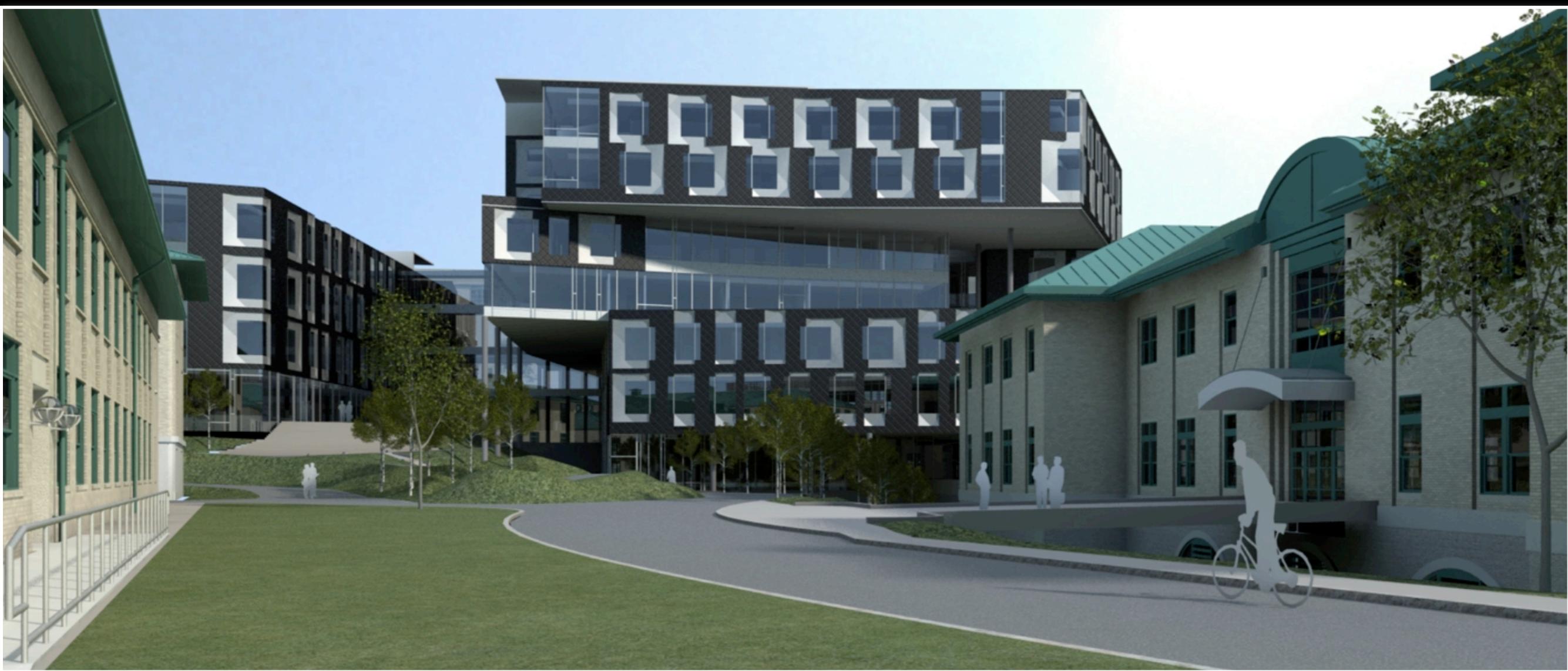


Photo Clip Art

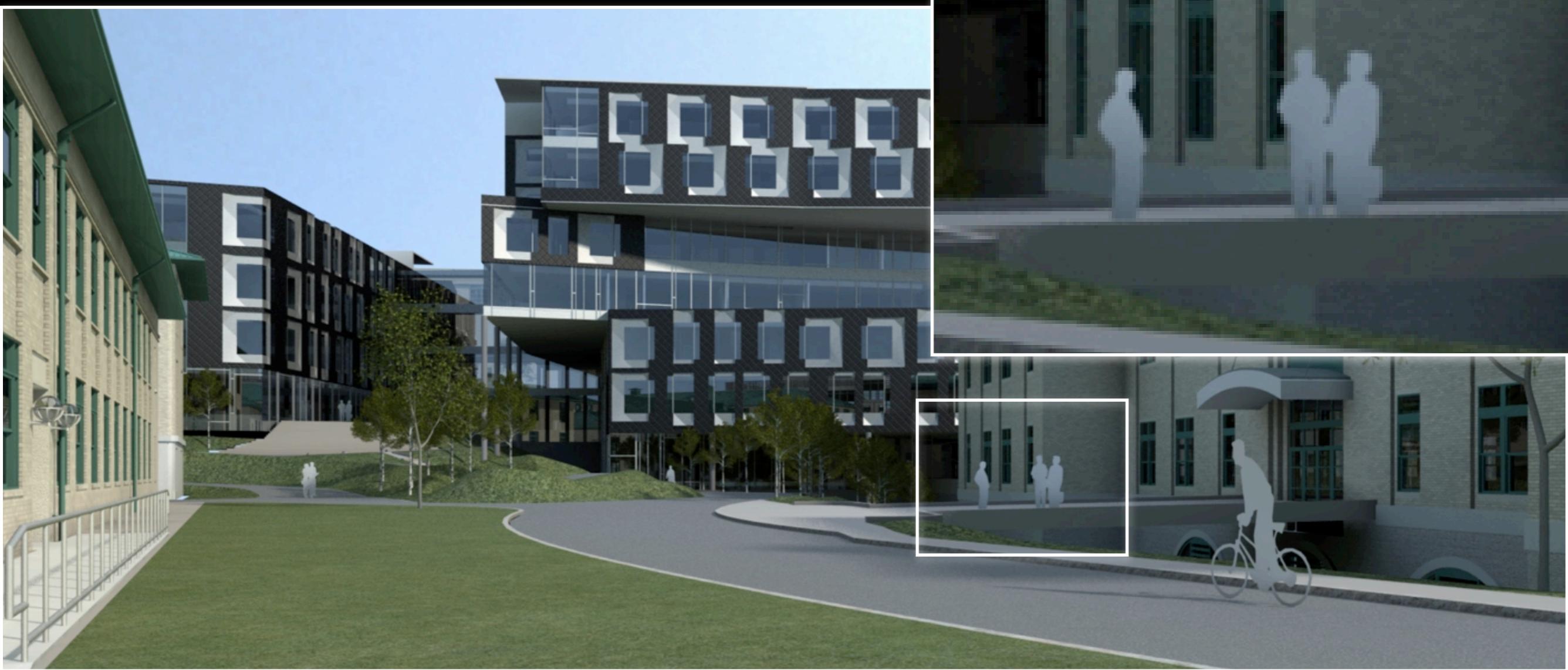
Jean-François Lalonde, Derek Hoiem, Alexei A. Efros
Carnegie Mellon University

Carsten Rother, John Winn and Antonio Criminisi
Microsoft Research Cambridge

Gates center at CMU, circa 2009



Gates center at CMU, circa 2009



Gates center at CMU, circa 2009



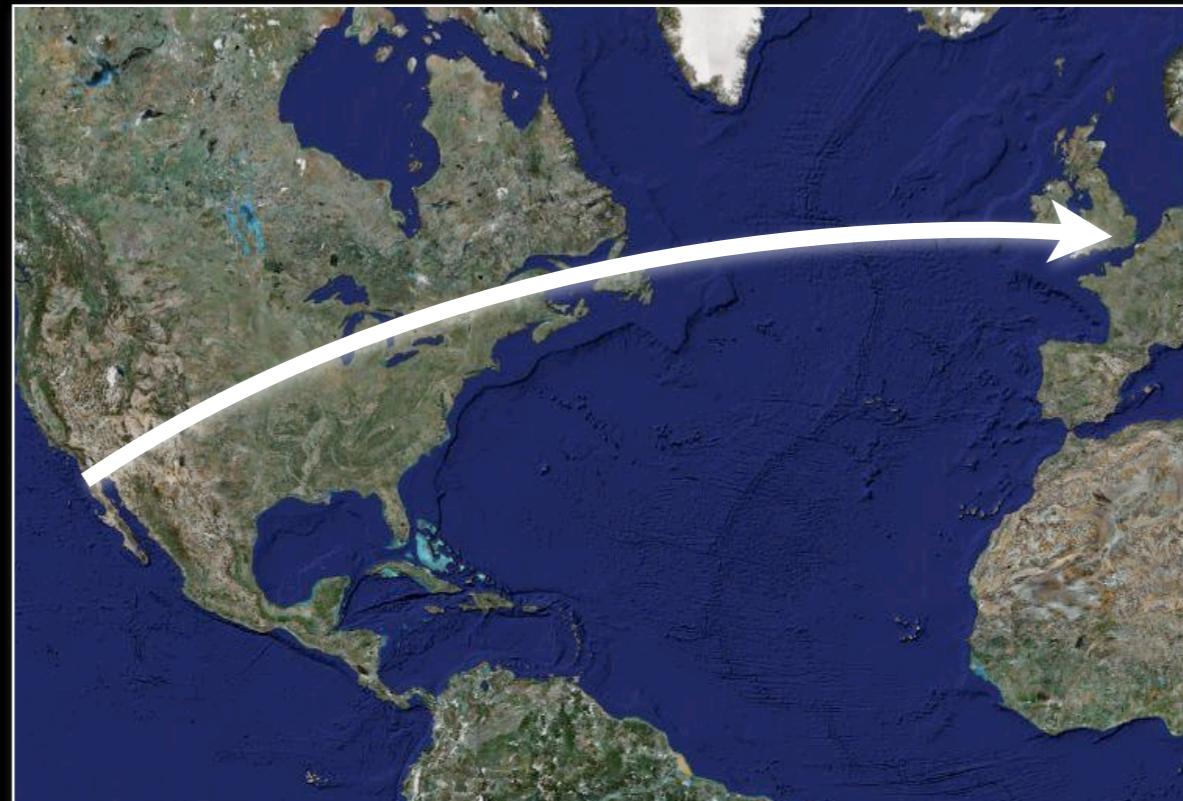
Inserting objects into images



Inserting objects into images - the traditional approach [Debevec '98]

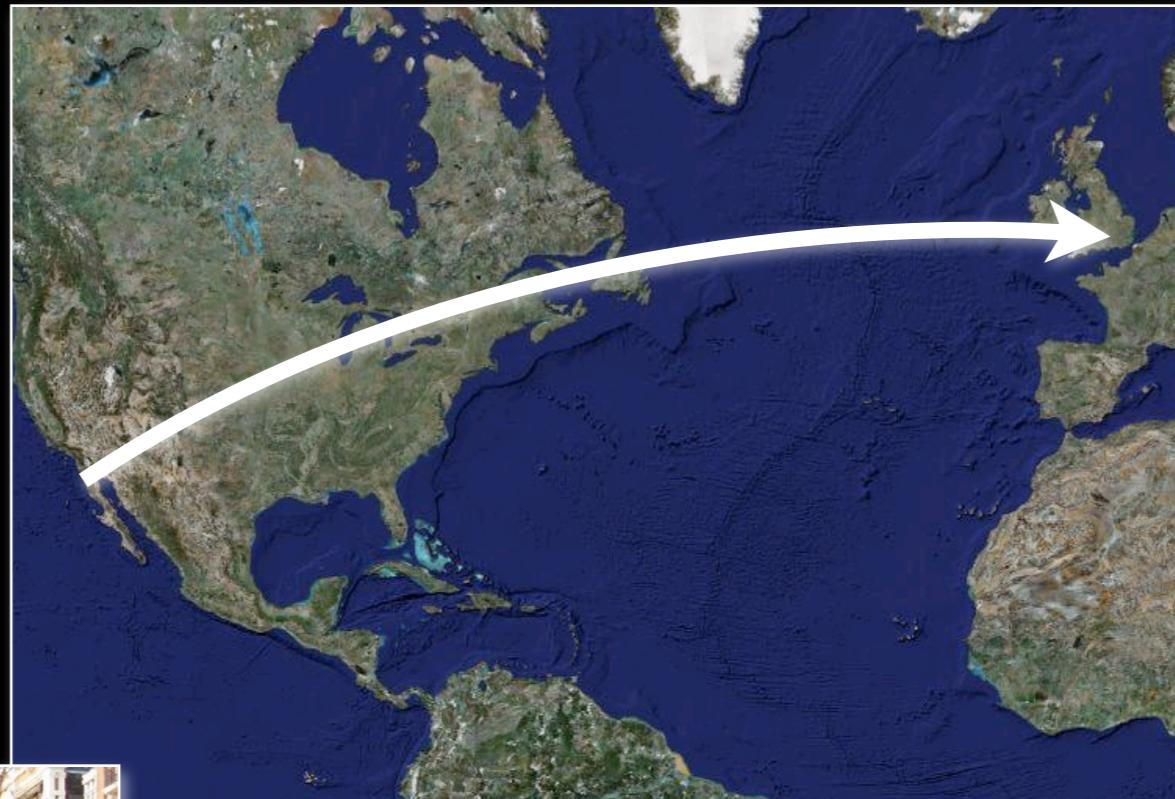
Inserting objects into images - the traditional approach

[Debevec '98]



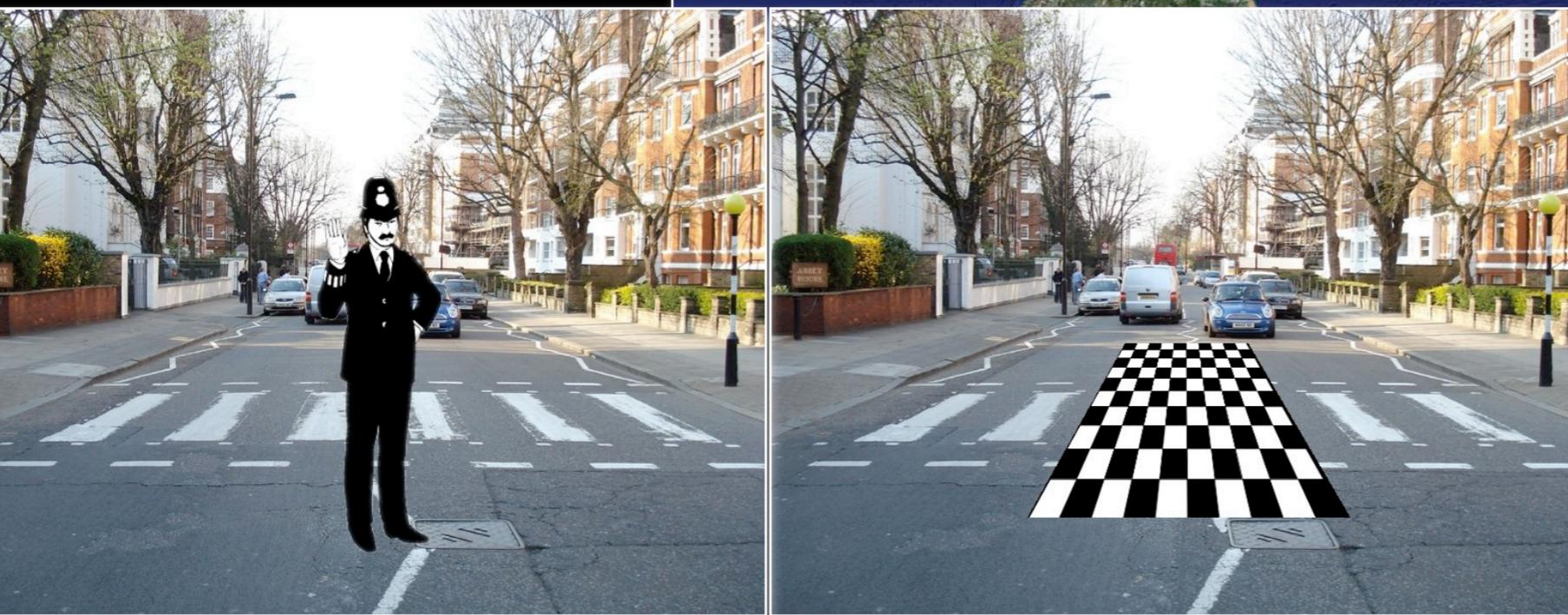
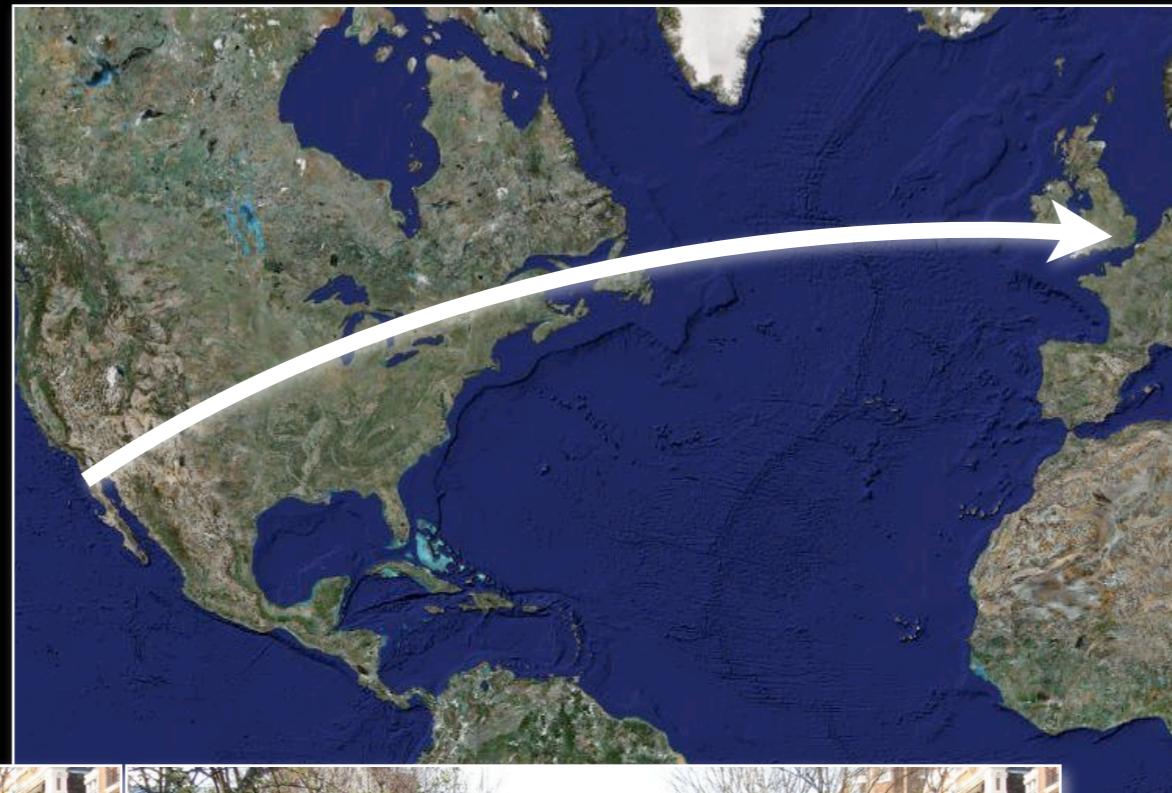
Inserting objects into images - the traditional approach

