

Progress Report

By Bradley Miller, James Merrill, Matt Nicol

We've made good head way on the project so far. We've each split the project into our own respective parts. Matt is working on the user interaction part of the project. This is the part that the user will be able to select the image to pull the "item" from. The user then will be able to circle the image. Then through Matlab code it will tighten the image and then the user will be able to place that in another image where it will be blended.

The part of the project that does segmentation will be done by Brad. He has chosen to do GrabCut, as it seems most appropriate. He has found some sources online about how to best implement this into matlab and is looking to further code that in the upcoming weeks. He thinks that Grabcut will be the best because it will get the cleanest cut around the intended object and it will work well with how we have the user interaction part set up, where the user must select around the object. However, he does recognize that images with a lot of common colors in both the item and background may not work super well with this.

The final part is the blending which is what James will be working on. James has decided to do Poisson blending method for it. He has found inspiration and resources online to help him correctly implement this into this into Matlab and function with our project. In the remaining weeks of the semester he will work towards getting this fully implemented and working.

As a group we need to continue to finish our sections of the project then bring them together as a whole.