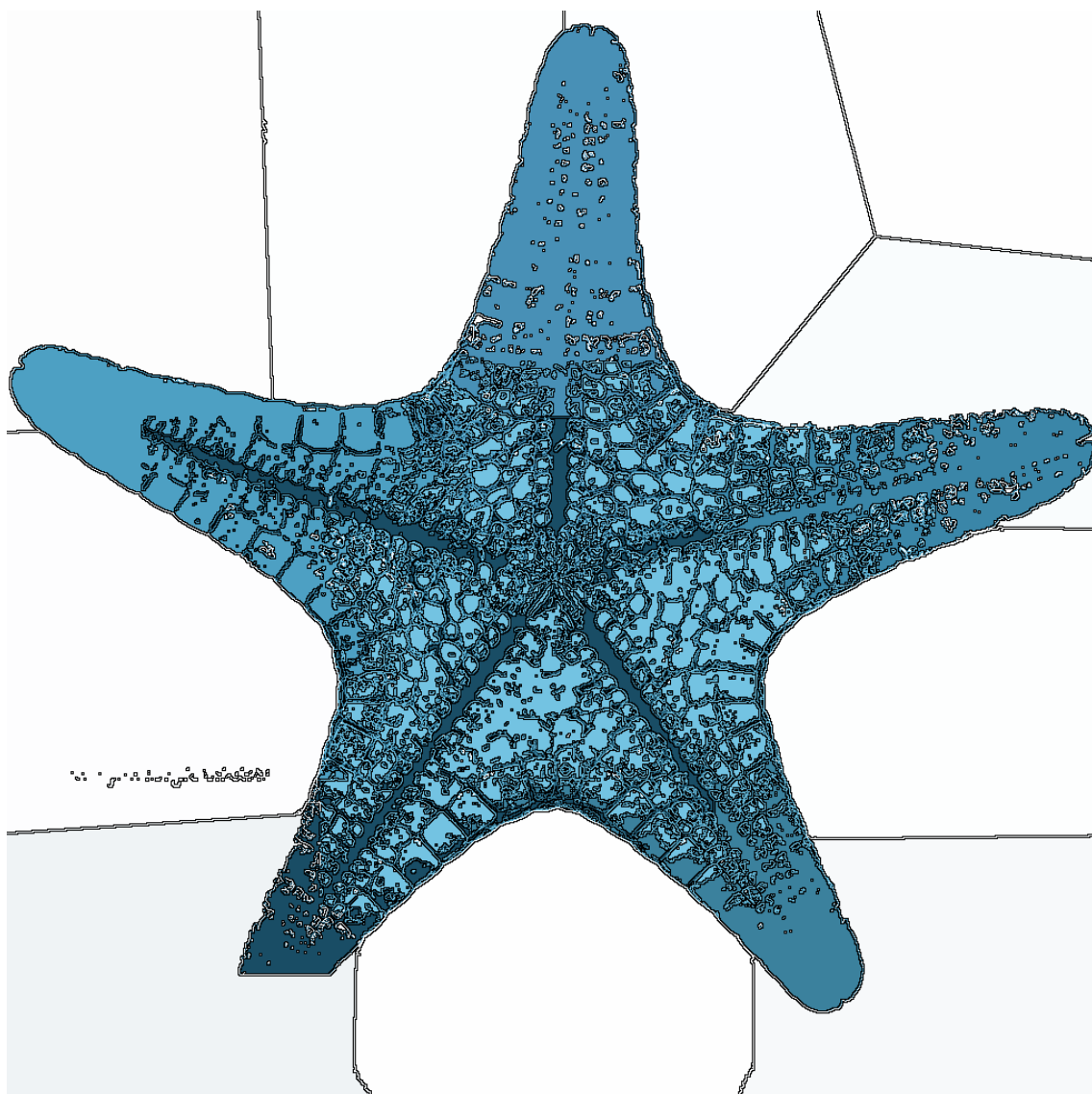
$k = 2$



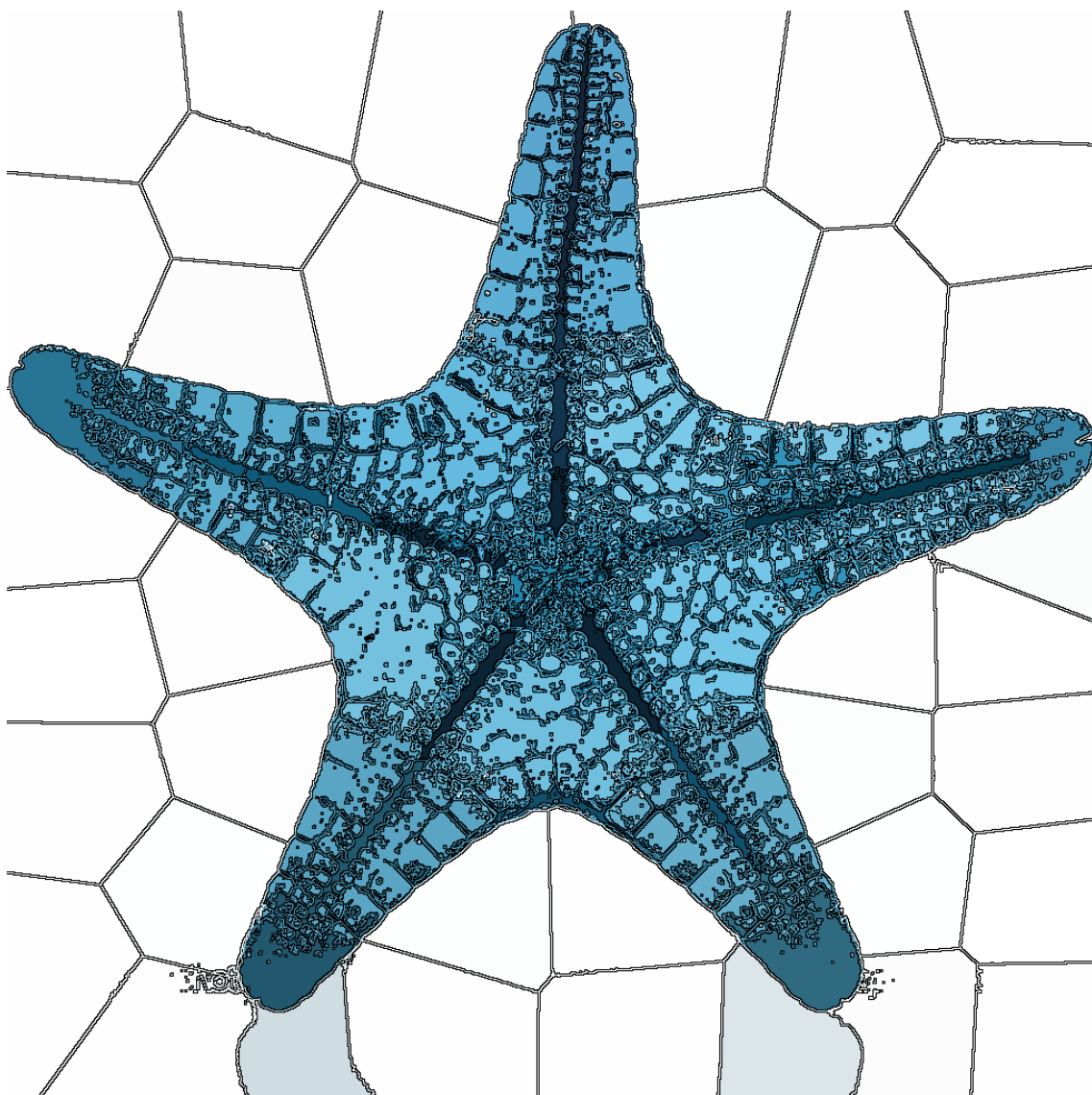
$k = 8$



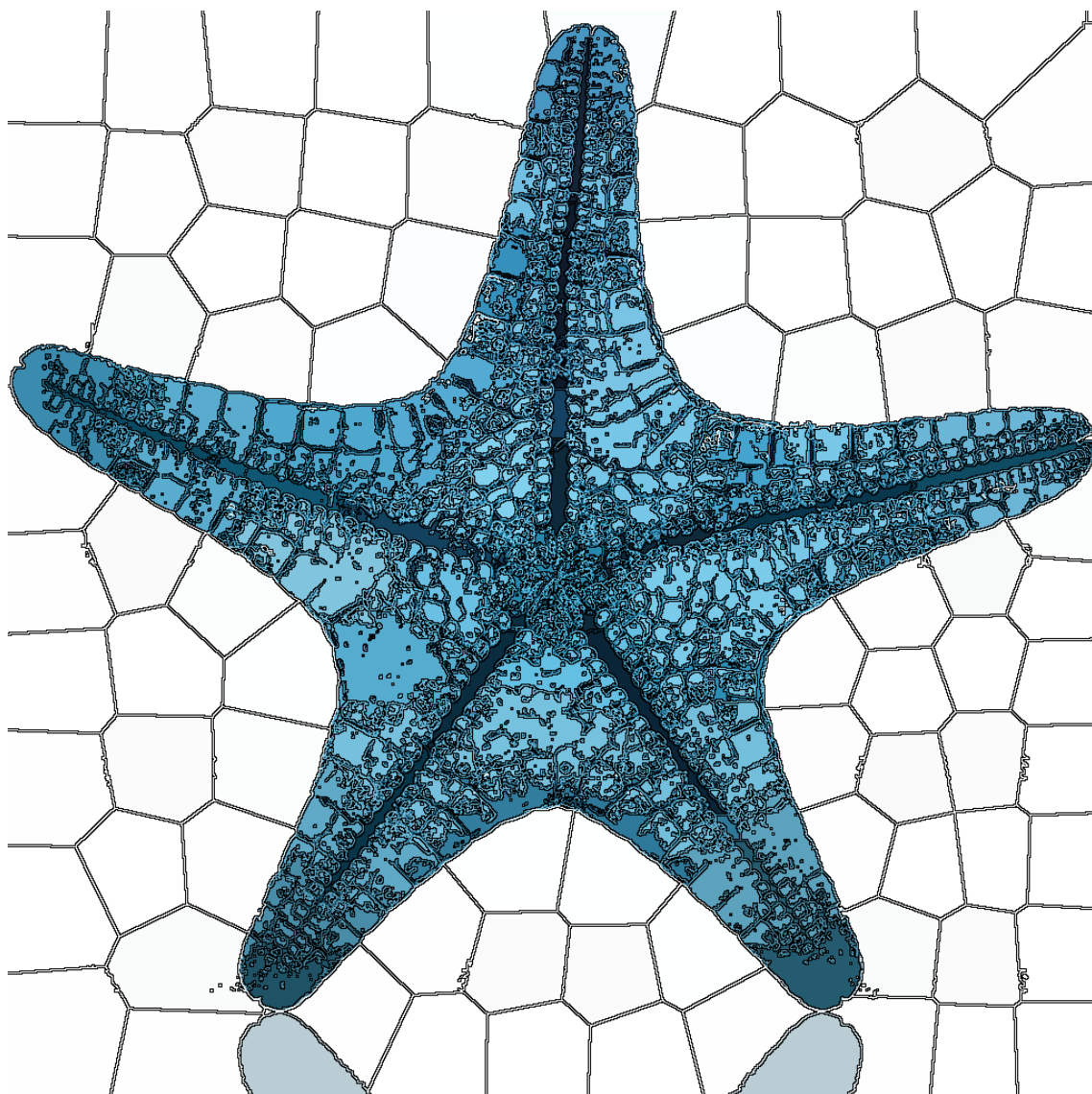
$k = 16$