[Debevec '98]



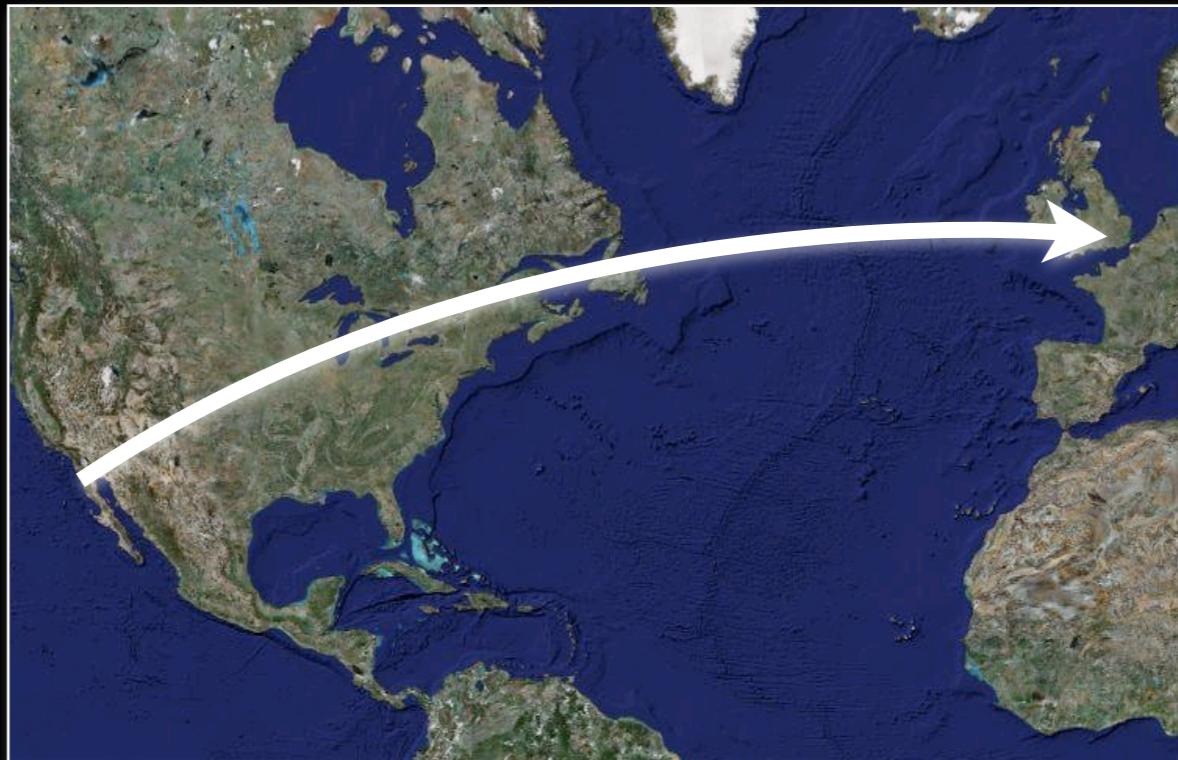
Inserting objects into images - the traditional approach

[Debevec '98]



Inserting objects into images - the traditional approach

[Debevec '98]



Inserting objects in images

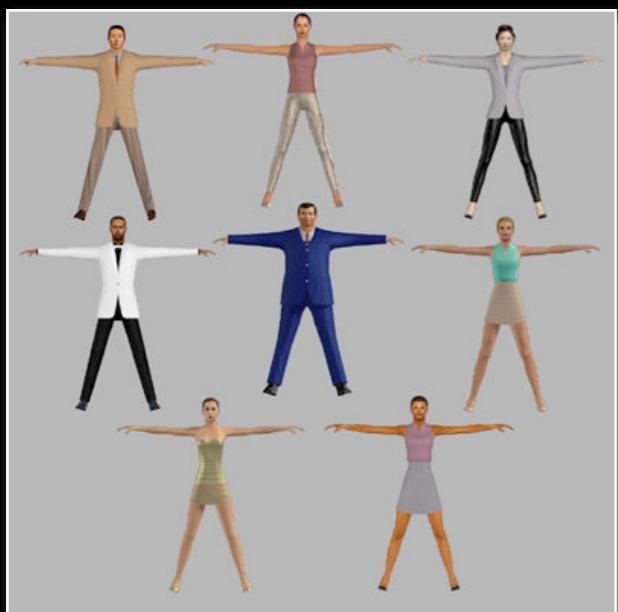
[Debevec '98]



Inserting objects in images

[Debevec '98]

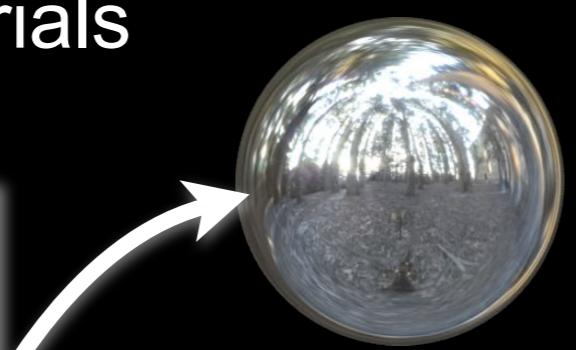
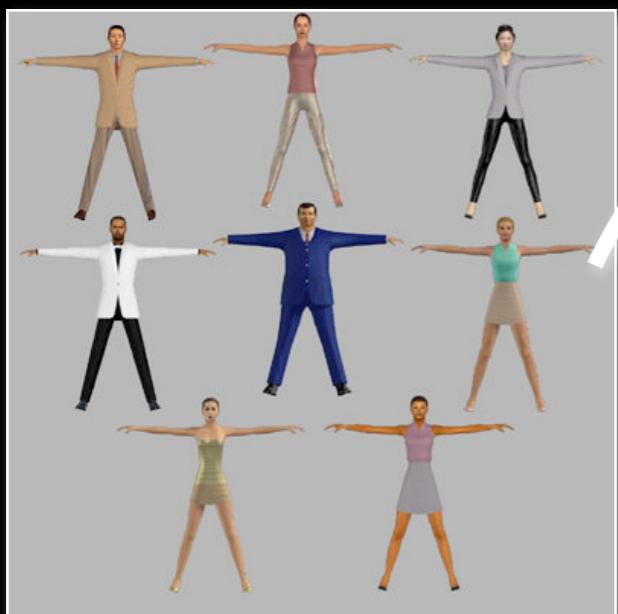
Highly detailed geometry
Highly detailed materials
Very expensive



Inserting objects in images

[Debevec '98]

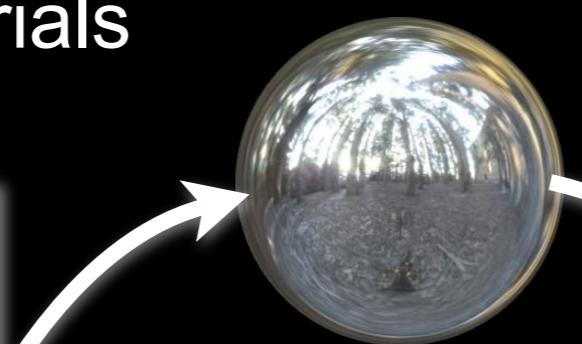
Highly detailed geometry
Highly detailed materials
Very expensive



Inserting objects in images

[Debevec '98]

Highly detailed geometry
Highly detailed materials
Very expensive



- Realistic renderings
- Expensive and impractical

Alternative: Clip art



Alternative: Clip art



- Easy, intuitive, cheap
- Not realistic

Goal

Photo-realistic

Image-based rendering



Cartoon

Clip Art



Expensive and impractical

Cheap and intuitive

Goal

Photo-realistic

Image-based rendering



Photo Clip Art

Cartoon

Clip Art



Expensive and impractical

Cheap and intuitive



Challenges

- Insert **THIS** object: impossible!



Challenges

- Insert **THIS** object: impossible!



Challenges

- Insert **THIS** object: impossible!



Challenges

- Insert **THIS** object: impossible!



The use of data

- Insert **SOME** object: much easier!



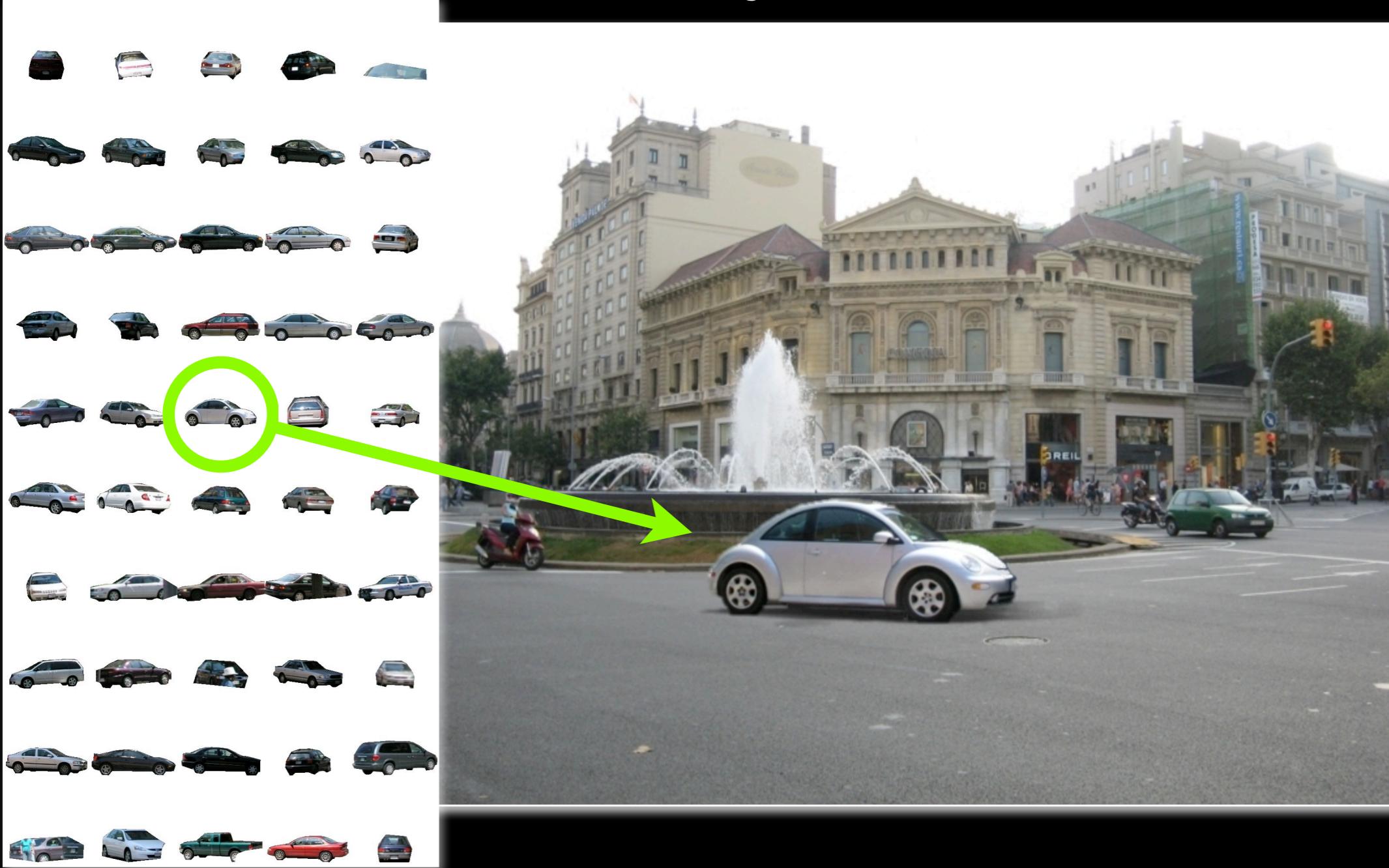
The use of data

- Insert **SOME** object: much easier!



The use of data

- Insert **SOME** object: much easier!



The Google model

Database



The Google model

Database



Query



The Google model

Database



Query



Results



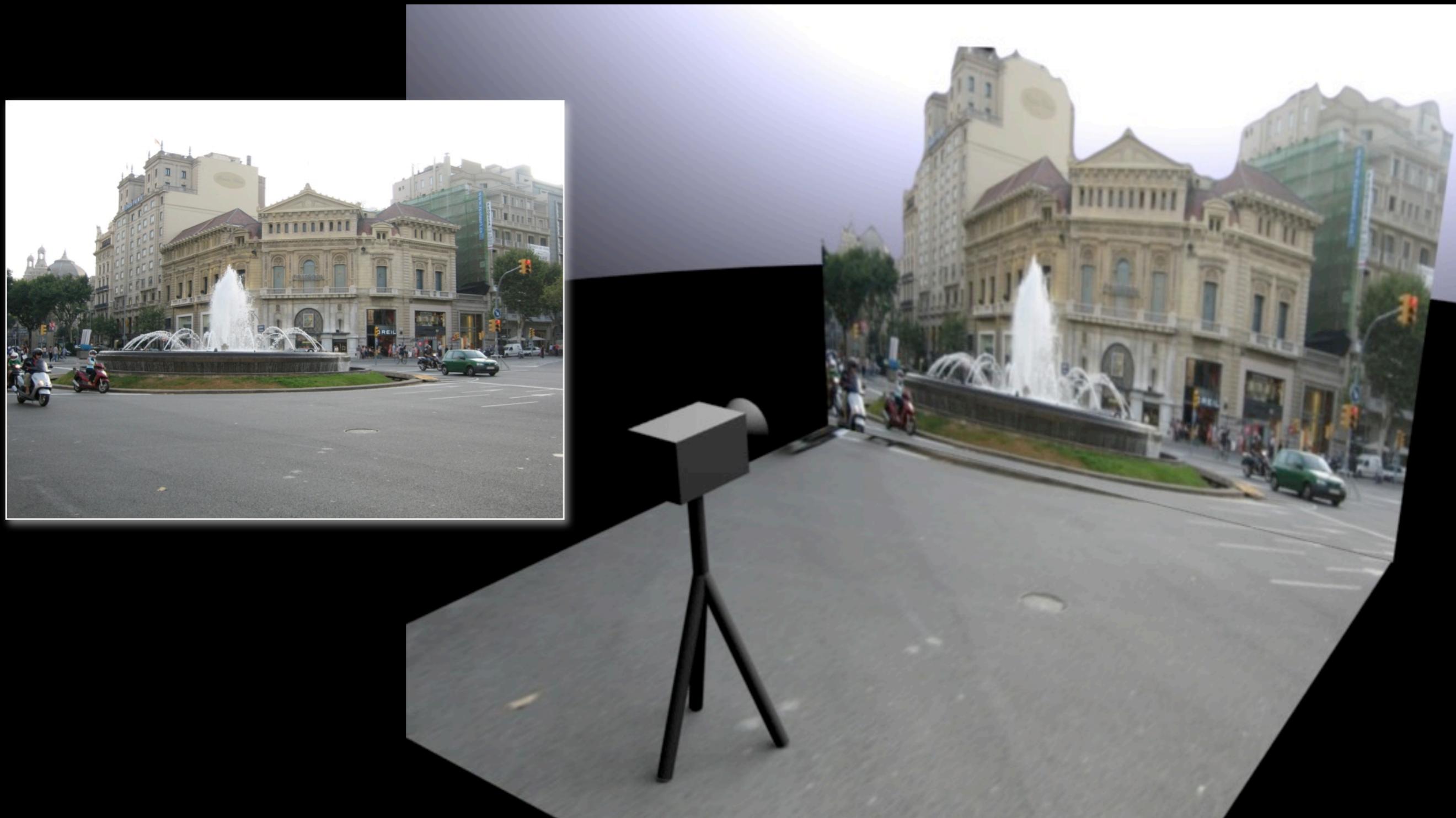
Sort the objects



2-D image vs 3-D scene



2-D image vs 3-D scene



Prior work

3-D from single image

Tour into the picture
[Horry *et al.*, '97, Criminisi *et al.*, '00]

