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2.2







Figure 1: Source1, Mask1, Output1







Figure 2: Source2, Mask2, Output2

- (1) The edges in the background are distinguished, and the light is abundant enough to make the picture more clearly. Thus the gradient and normal is correctly calculated. Because of the distinguished background, the filling pixels can be captured precisely. As a side effect, it is very hard to find a very close patch to fill in, thus making the filling a little bit imperfect.
- (2) The background is too complicated to get a good gradient and normal for a patch. Thus when filling the inpainted image, jump and filling is very random. Hard to get a good filling pixel from the image.
- (3) It may seem pretty clear those two patches in Output1 and Output2 being filled has a artifacts effect. Snow ground in Output2 is very clearly cut by something else. And the hill is also being cut. Hills in Output1 is patched in a repetitive pattern.