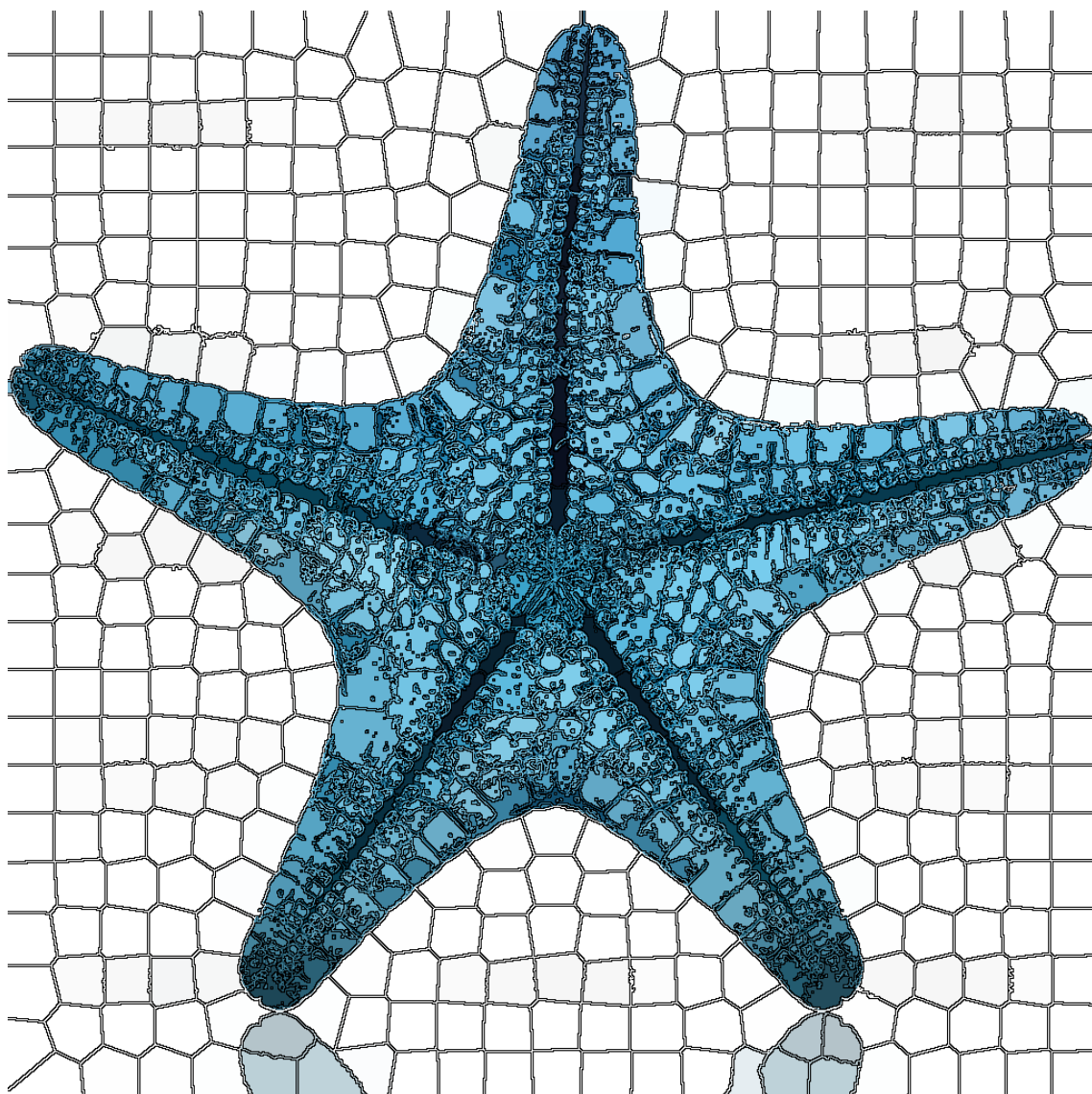
k = 64



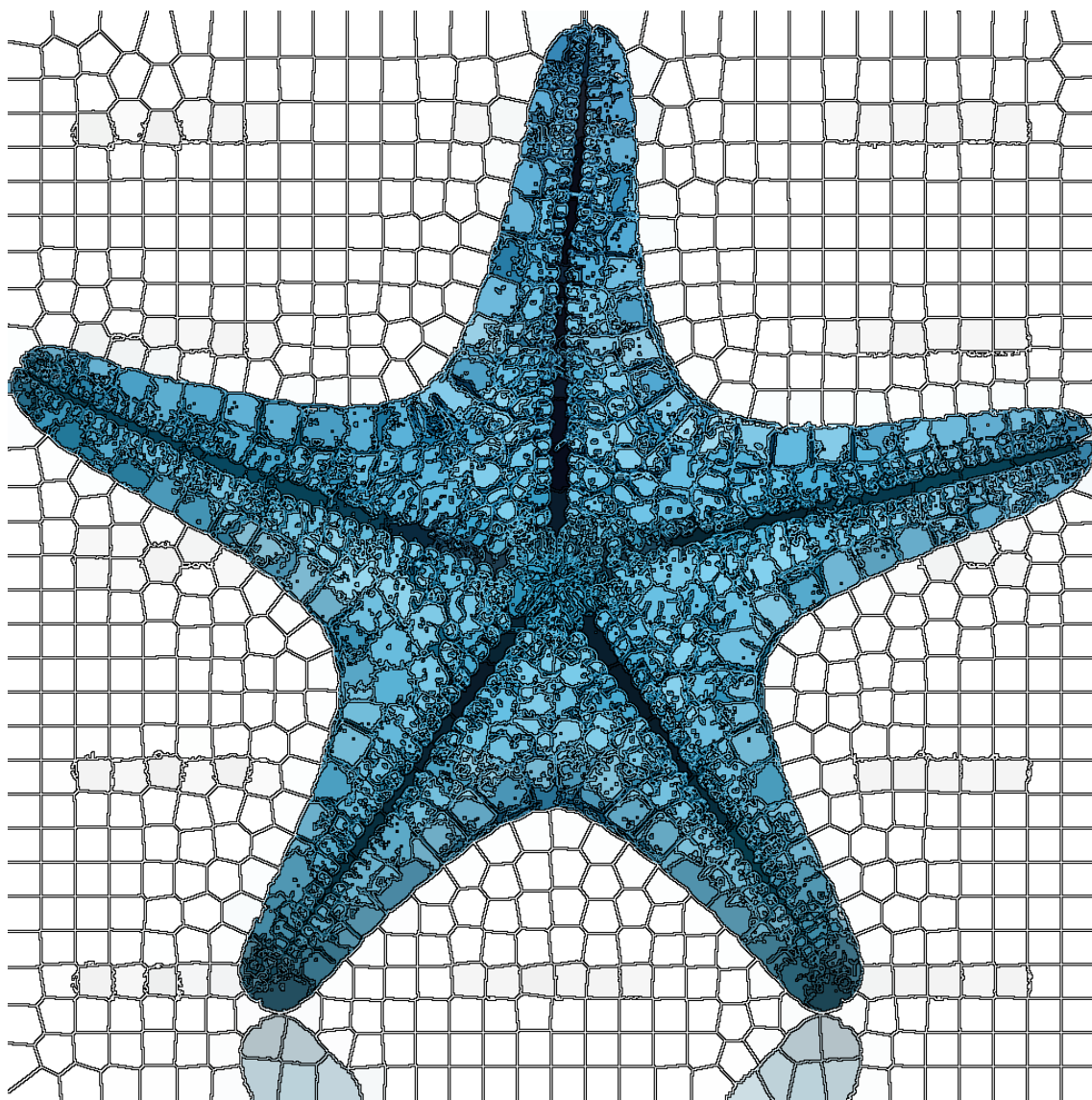
k = 128



k = 512



k = 1024



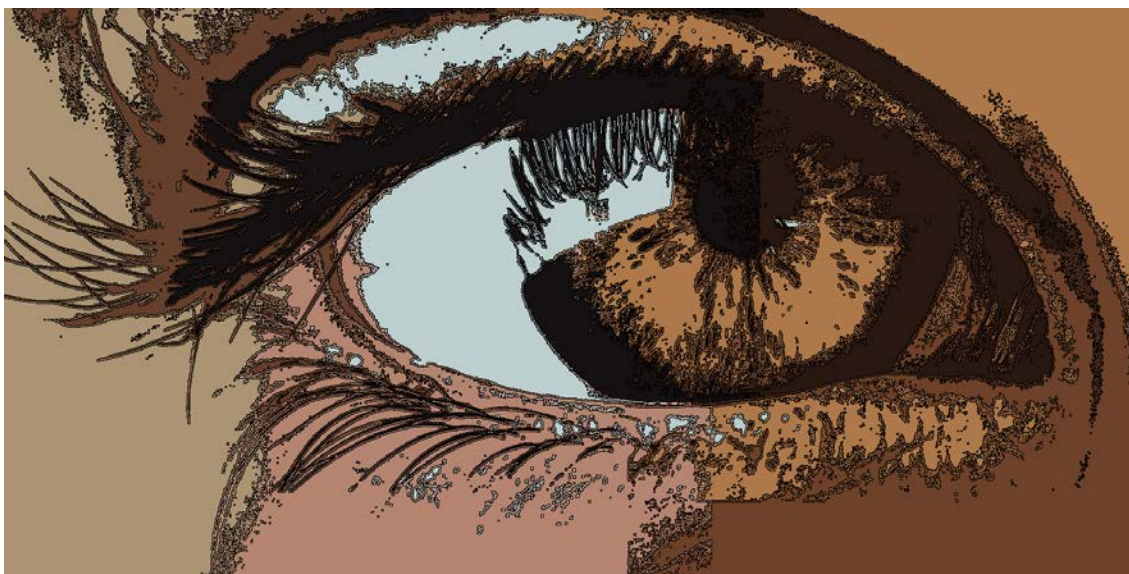
File: eye.png



