

Computational Photography Assignment 5

Single Michael

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1 Morphing

The following figures show some static results produced by my morphing function. I also have produced some .avi movies. You can find them either in *outputs/p5/* or in the provided results zip on Ilia. I rendered the movies once using a linear time-stepping function and another time using a cosine-ramp. Furthermore, for my results, I used 42 frames. The duration of the movies is 3 seconds. In order to make your own morphing videos, please make use of the function *makeMorphingVideo.m* and read its description (how to use).



Fig. 1: Source Image (left) and target image (right) used for morphing.



Fig. 2: Selected Features in Source Image (left) and Selected Features in Target Image (right) used for morphing indicated by red crosses.

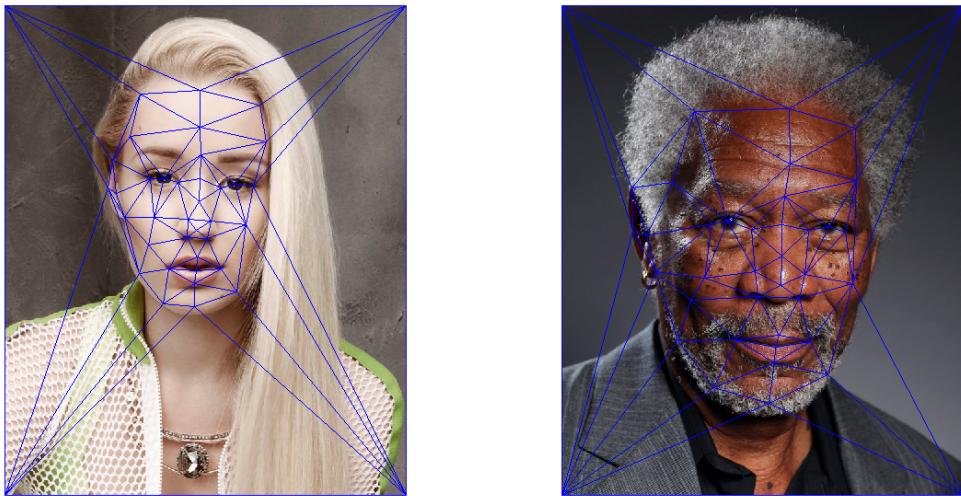


Fig. 3: Delaunay triangulation using selected features in Source image (left) and Delaunay triangulation using selected features in Target image (right) used for morphing.



Fig. 4: An intermediate morphed image (between source and target) using linear timesteps. here t is equal 0.5.

2 Rectification using Homography

3 Panorama Stitching