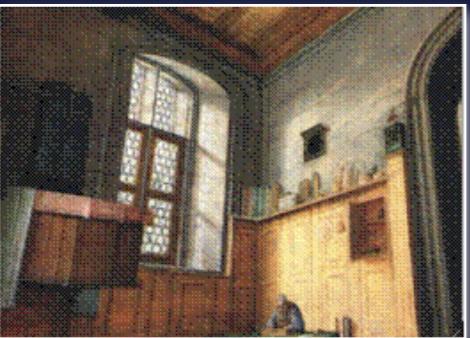
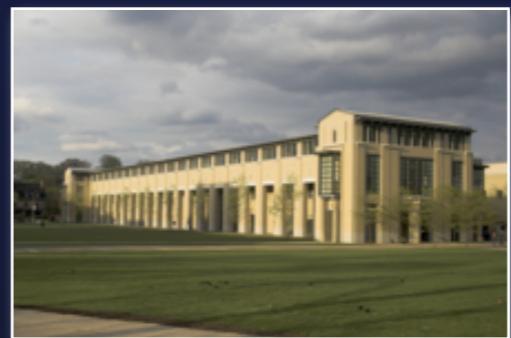


Image-based Modeling
and Photo Editing
[Oh *et al.*, '01]



Automatic Photo Pop-up
[Hoiem *et al.*, '05]



Prior work

3-D from single image

Tour into the picture
[Horry *et al.*, '97, Criminisi *et al.*, '00]



Image-based Modeling
and Photo Editing
[Oh *et al.*, '01]

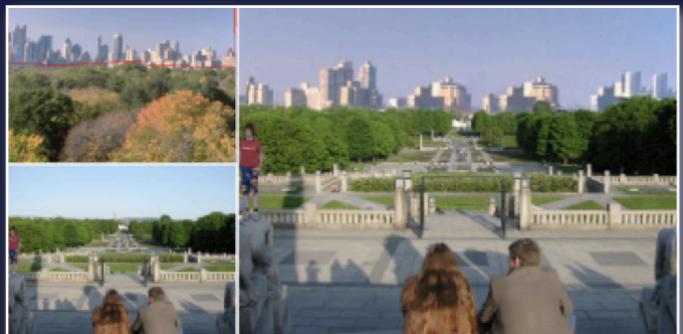


Automatic Photo Pop-up
[Hoiem *et al.*, '05]



Data-driven image synthesis

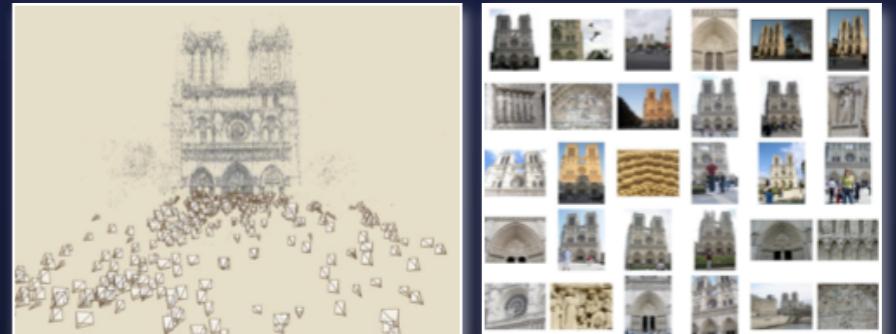
Content based Image Synthesis
[Diakopoulos *et al.*, '04]



Semantic Photo Synthesis
[Johnson *et al.*, '06]



Photo Tourism
[Snavely *et al.*, '06]



Outline

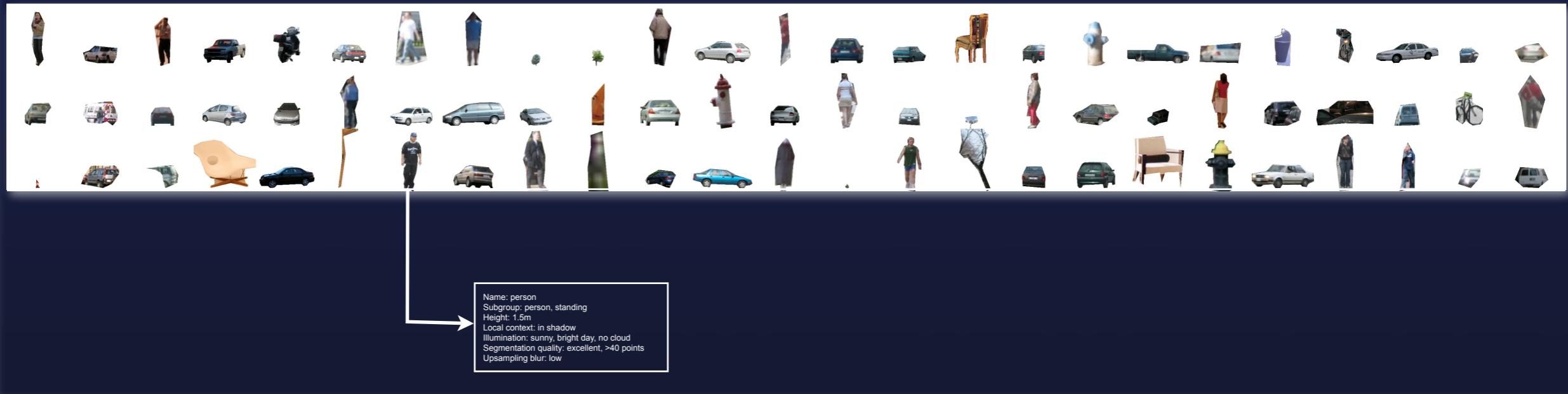
Phase I: Database annotation



Phase II: Object insertion

Outline

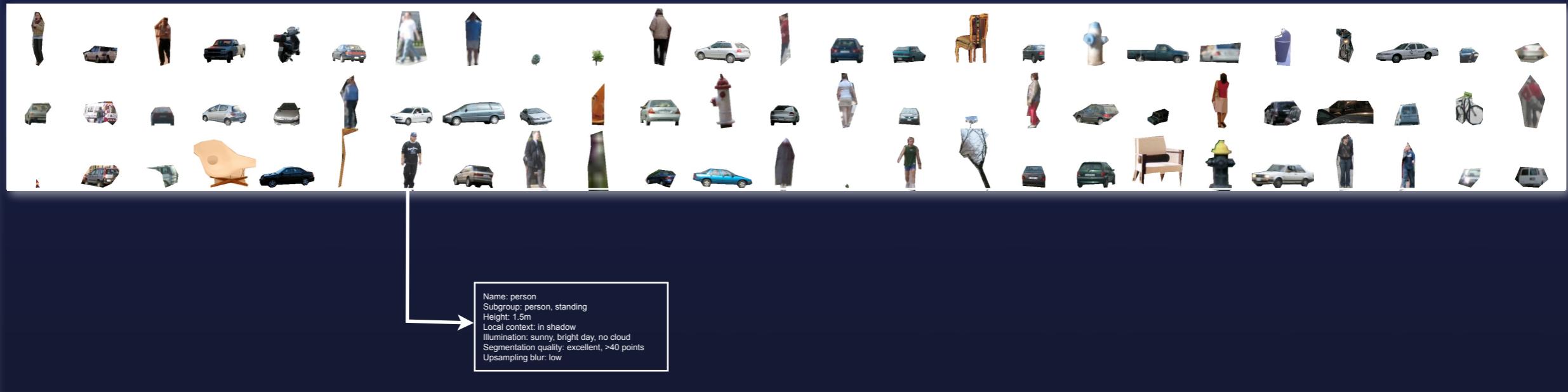
Phase I: Database annotation



Phase II: Object insertion

Outline

Phase I: Database annotation

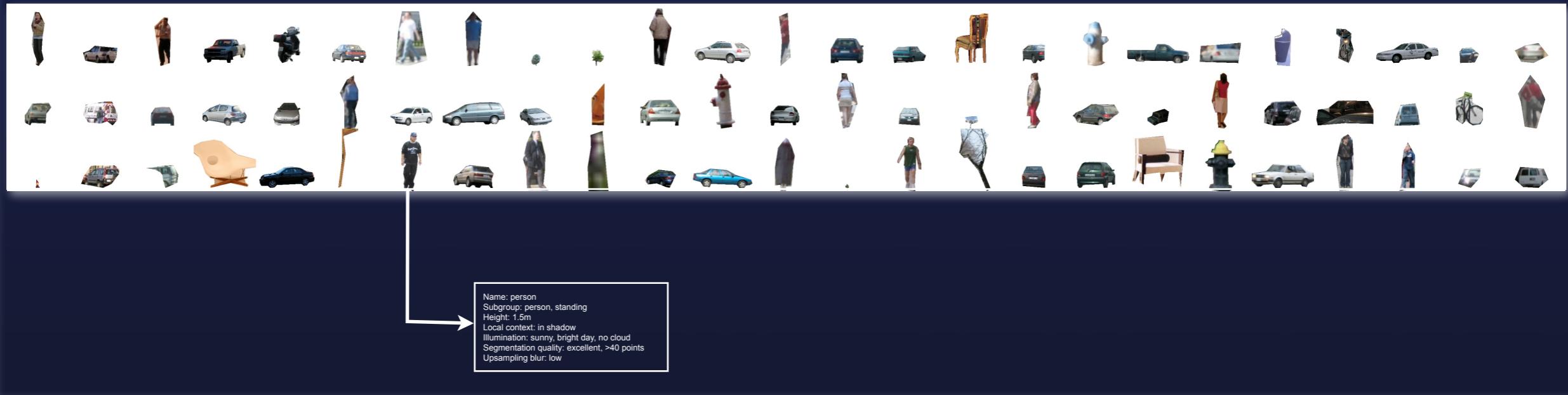


Phase II: Object insertion



Outline

Phase I: Database annotation

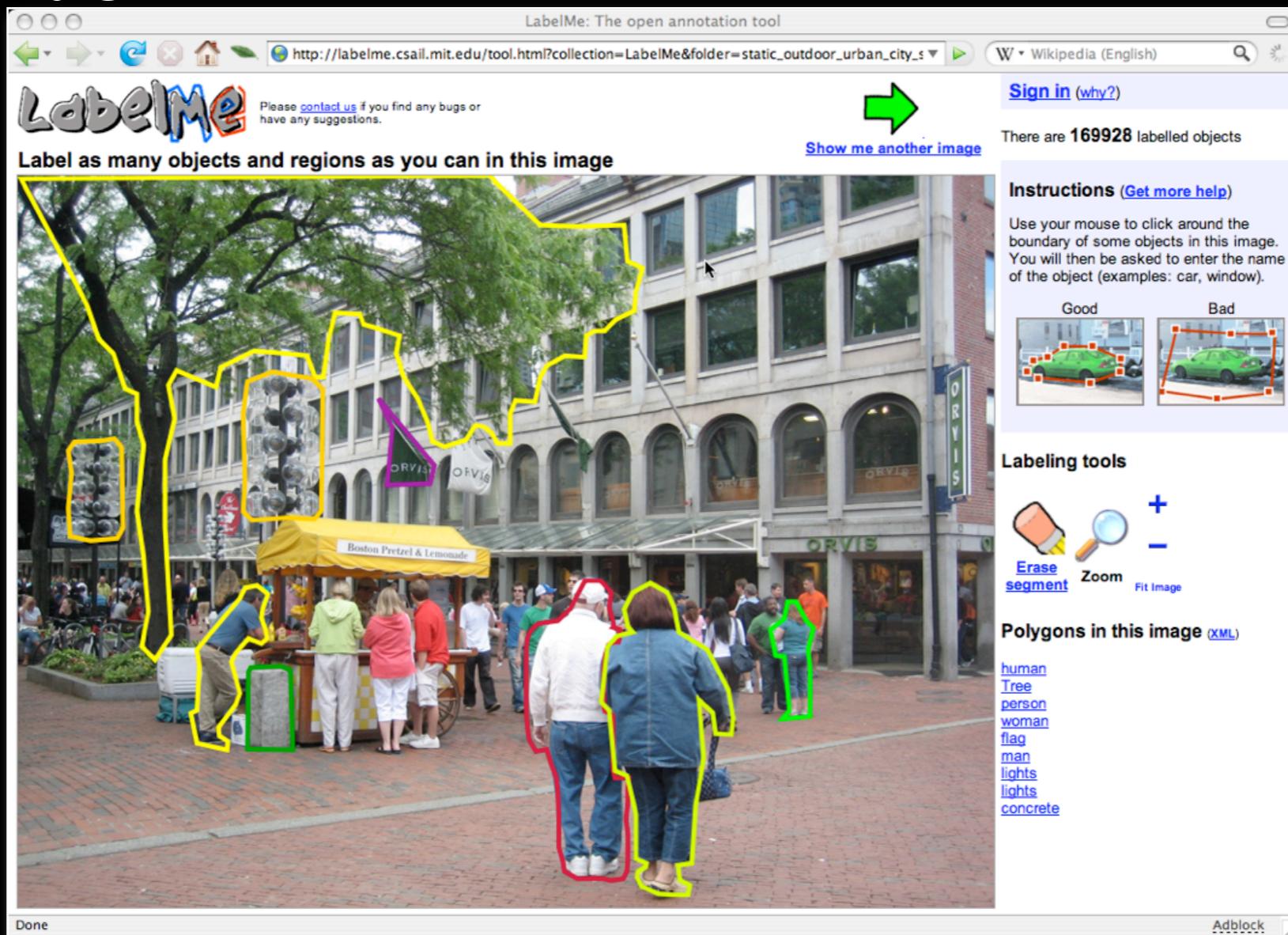


Phase II: Object insertion



Data source: LabelMe [Russell et al., 2005]

- Online (<http://labelme.csail.mit.edu>), user-contributed
- 170,000 objects in 40,000 images
- Polygons and names



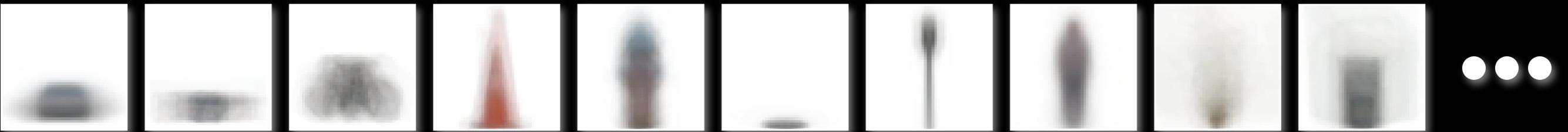
Data organization



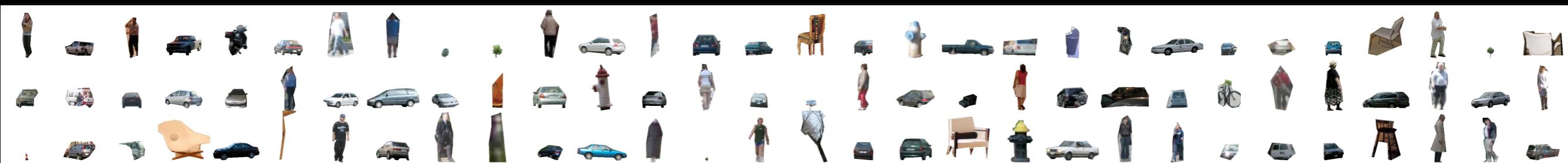
Data organization



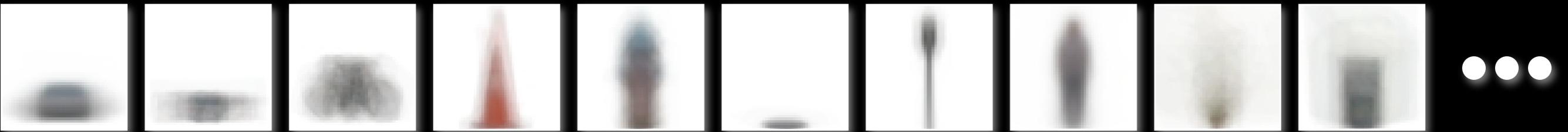
Top-level categories (chosen manually, 16 total)



Data organization

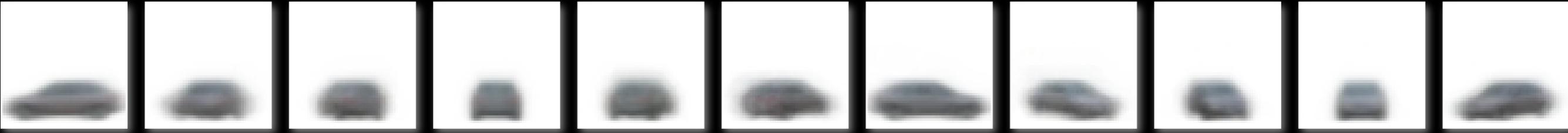


Top-level categories (chosen manually, 16 total)