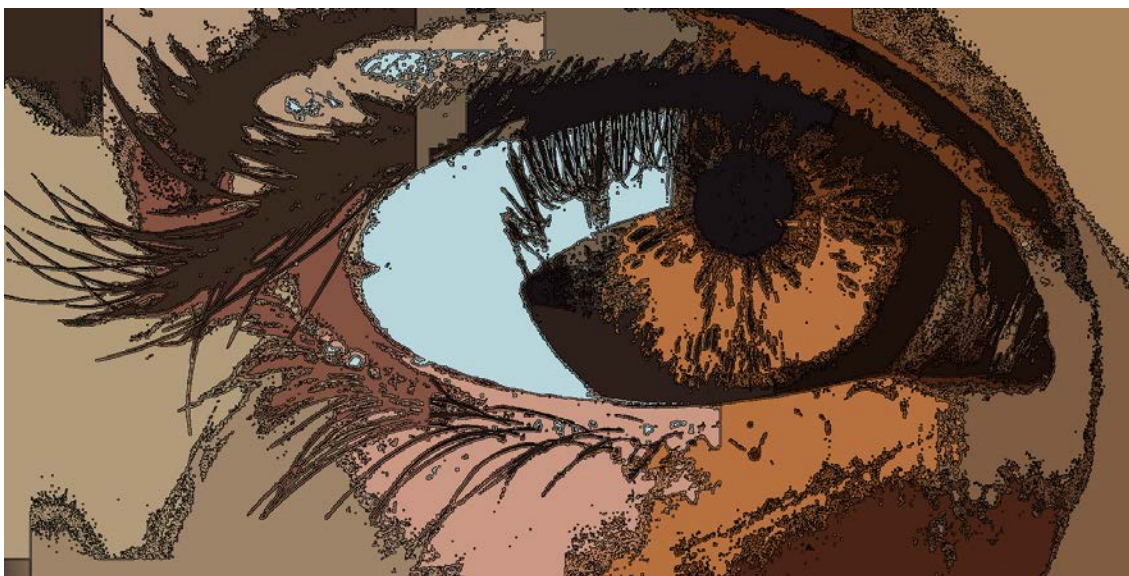
$k = 2$



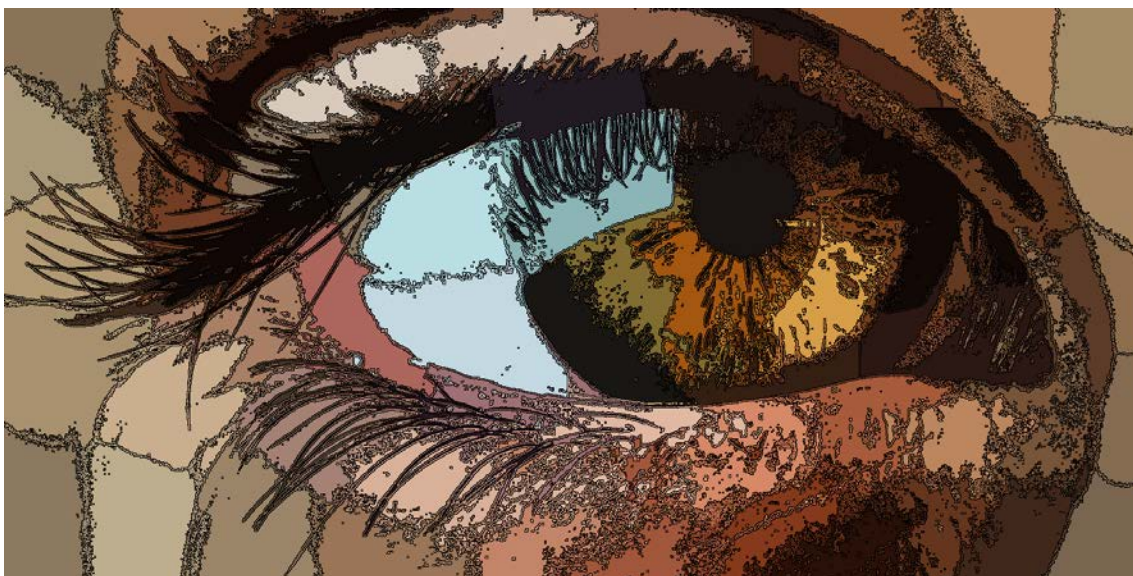
$k = 8$



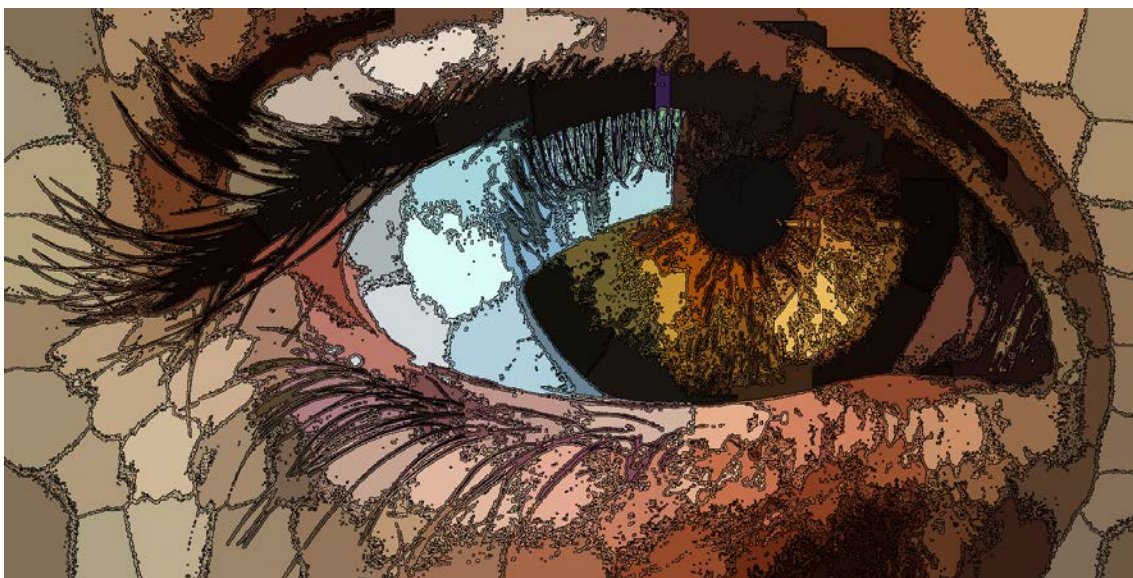
$k = 16$



k = 64



k = 128



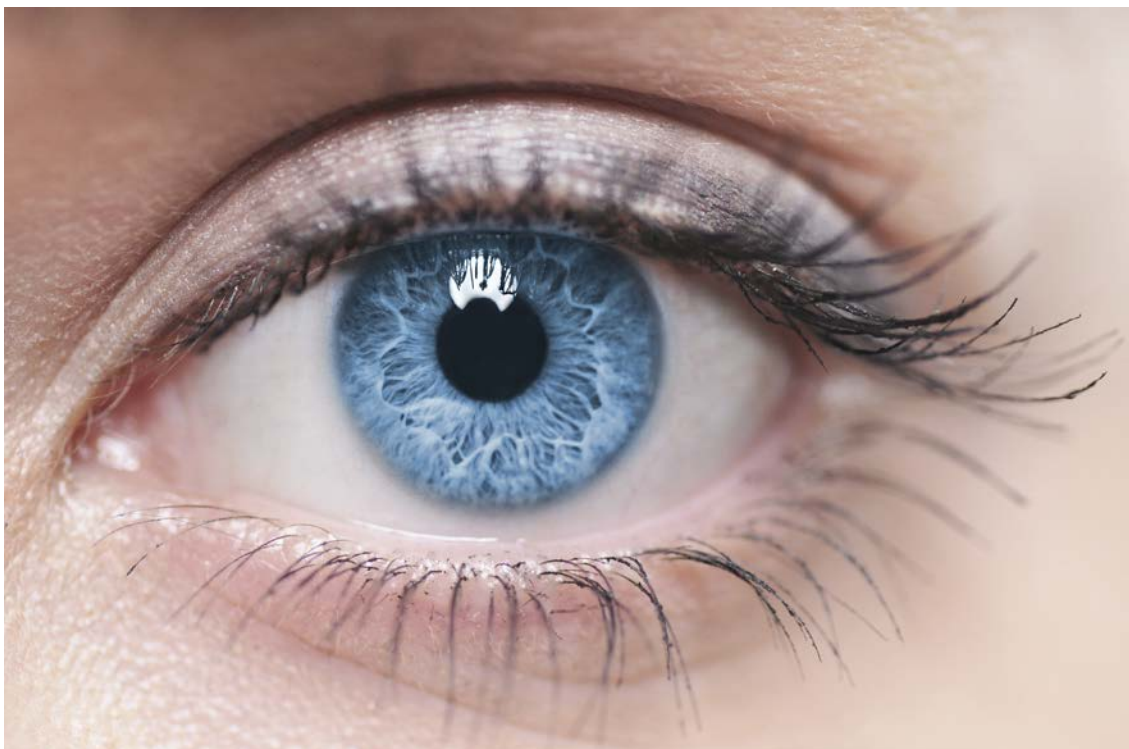
k = 512



k = 1024



File: eye2.png



$k = 2$



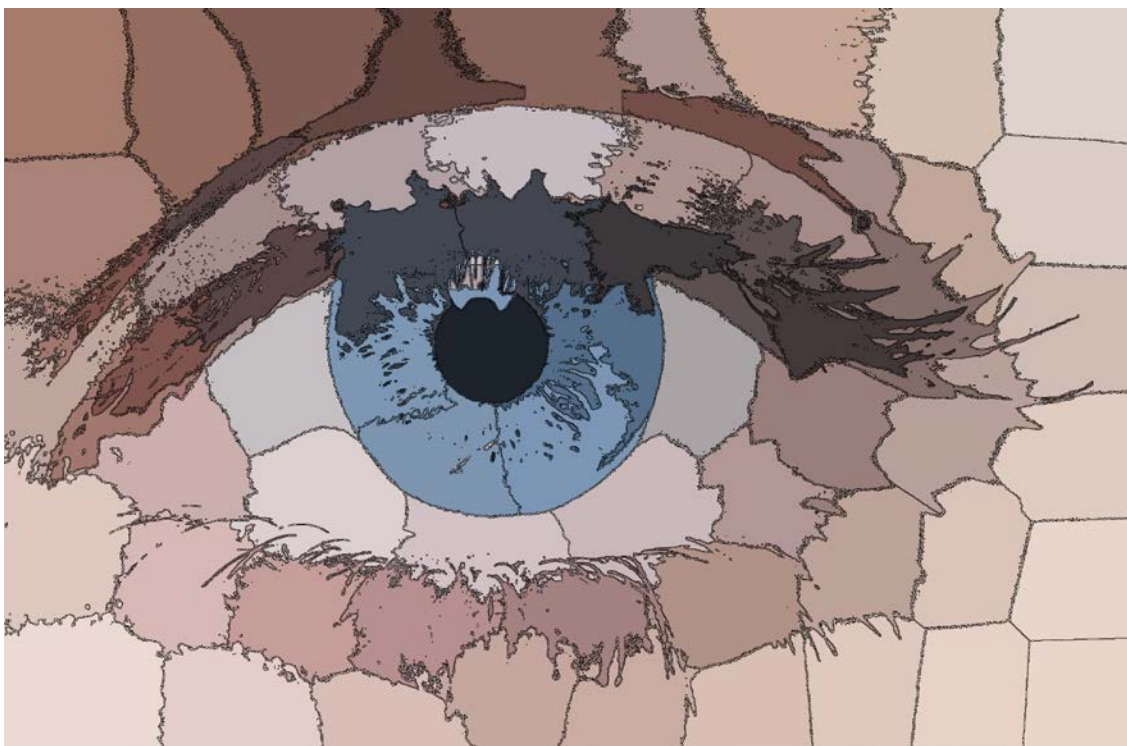
$k = 8$