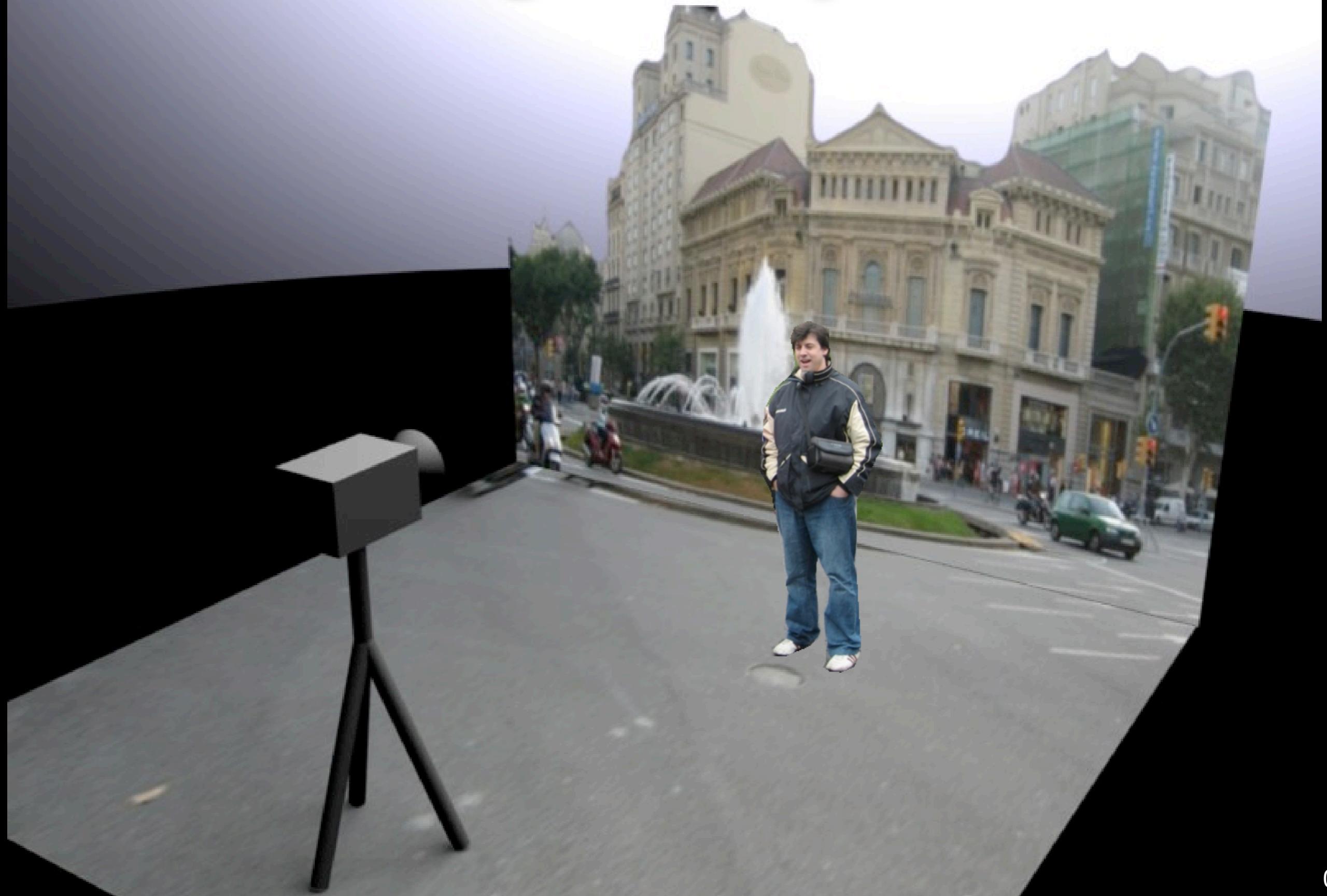


...

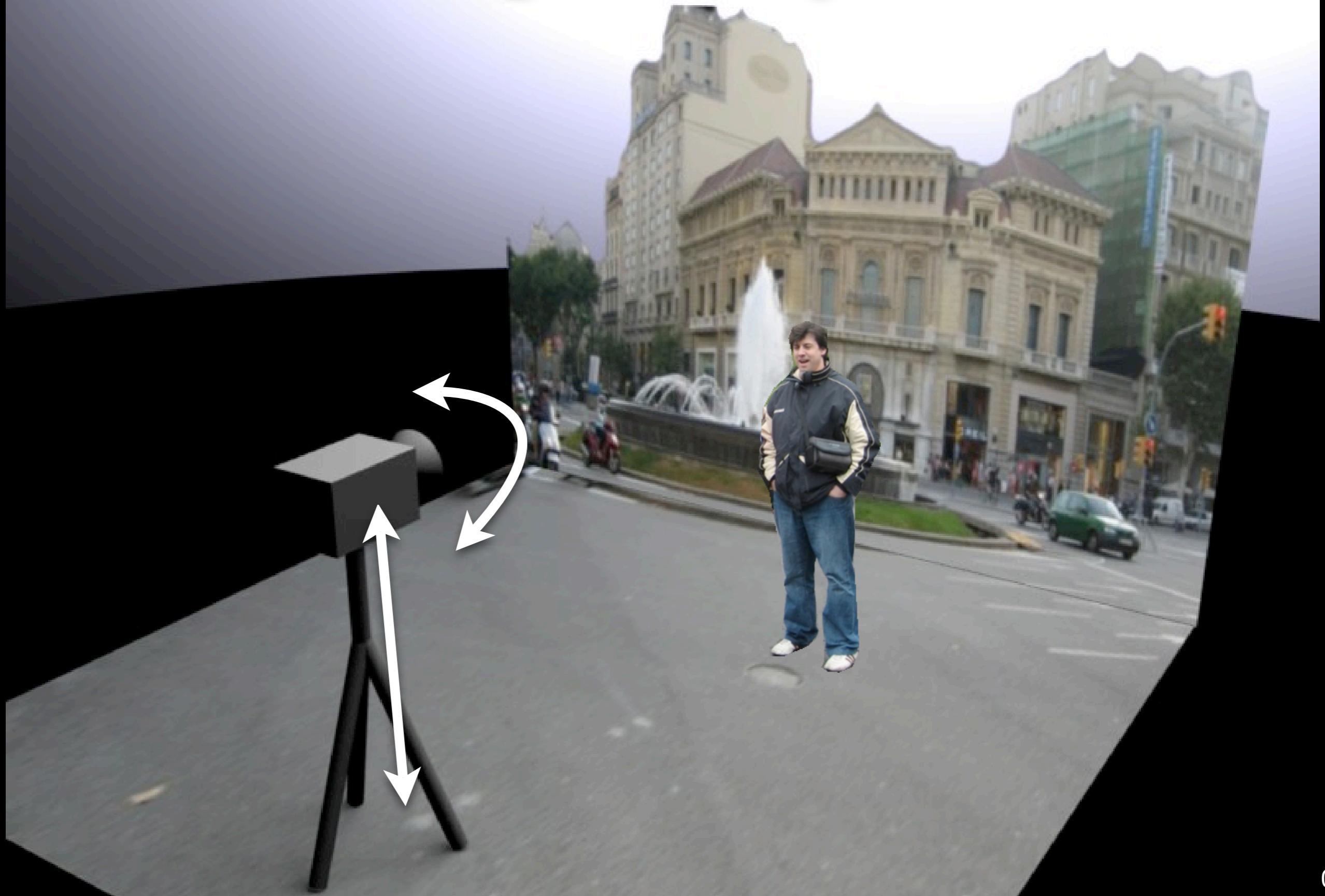
Second-level categories (from annotations or clustering)



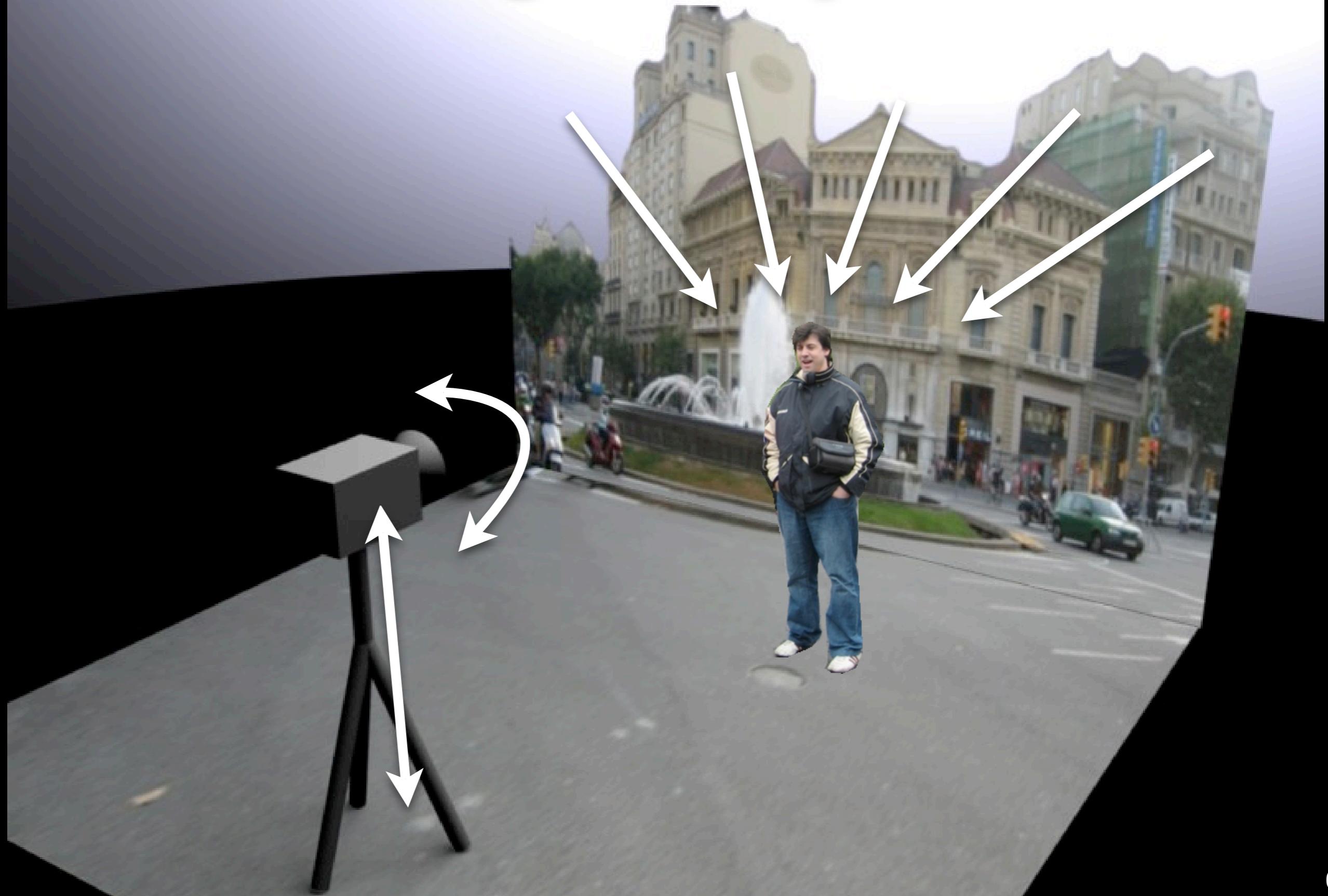
Annotating the objects



Annotating the objects



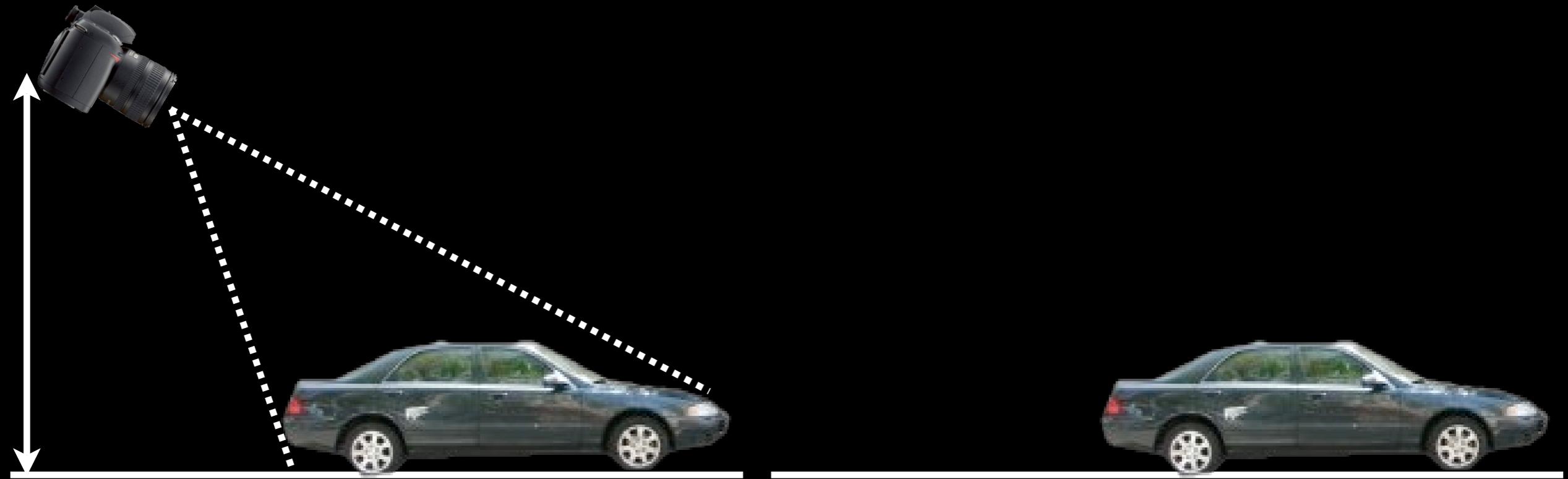
Annotating the objects



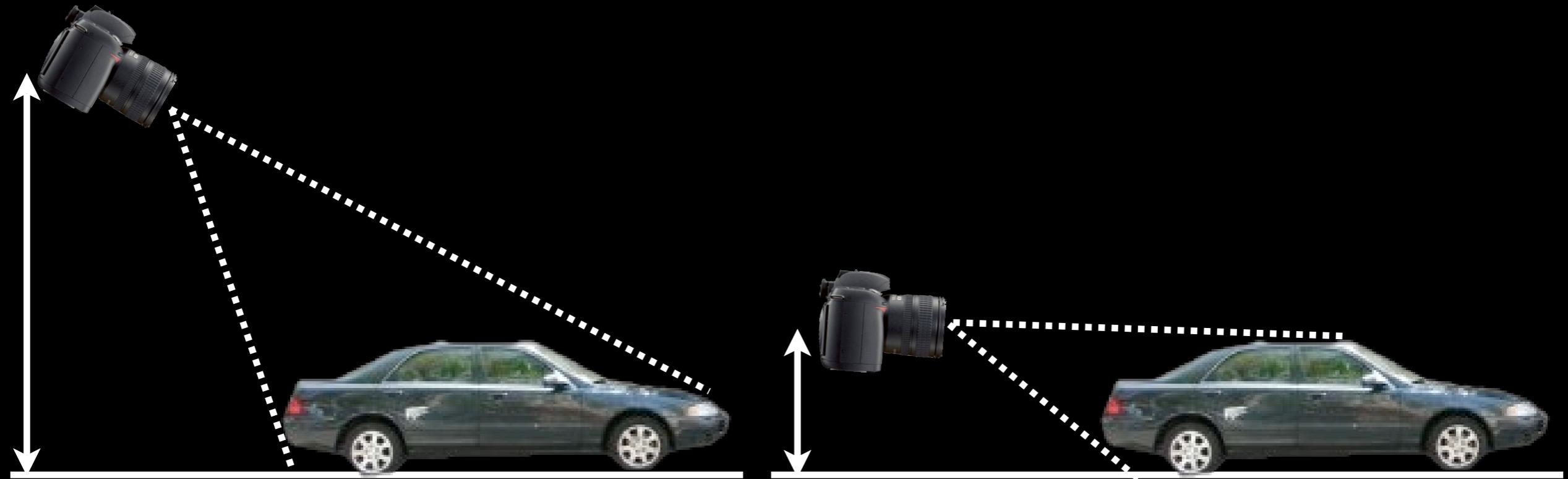
Camera parameters



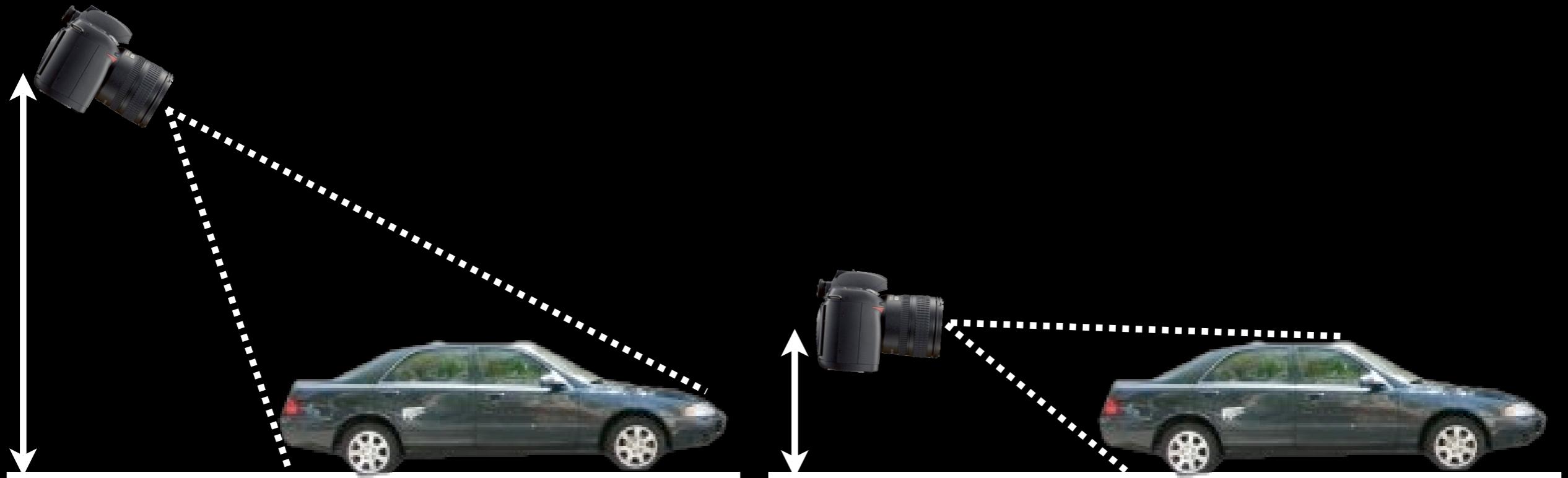
Camera parameters



Camera parameters



Camera parameters



- Assume
 - flat ground plane
 - all objects on ground
 - camera roll is negligible (consider pitch only)
- Camera parameters: height and orientation