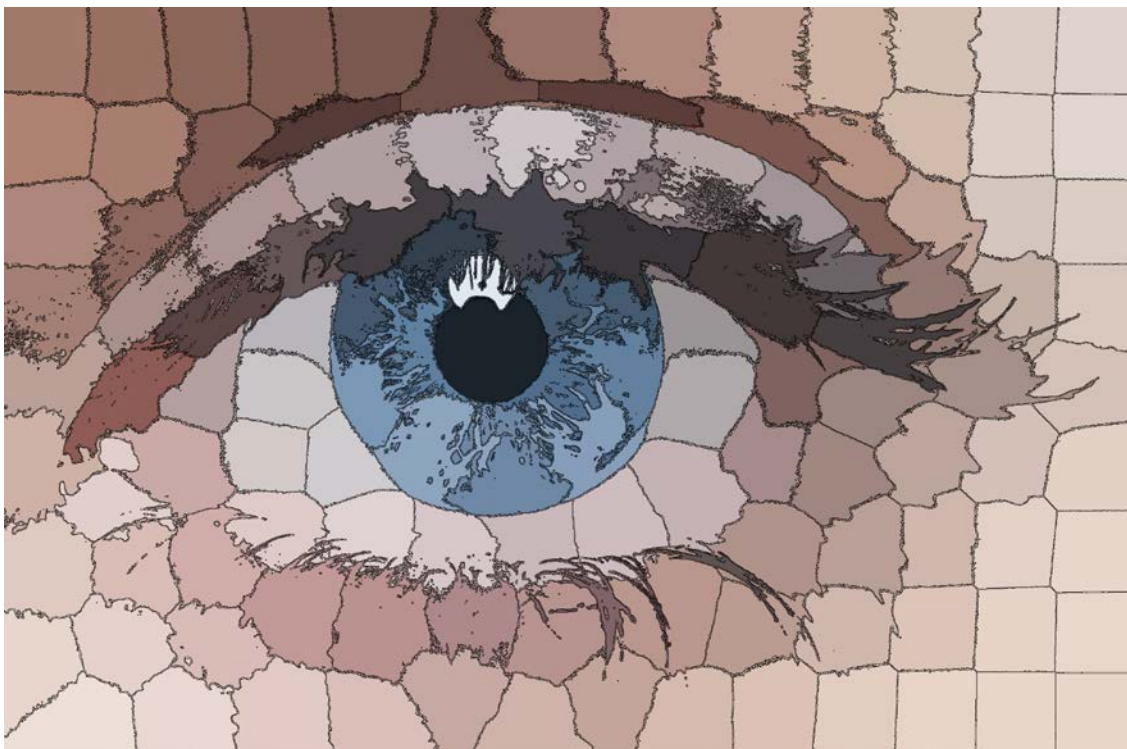
$k = 16$



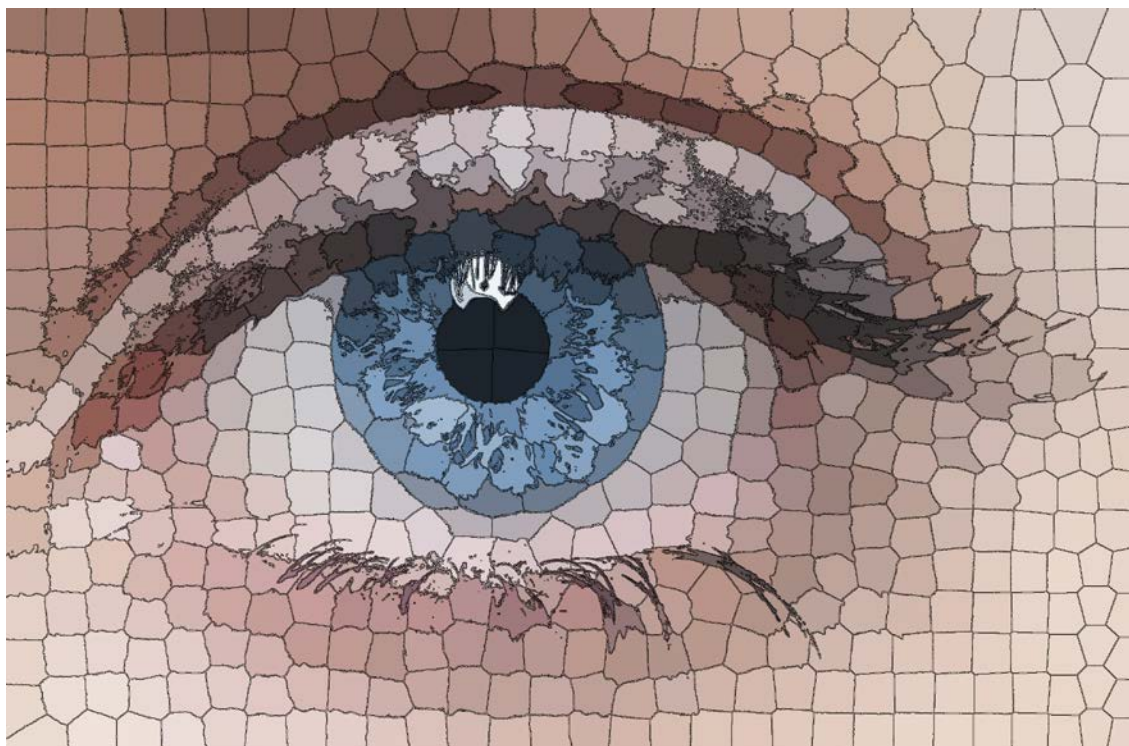
k = 64



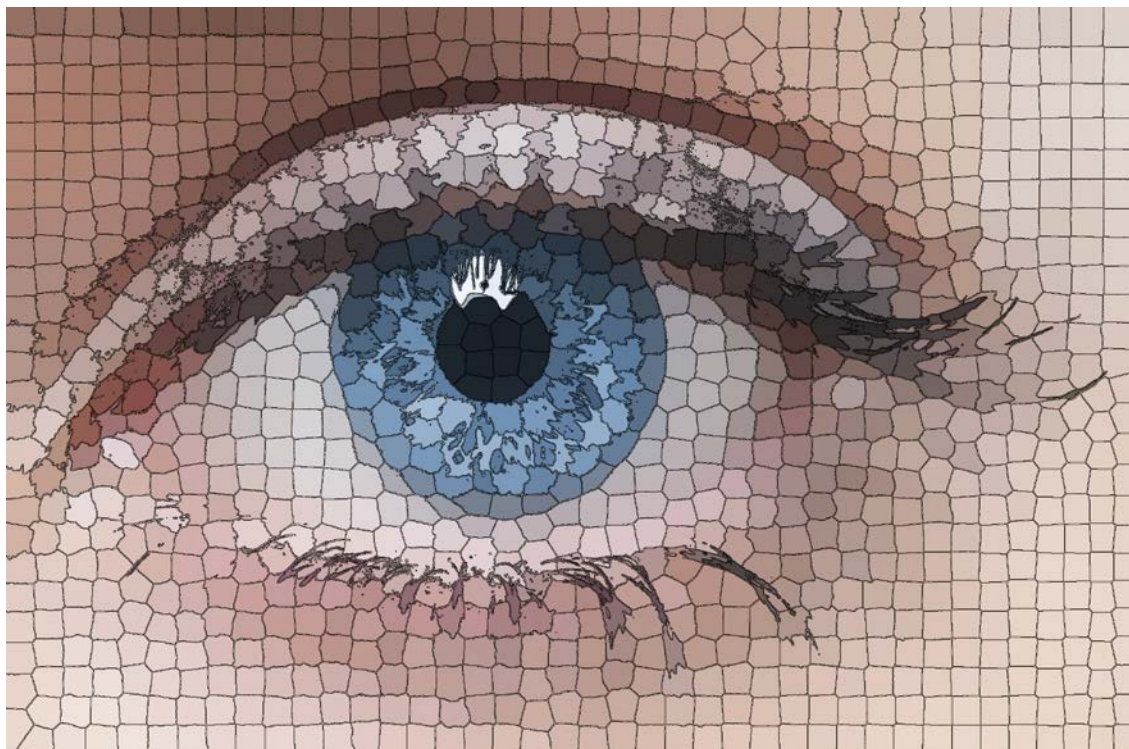
k = 128



k = 512



k = 1024