Camera parameters

Human height distribution
1.7 +/- 0.085 m
(National Center for Health Statistics)

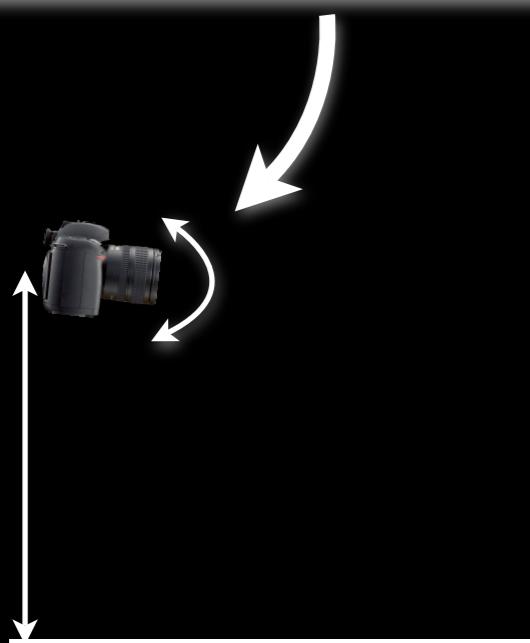
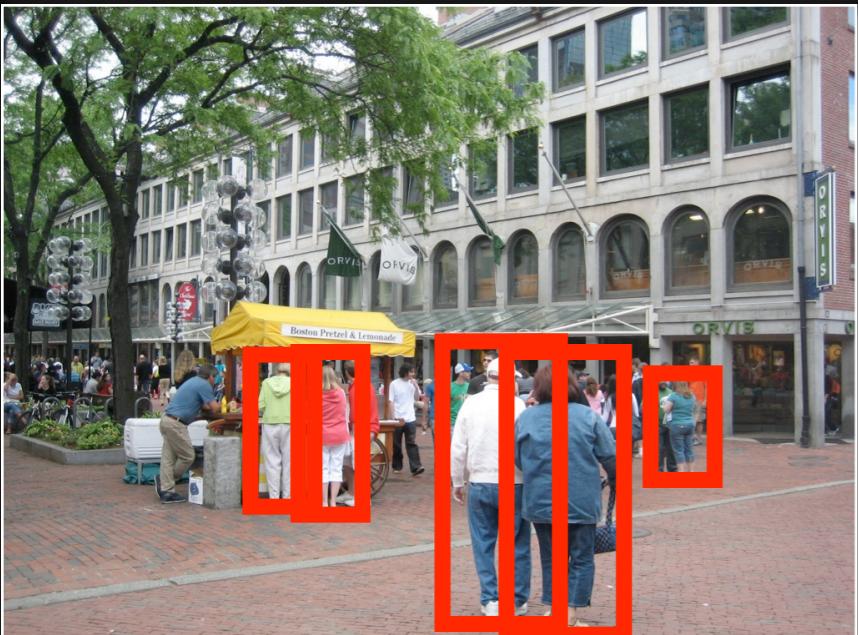
Camera parameters

Human height distribution
1.7 +/- 0.085 m
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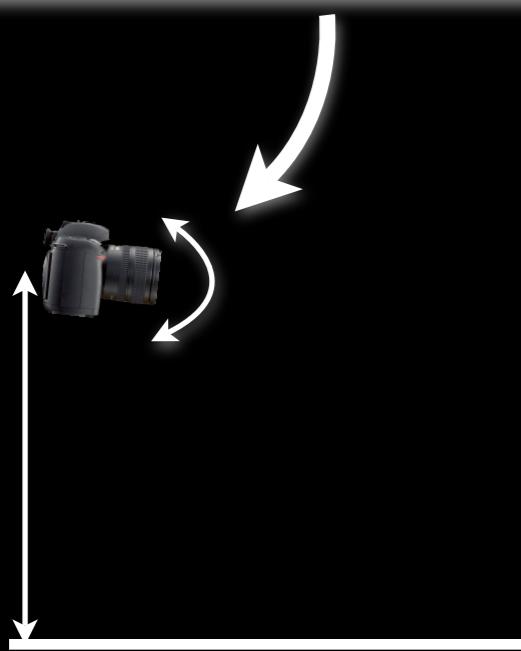
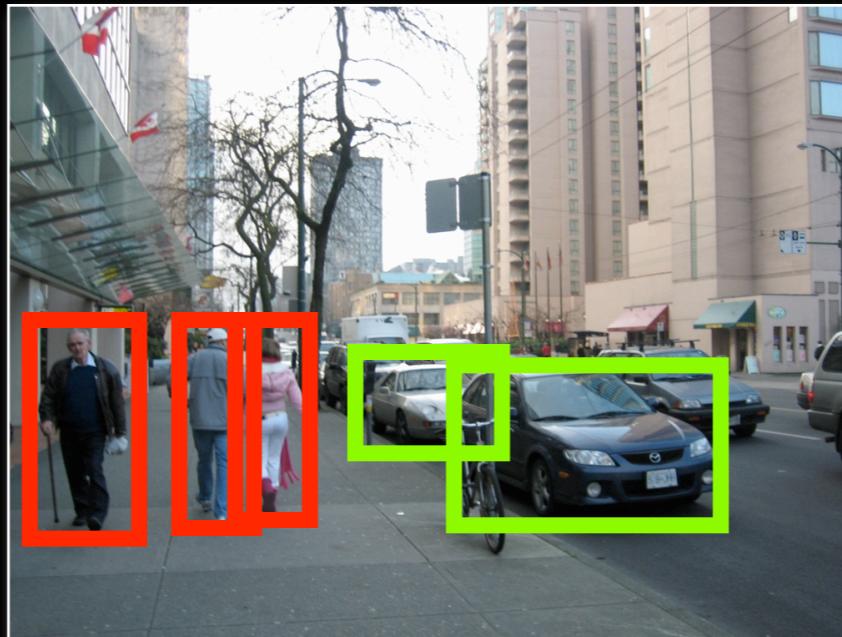
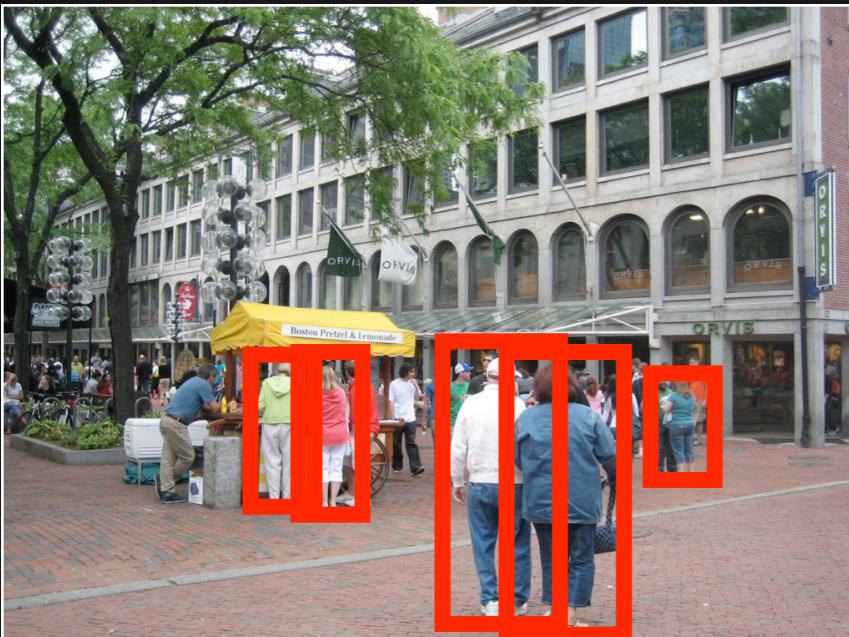
Camera parameters

Human height distribution
1.7 +/- 0.085 m
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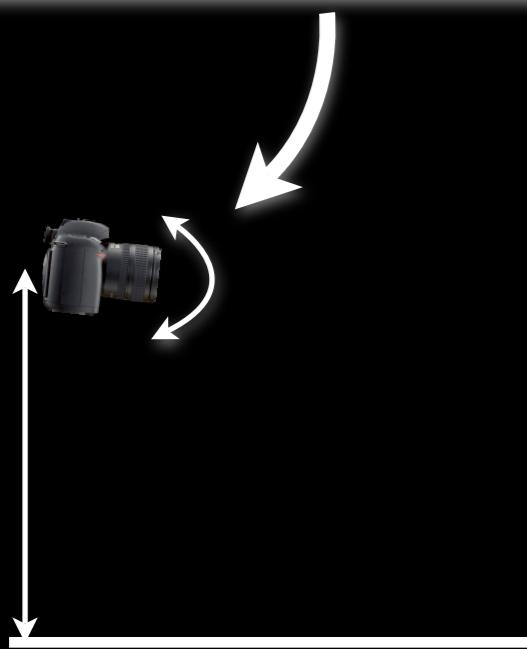
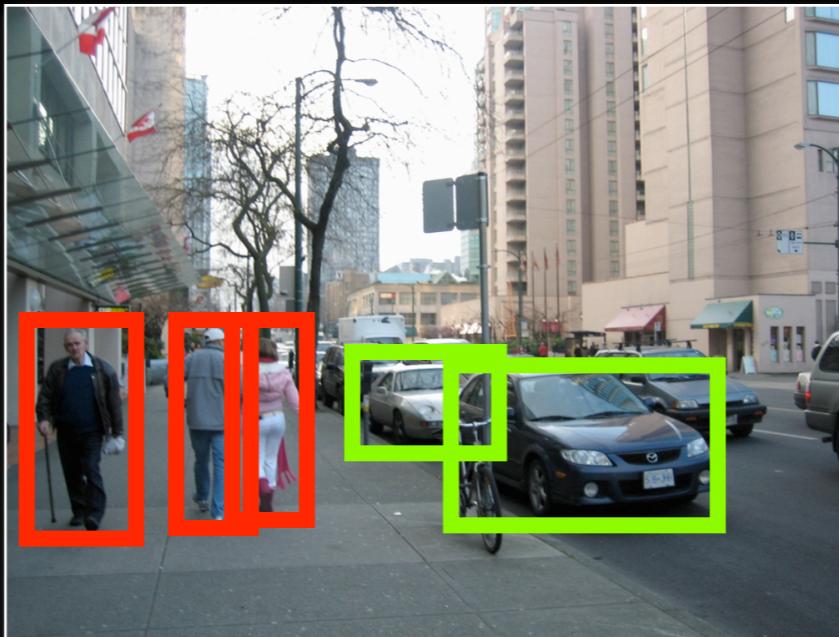
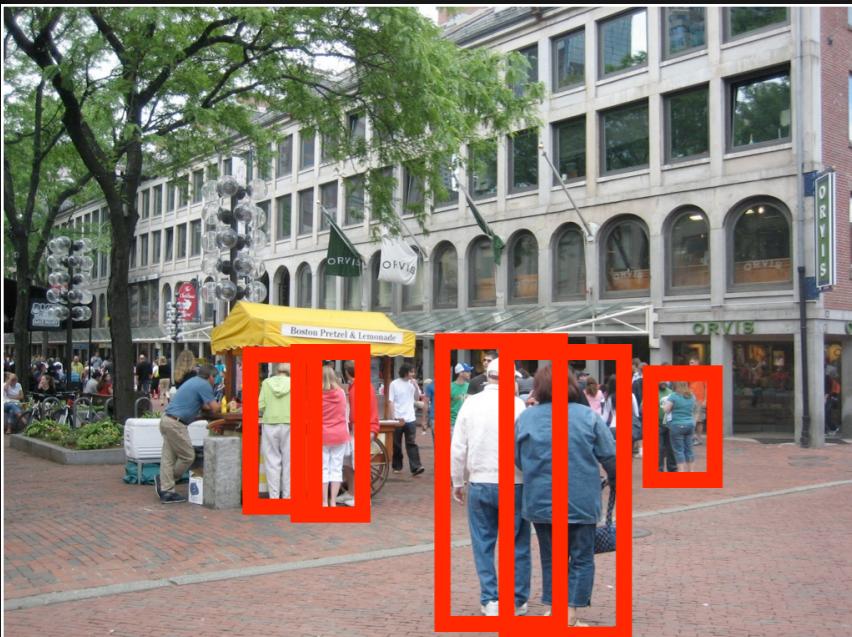
Camera parameters

Human height distribution
1.7 +/- 0.085 m
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Camera parameters

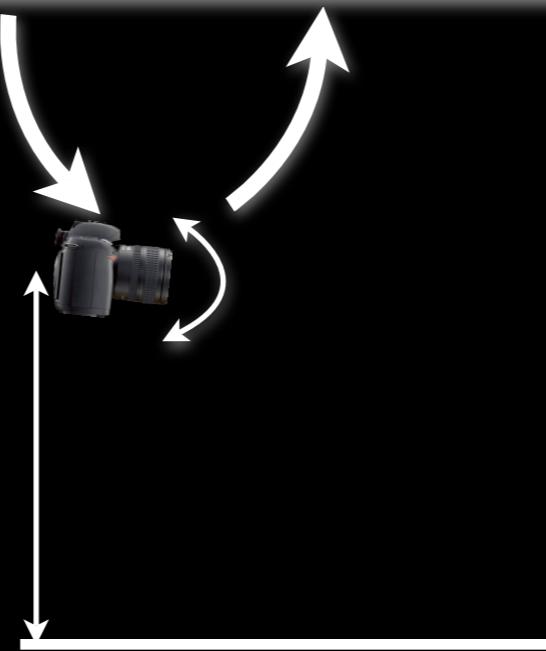
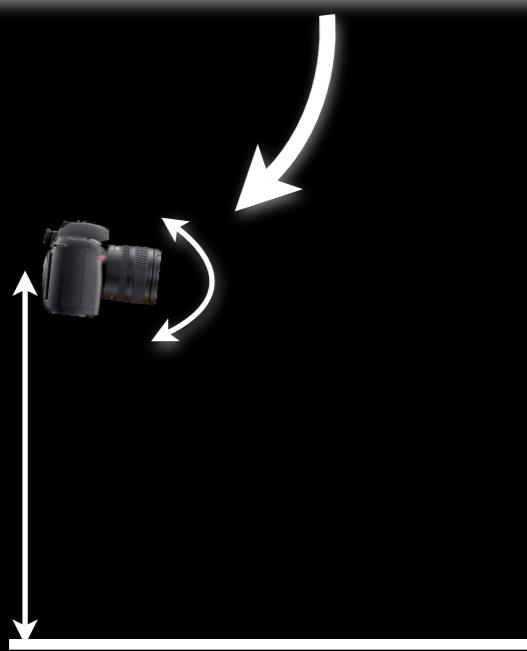
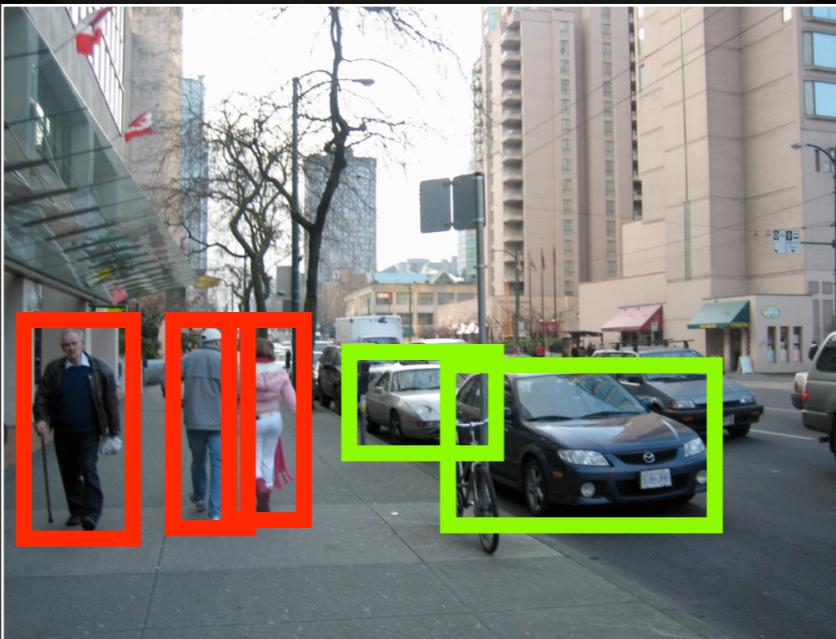
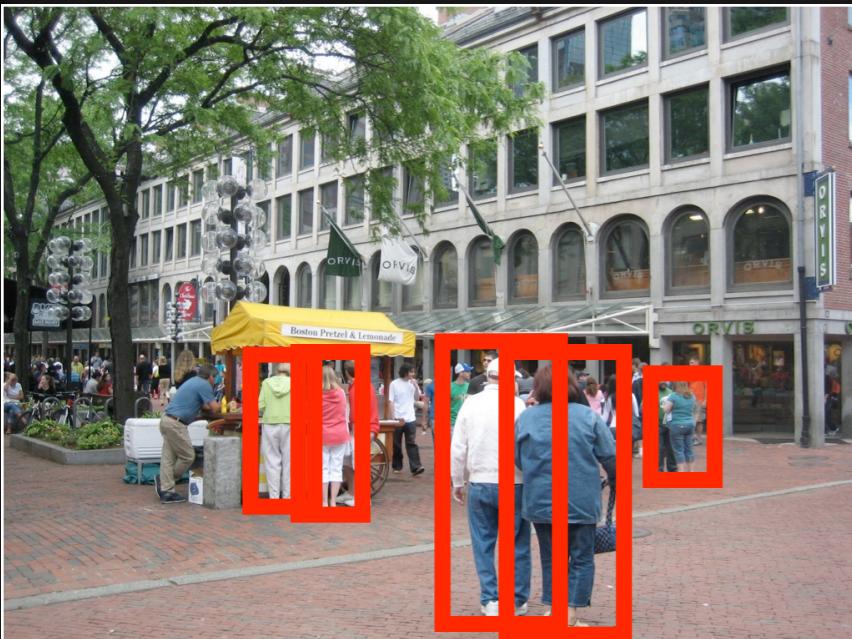
Human height distribution
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Camera parameters