File: lenna.png



$k = 2$



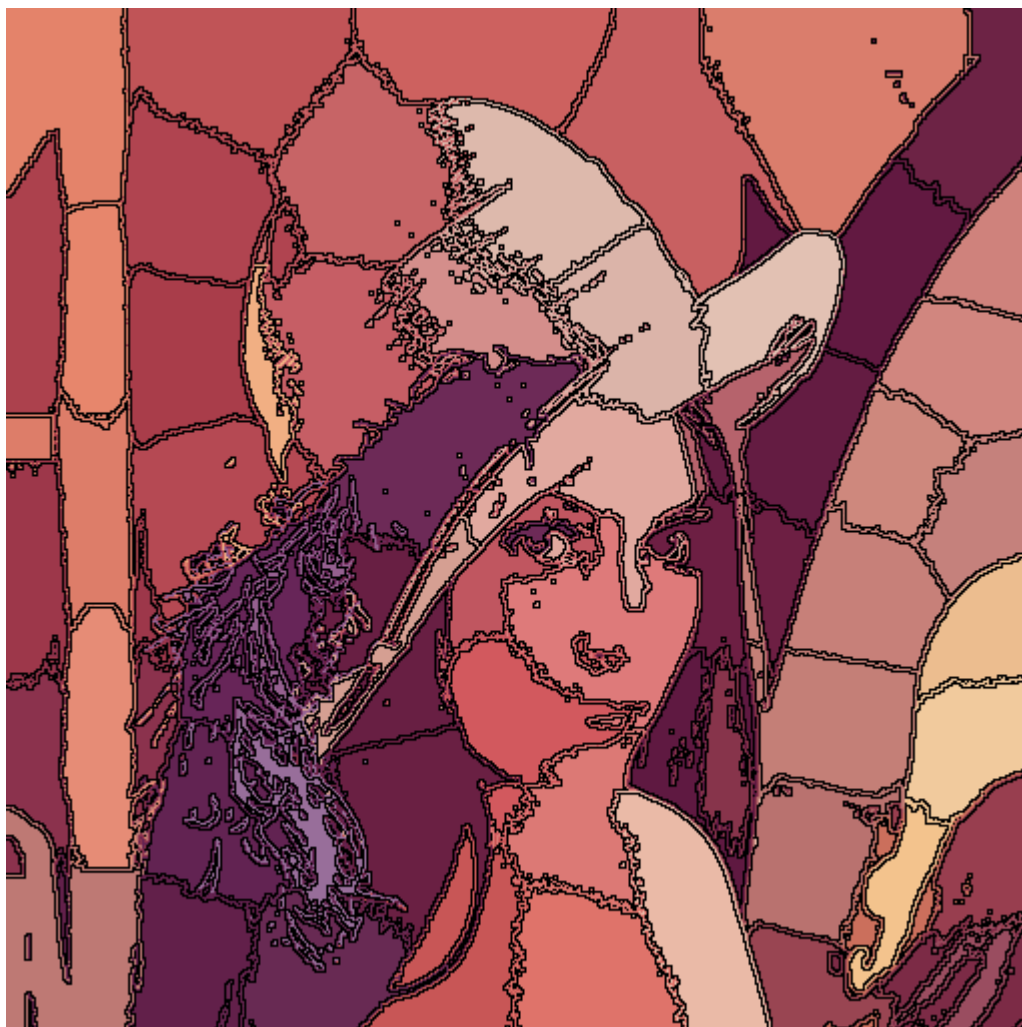
$k = 8$



k = 16



k = 64



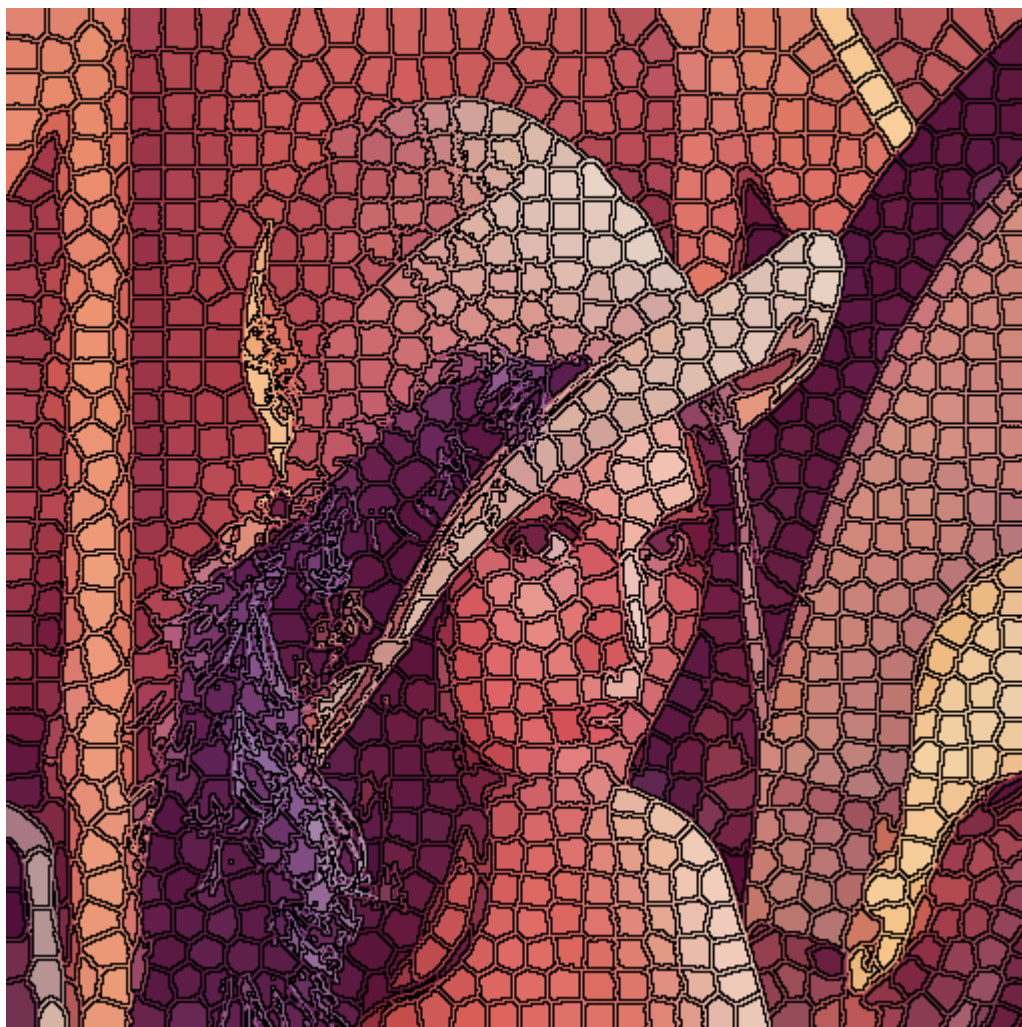
k = 128



k = 512