Human height distribution
 1.7 ± 0.085 m
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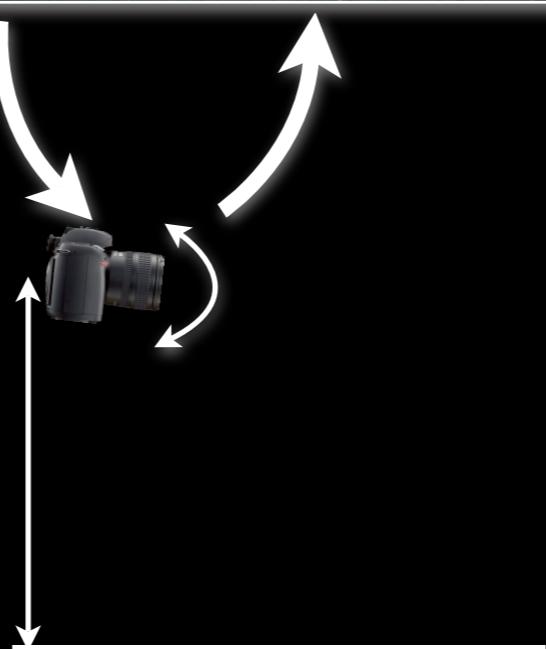
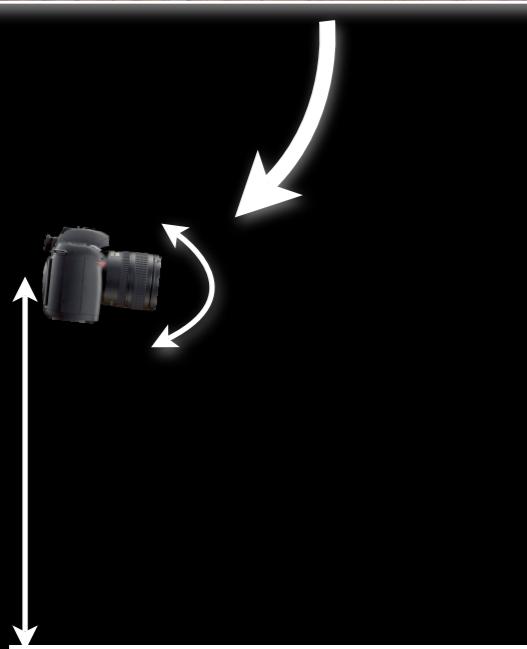
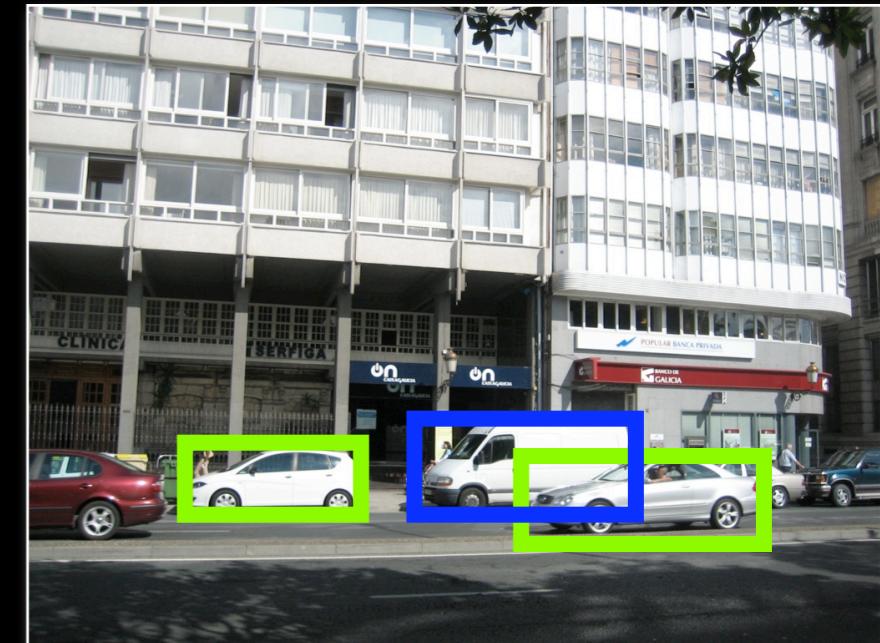
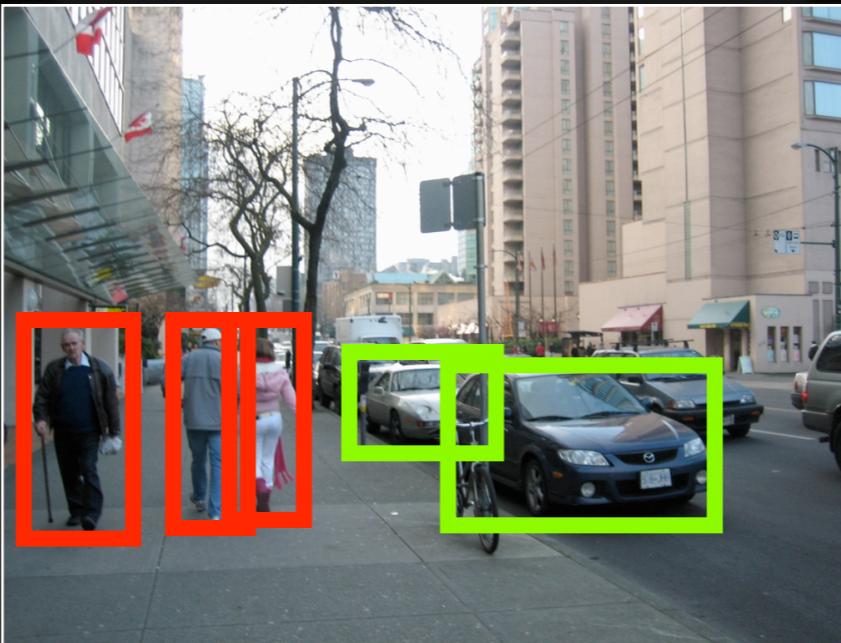
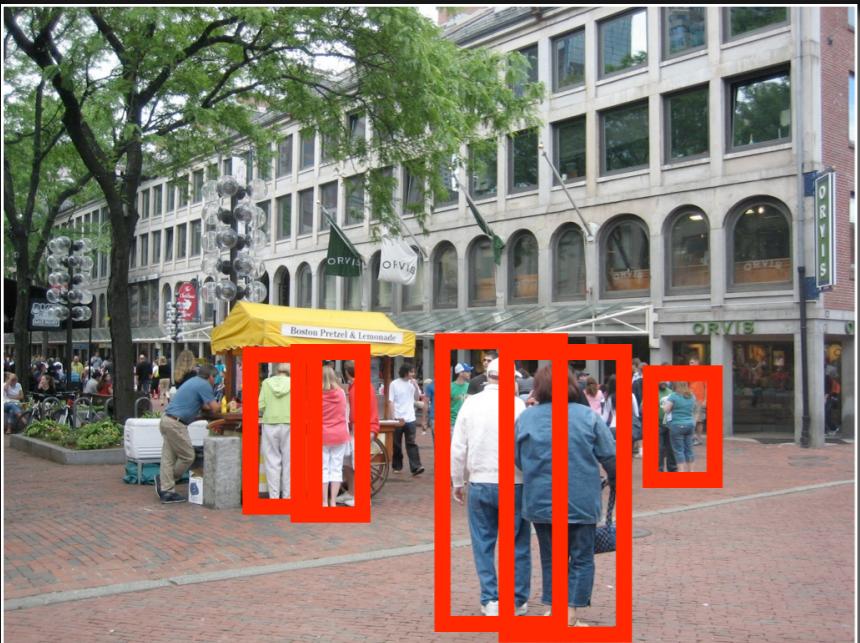
Car height distribution
 1.5 ± 0.19 m
(automatically learned)



Camera parameters

Human height distribution
 1.7 ± 0.085 m
(National Center for Health Statistics)

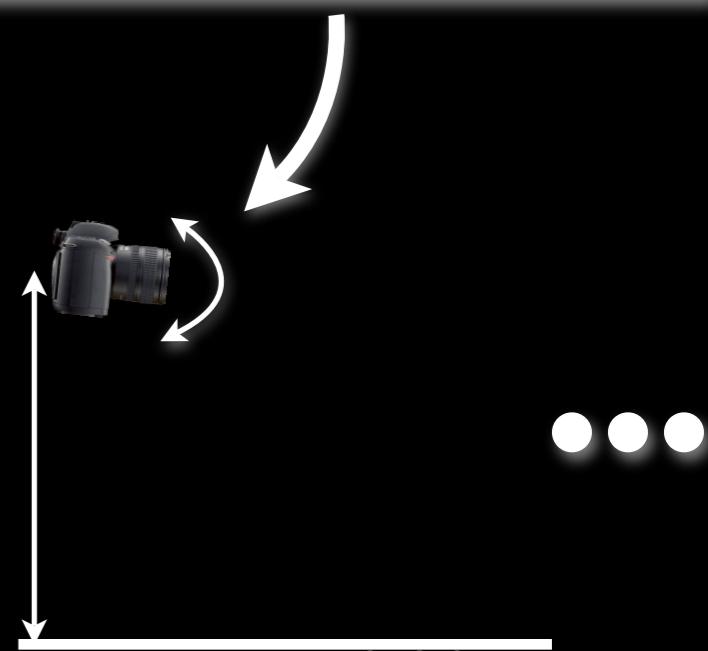
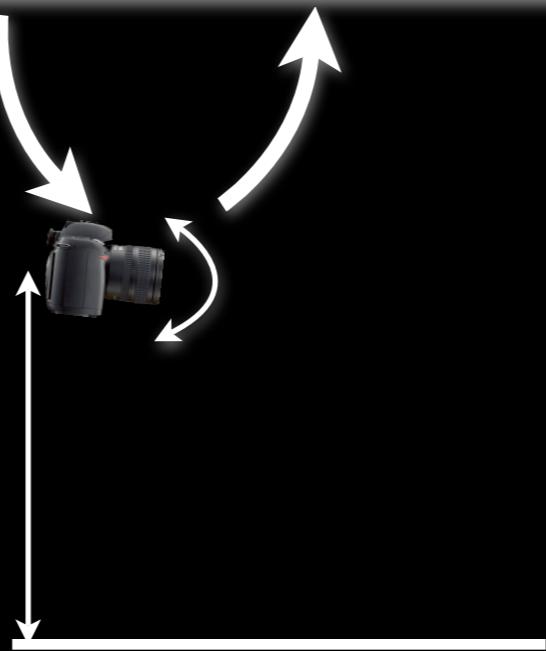
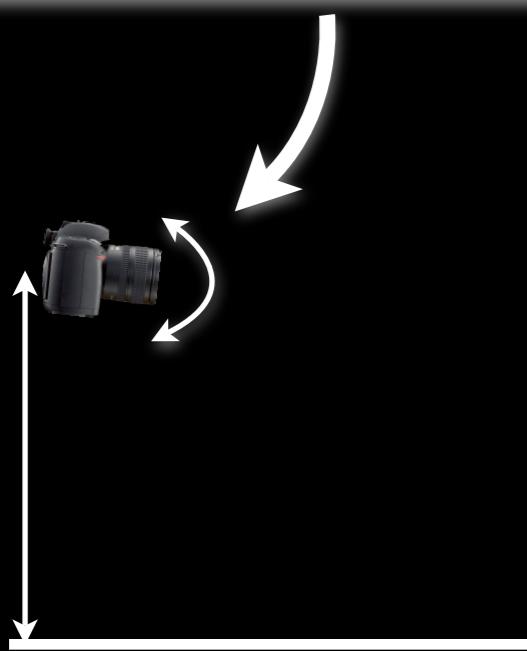
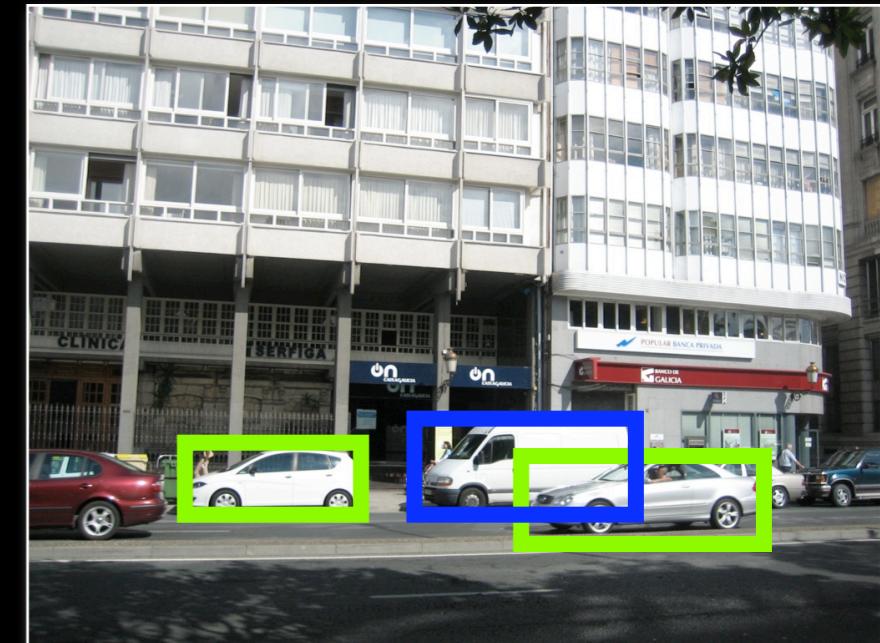
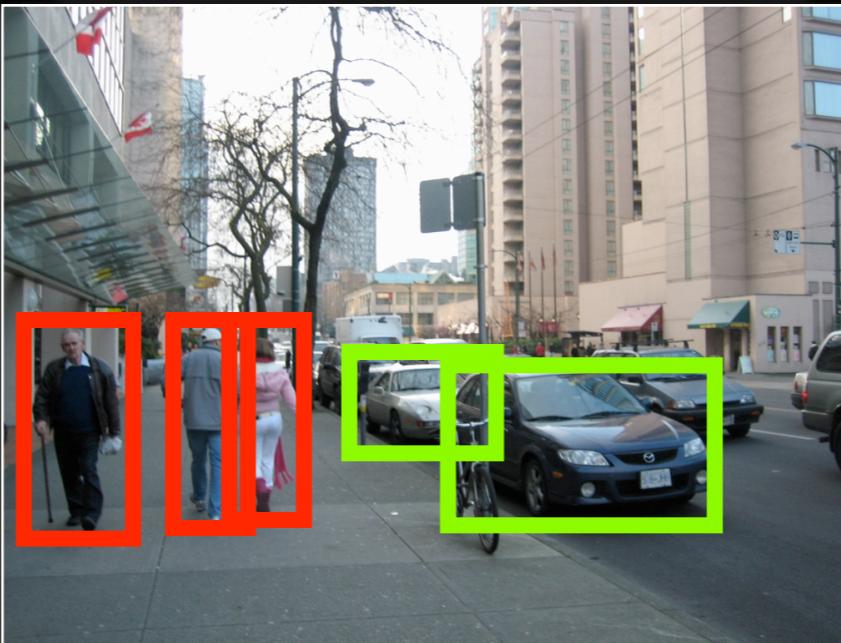
Car height distribution
 1.5 ± 0.19 m
(automatically learned)