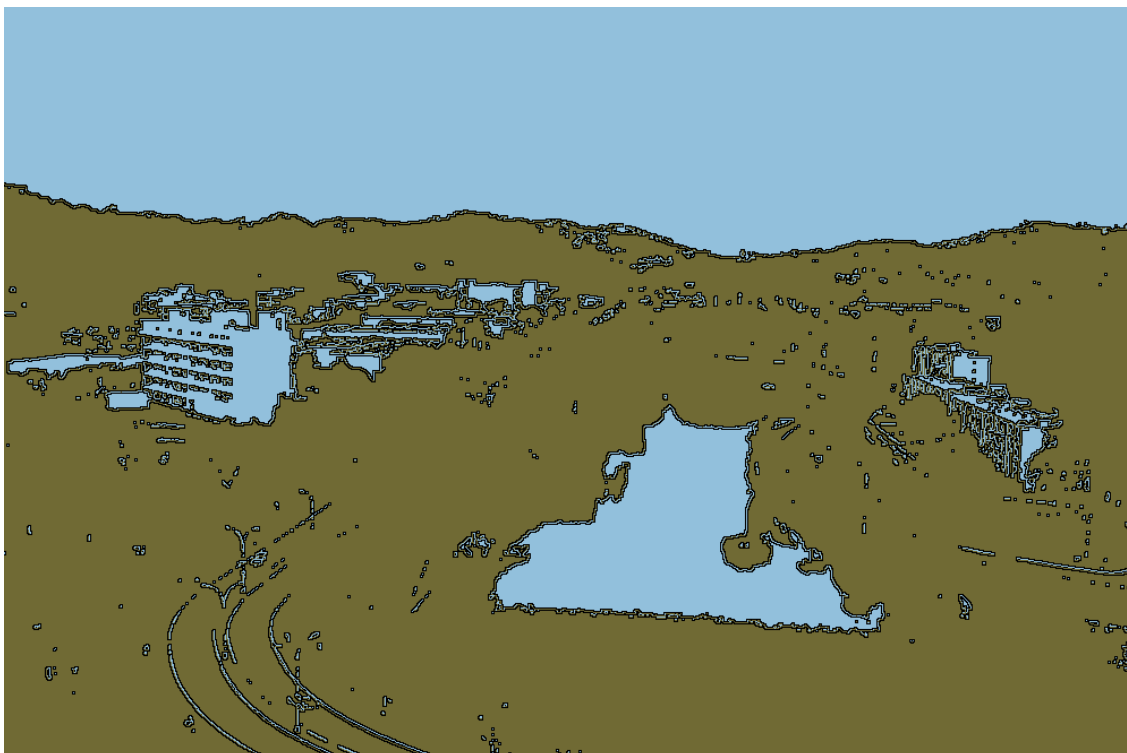
k = 1024



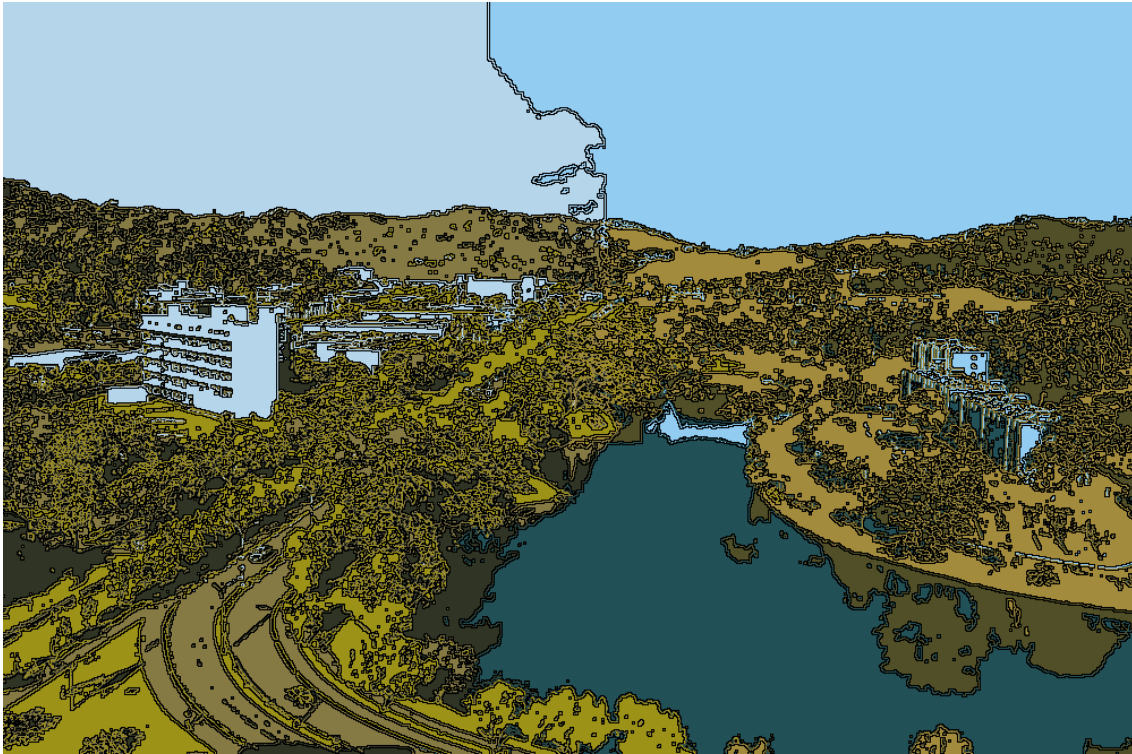
File: test.png



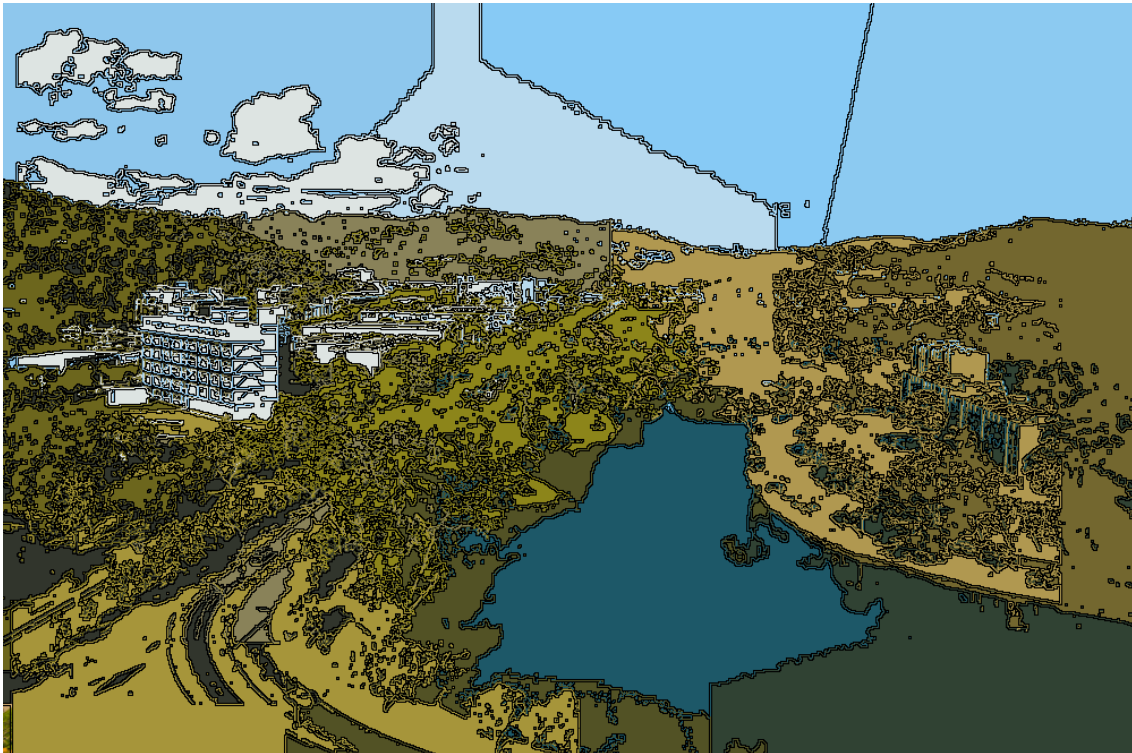
$k = 2$