Camera parameters

Human height distribution
 1.7 ± 0.085 m
(National Center for Health Statistics)

Car height distribution
 1.5 ± 0.19 m
(automatically learned)



Object heights

Database image



Object heights

Database image



Pixel heights



Object heights

Database image



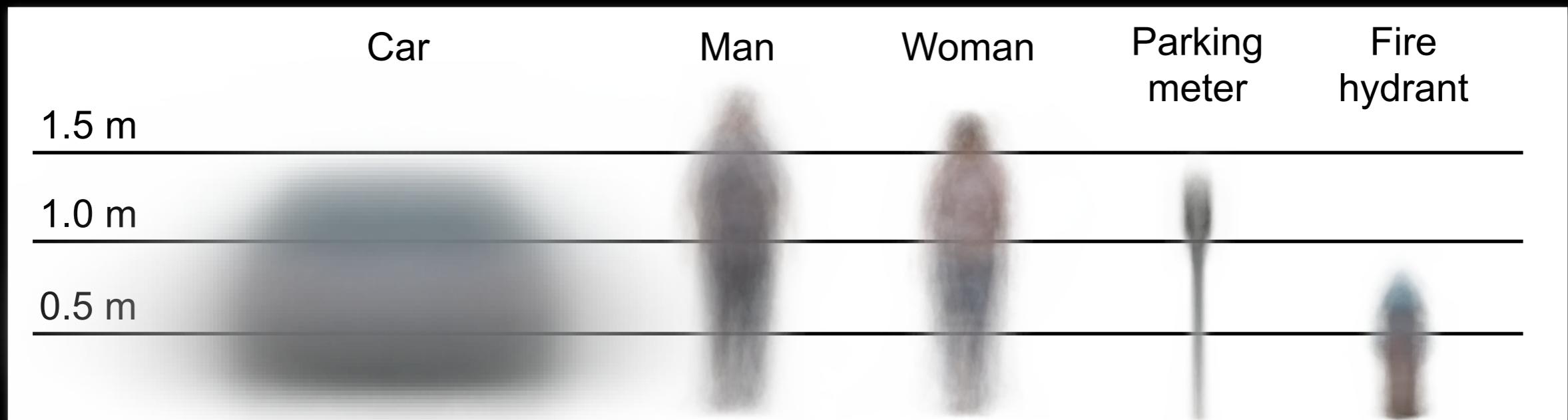
Pixel heights



Real heights



Estimated object heights



Object	Estimated average height (m)
Car	1.51
Man	1.80
Woman	1.67
Parking meter	1.36
Fire hydrant	0.87

Geometry is not enough



Geometry is not enough



Geometry is not enough



Geometry is not enough



Illumination context

- Exact environment map is impossible
 - Approximations [Khan *et al.*, '06]

Database image



Illumination context

- Exact environment map is impossible
 - Approximations [Khan *et al.*, '06]

Database image



Environment map rough approximation



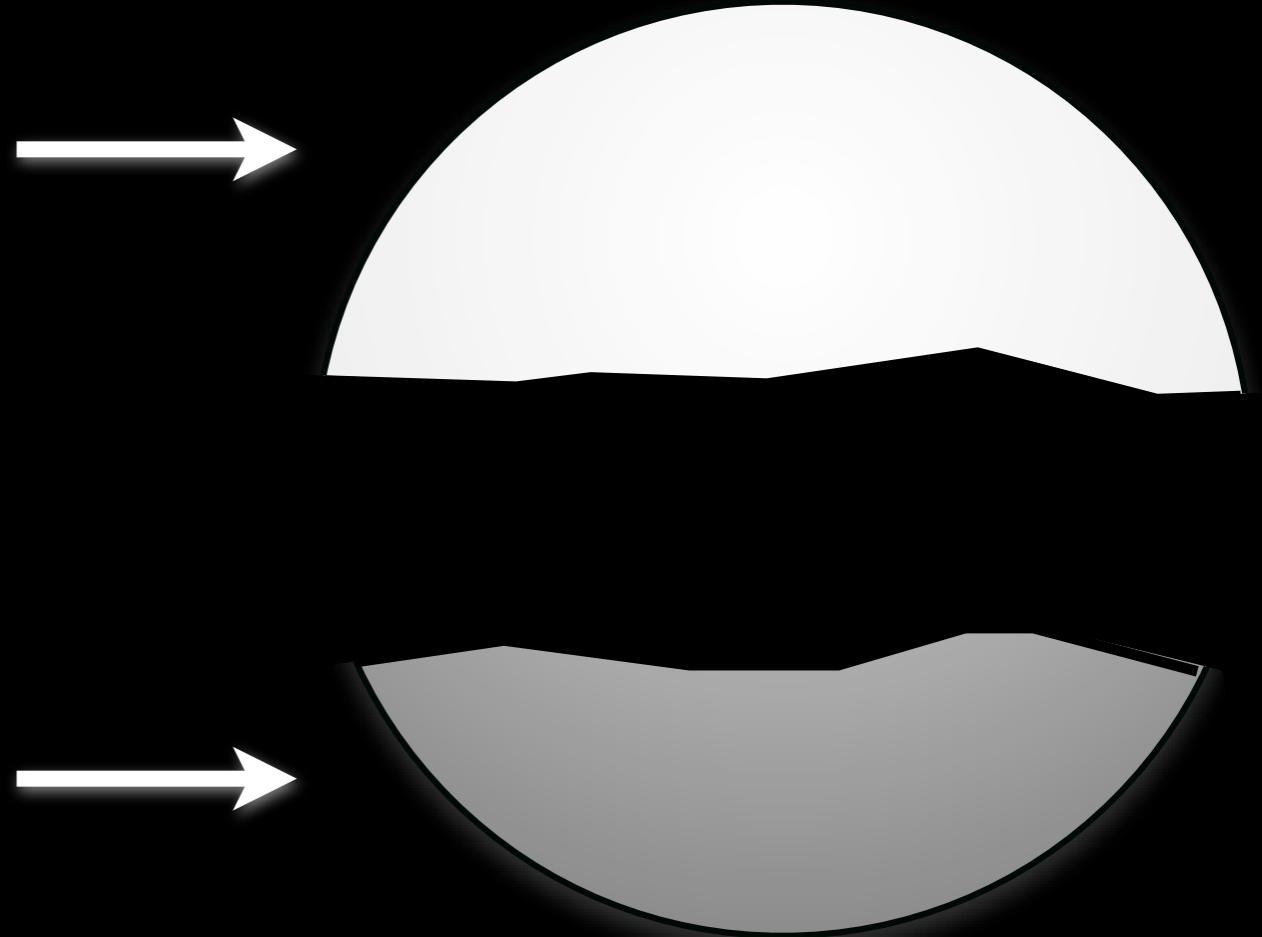
Illumination context

- Exact environment map is impossible
 - Approximations [Khan *et al.*, '06]

Database image



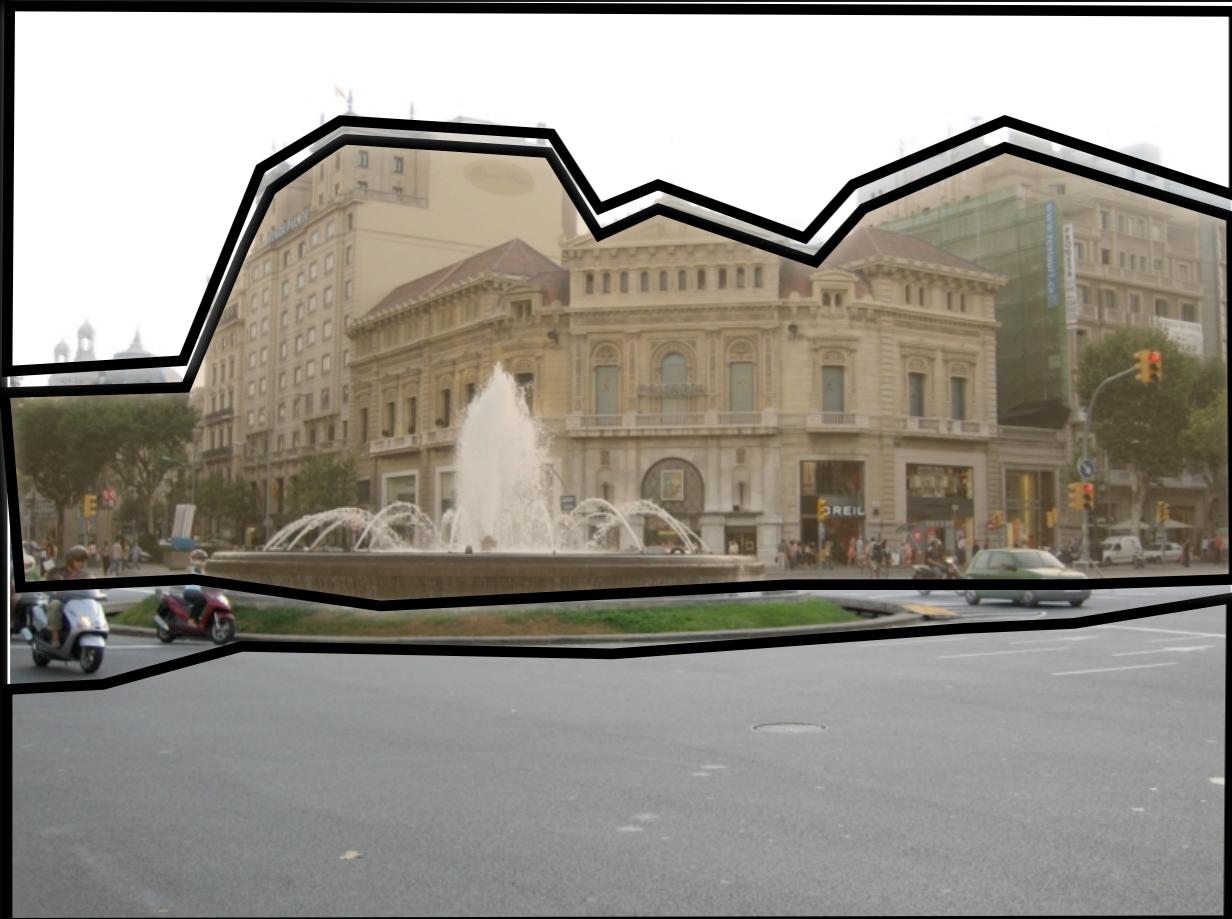
Environment map rough approximation



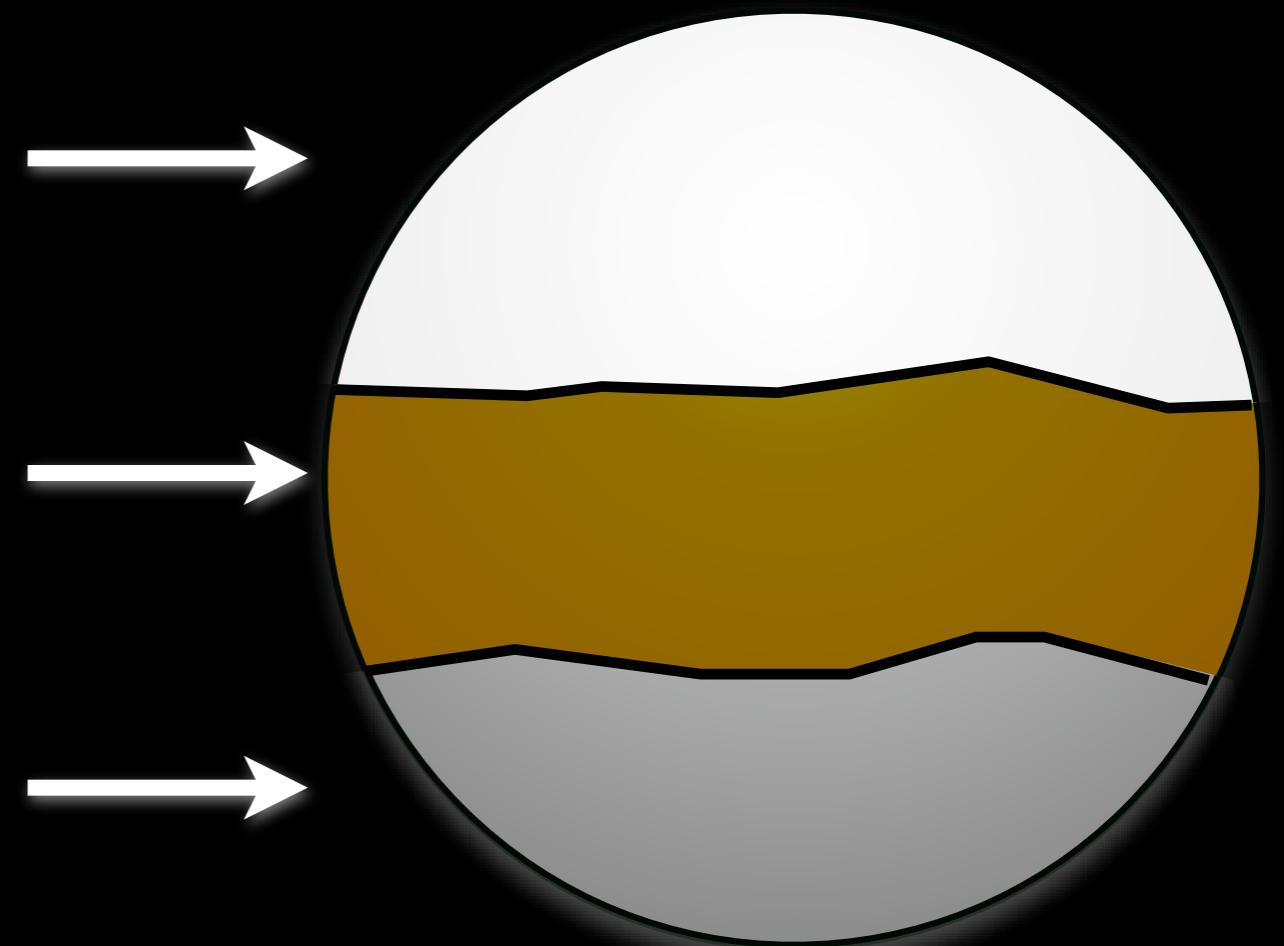
Illumination context

- Exact environment map is impossible
 - Approximations [Khan *et al.*, '06]

Database image



Environment map rough approximation



Illumination context

Database image



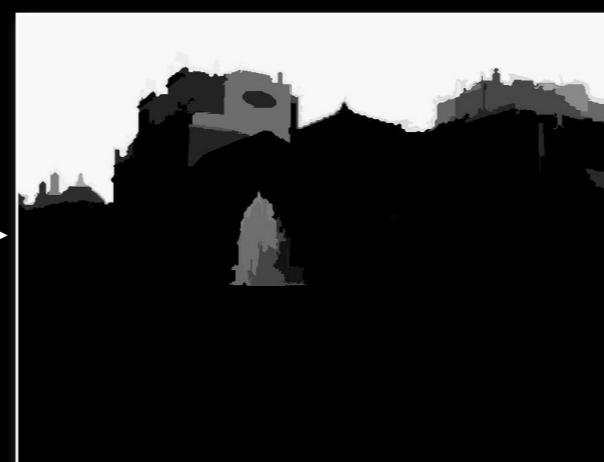
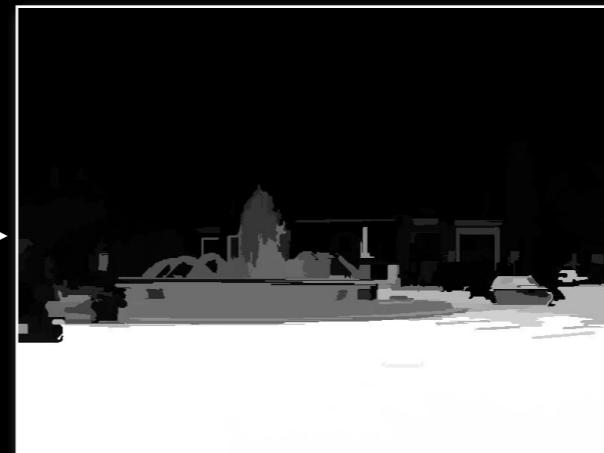
Automatic Photo Popup
Hoiem *et al.*, SIGGRAPH '05