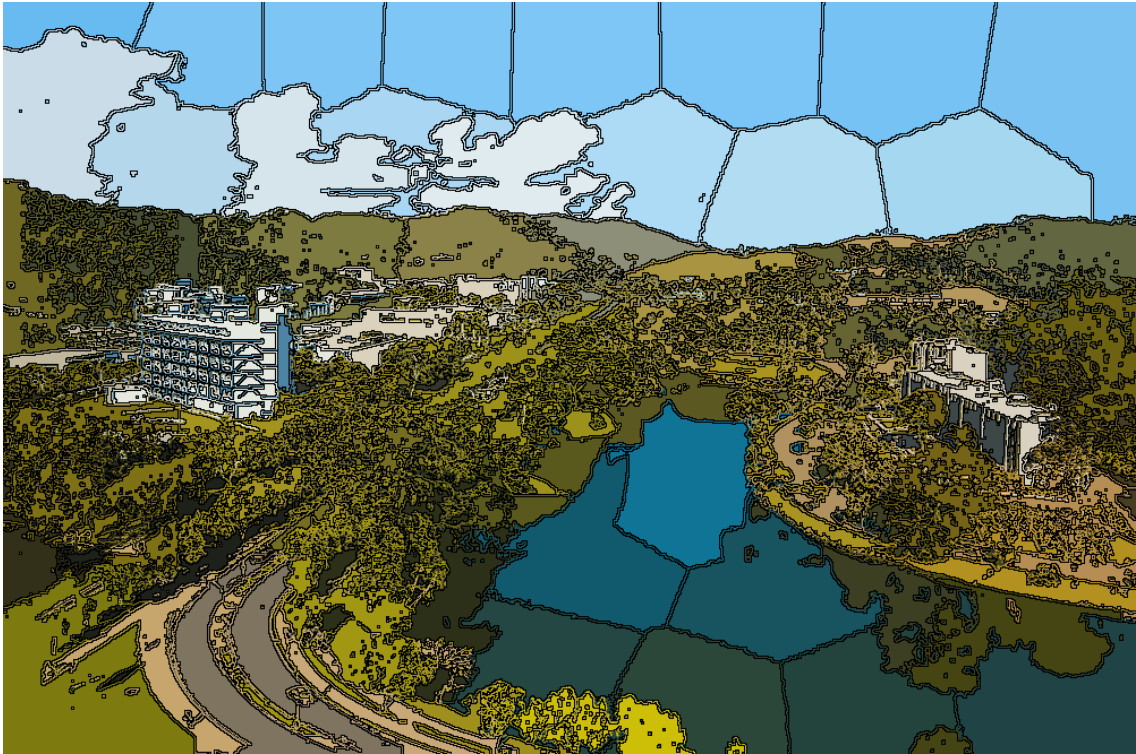
$k = 8$



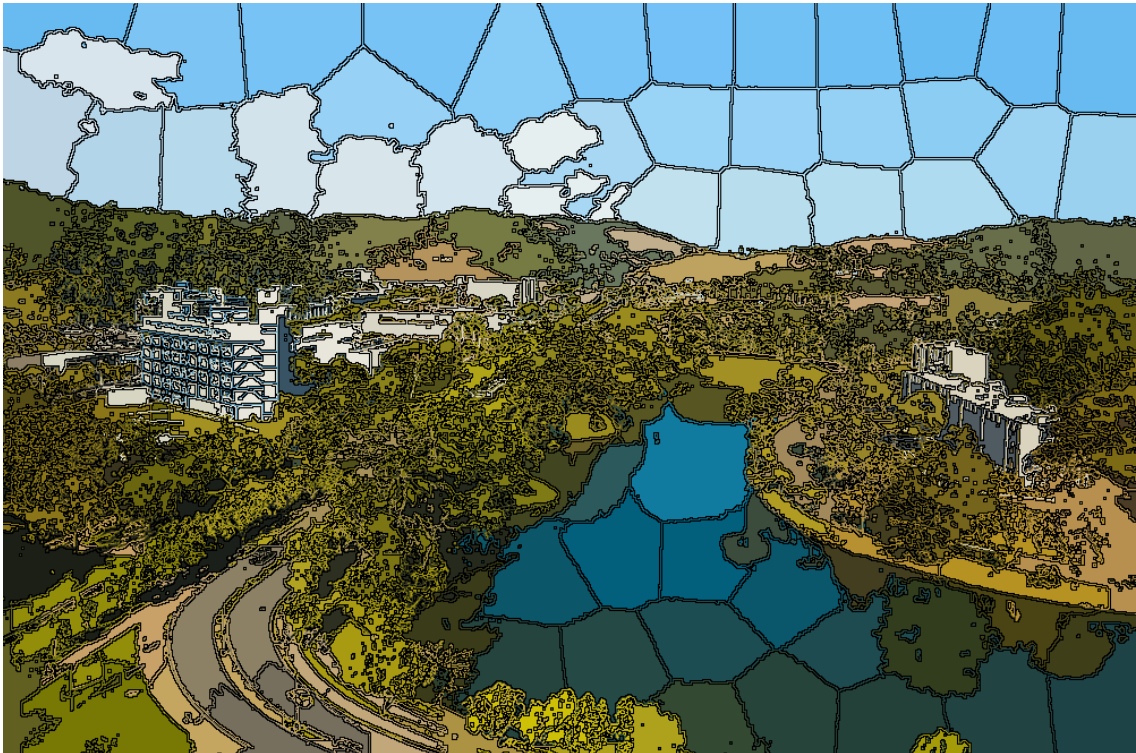
$k = 16$



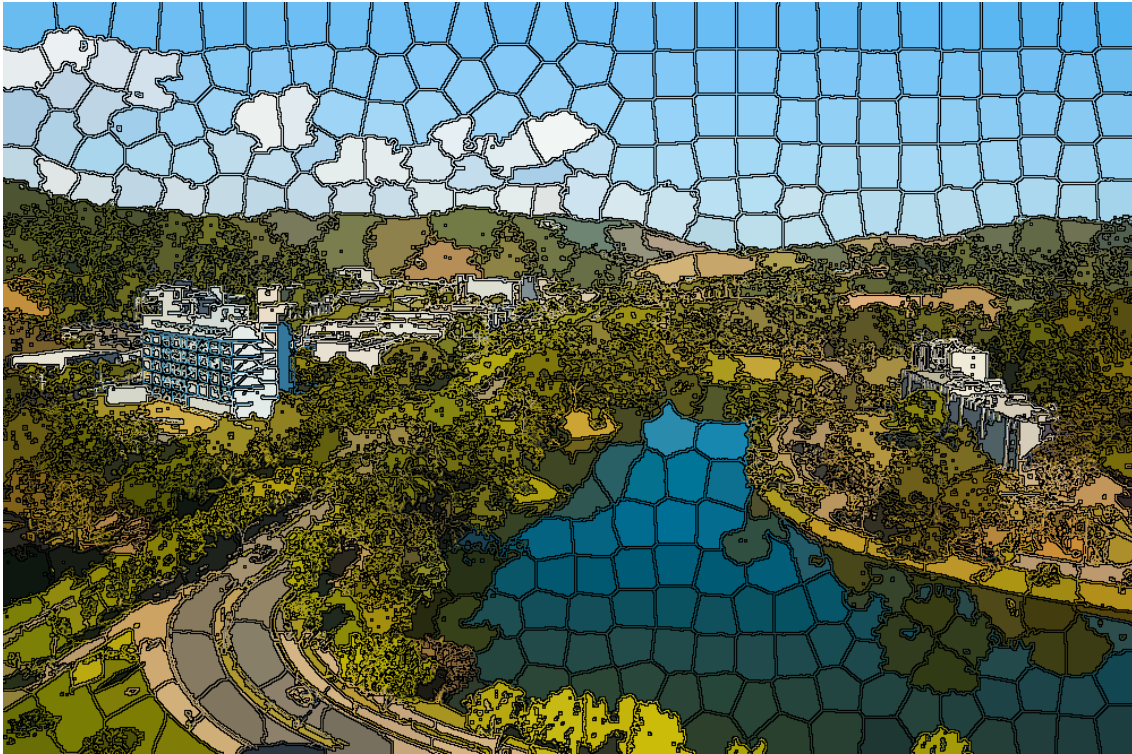
k = 64



k = 128



k = 512



k = 1024