Illumination context

Database image



$P(\text{pixel}|\text{class})$



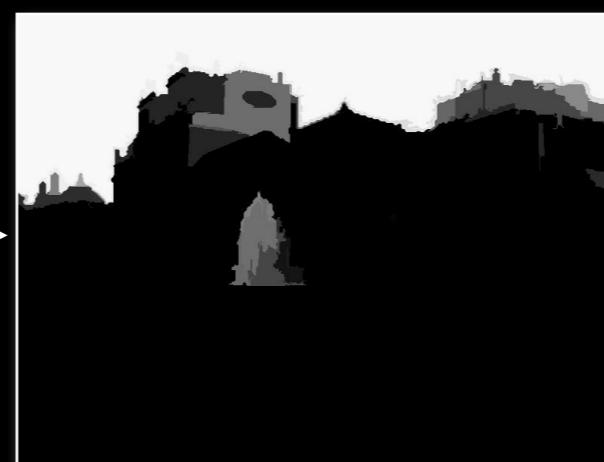
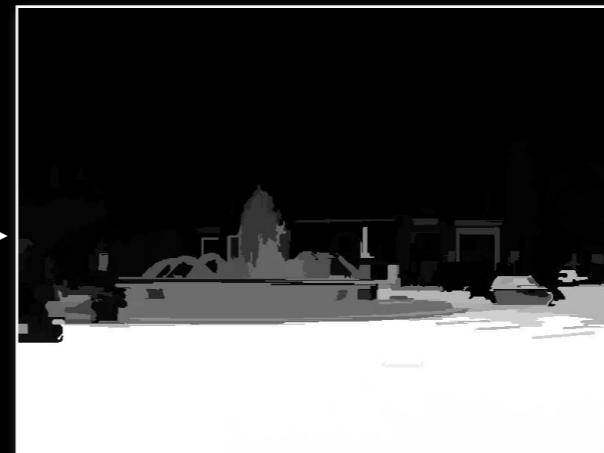
Automatic Photo Popup
Hoiem *et al.*, SIGGRAPH '05

Illumination context

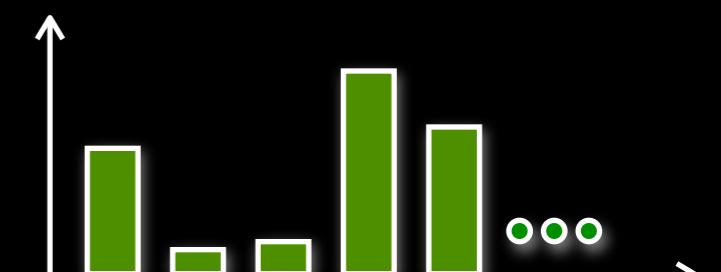
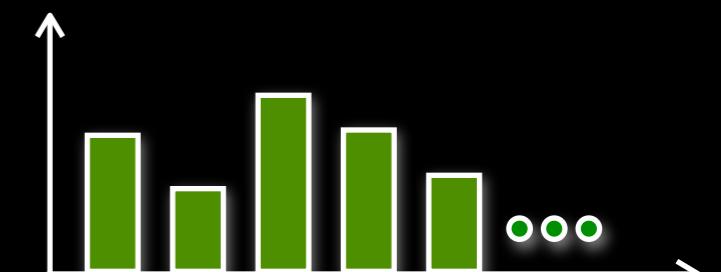
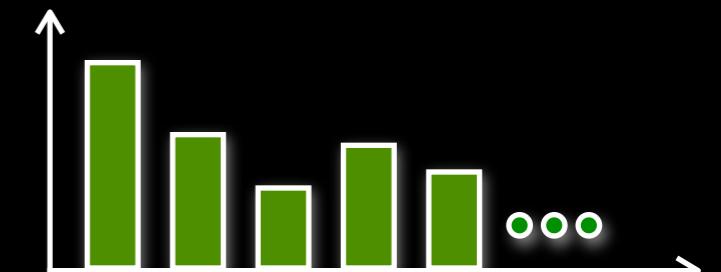
Database image



$P(\text{pixel}|\text{class})$



CIE $L^*a^*b^*$ histograms



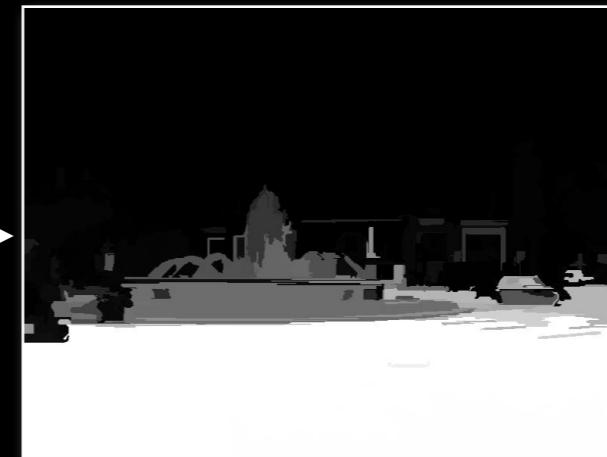
Automatic Photo Popup
Hoiem et al., SIGGRAPH '05

Illumination context

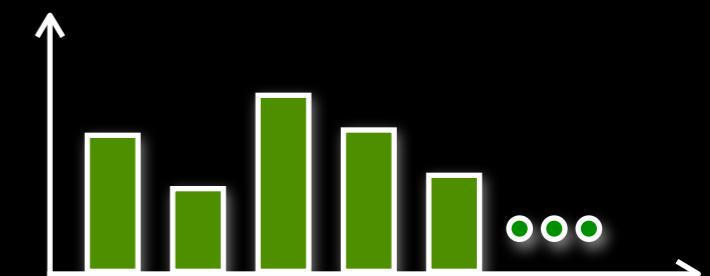
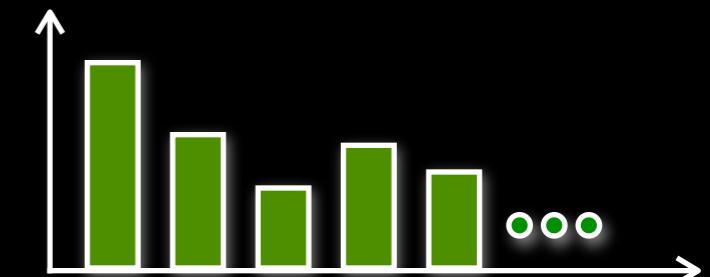
Database image



$P(\text{pixel}|\text{class})$



CIE $L^*a^*b^*$ histograms



Automatic Photo Popup
Hoiem et al., SIGGRAPH '05

- Low Dynamic Range
 - matching vs. relighting

Illumination nearest-neighbors



Other criteria: local context



Other criteria: local context



Other criteria: local context



Other criteria: local context



Other criteria: local context



Other criteria: local context



Other criteria: local context



Other criteria: local context



Other criteria: segmentation

- LabelMe contributors not always reliable
- Segmentation quality



Other criteria: segmentation

- LabelMe contributors not always reliable
- Segmentation quality

38 points / polygon



Other criteria: segmentation

- LabelMe contributors not always reliable
- Segmentation quality

38 points / polygon



4 points / polygon



Other criteria: blur

- Resolution: avoid up-sampling

x3 up-sampling



Recap

Phase I: Database annotation

Object properties (used for sorting the database)

Label



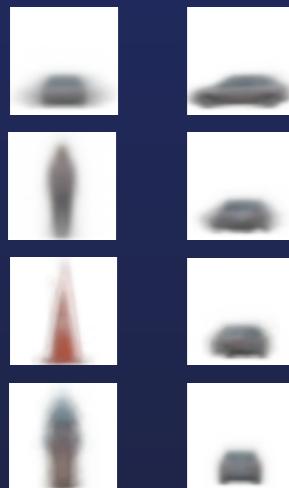
Phase II: Object insertion

Recap

Phase I: Database annotation

Object properties (used for sorting the database)

Label Cluster



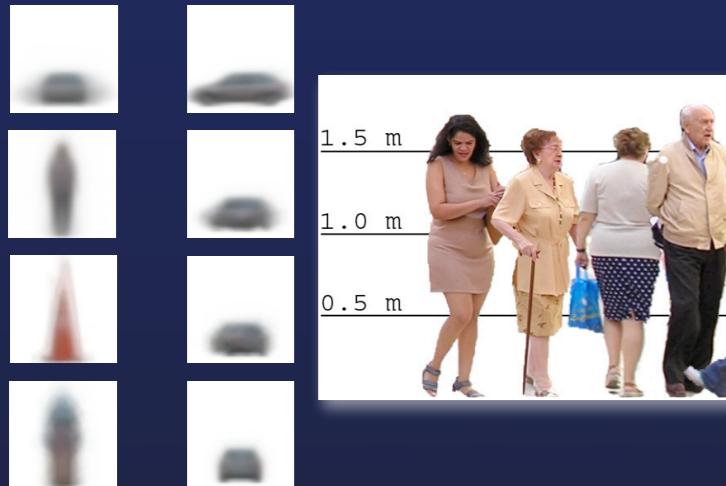
Phase II: Object insertion

Recap

Phase I: Database annotation

Object properties (used for sorting the database)

Label Cluster 3-D height



Phase II: Object insertion

Recap

Phase I: Database annotation

Object properties (used for sorting the database)

Label	Cluster	3-D height	Camera

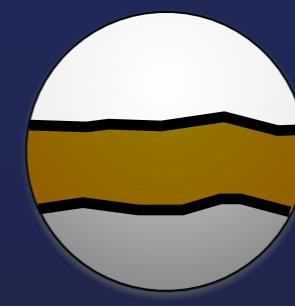
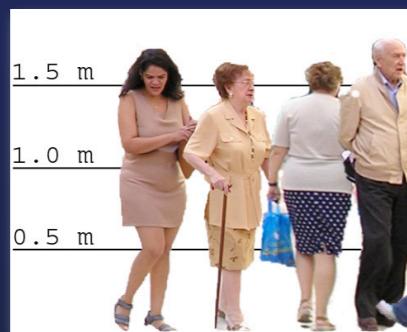
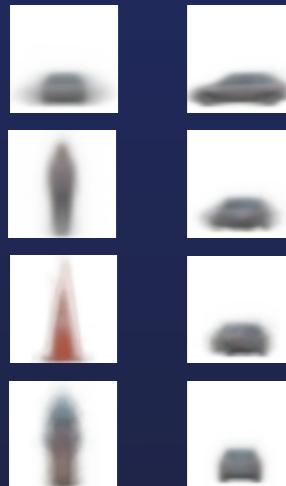
Phase II: Object insertion

Recap

Phase I: Database annotation

Object properties (used for sorting the database)

Label	Cluster	3-D height	Camera	Illumination context
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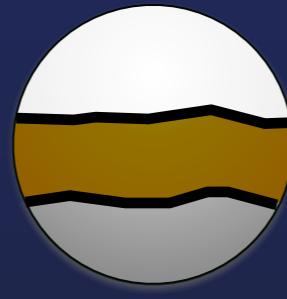
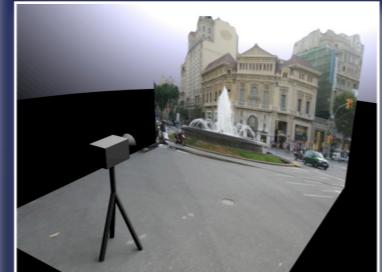
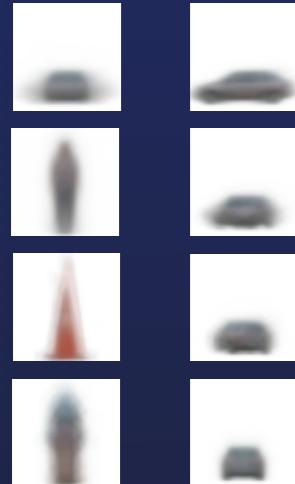
Phase II: Object insertion

Recap

Phase I: Database annotation

Object properties (used for sorting the database)

Label	Cluster	3-D height	Camera	Illumination context	Local context
-------	---------	------------	--------	----------------------	---------------



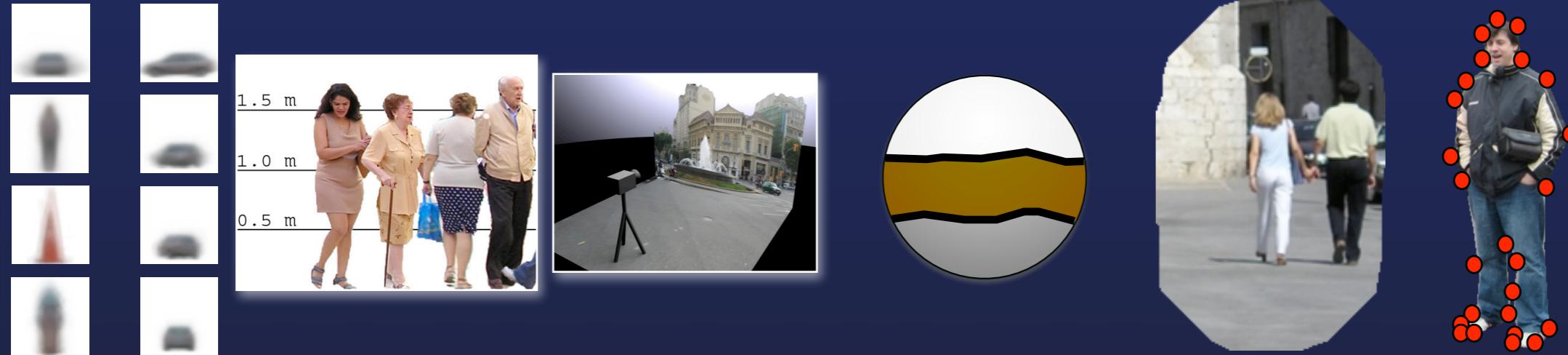
Phase II: Object insertion

Recap

Phase I: Database annotation

Object properties (used for sorting the database)

Label	Cluster	3-D height	Camera	Illumination context	Local context	Segmentation
-------	---------	------------	--------	----------------------	---------------	--------------



Phase II: Object insertion

Recap

Phase I: Database annotation

Object properties (used for sorting the database)

Label	Cluster	3-D height	Camera	Illumination context	Local context	Segmentation	Blur

Phase II: Object insertion

Recap

Phase I: Database annotation

Object properties (used for sorting the database)

Label	Cluster	3-D height	Camera	Illumination context	Local context	Segmentation	Blur

Phase II: Object insertion



Let's insert an object!

- Poor user-provided segmentations
- Noticeable seams



Let's insert an object!

- Poor user-provided segmentations
- Noticeable seams



Segmentation & blending

Blending

Spline blending
[Burt and Adelson, '83]



Poisson image editing
[Pérez et al., '03]



Segmentation & blending

Blending

Spline blending
[Burt and Adelson, '83]

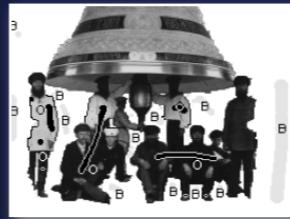


Poisson image editing
[Pérez et al., '03]



Cutting

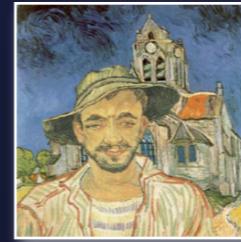
Graph cut segmentation
[Boykov and Jolly, '01]



GrabCut
[Rother et al., '04]



Lazy Snapping
[Li et al., '04]



Segmentation & blending

Blending

Spline blending
[Burt and Adelson, '83]

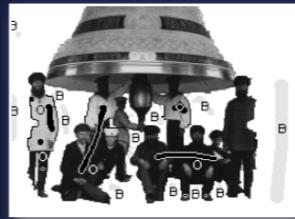


Poisson image editing
[Pérez et al., '03]



Cutting

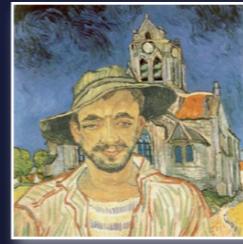
Graph cut segmentation
[Boykov and Jolly, '01]



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Lazy Snapping
[Li et al., '04]



Both!

Drag-and-Drop Pasting
[Jia et al., '06]



Segmentation & blending

Blending

Spline blending
[Burt and Adelson, '83]

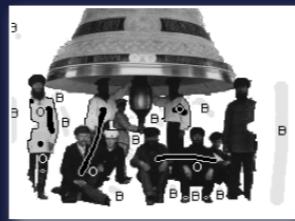


Poisson image editing
[Pérez et al., '03]



Cutting

Graph cut segmentation
[Boykov and Jolly, '01]



GrabCut
[Rother et al., '04]



Lazy Snapping
[Li et al., '04]



Both!

Drag-and-Drop Pasting
[Jia et al., '06]



- Need to be automatic
- More challenging images

Segmentation refinement

- Graph Cut [Boykov and Jolly, 2001]
- Flux shape prior [Kolmogorov and Boykov, 2005]
 - Overcomes the shrinking bias
 - Does not over-smooth

Database image



Segmentation refinement

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- Flux shape prior [Kolmogorov and Boykov, 2005]
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Band restriction for GC



Segmentation refinement

- Graph Cut [Boykov and Jolly, 2001]
- Flux shape prior [Kolmogorov and Boykov, 2005]
 - Overcomes the shrinking bias
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Database image



Band restriction for GC



GC segmentation



Segmentation refinement

- Graph Cut [Boykov and Jolly, 2001]
- Flux shape prior [Kolmogorov and Boykov, 2005]
 - Overcomes the shrinking bias
 - Does not over-smooth

Database image



Band restriction for GC



GC segmentation



With flux



Context-sensitive blending

- Blending: additional term to prevent discoloration
- Mask: similarity between fg & bg statistics

Input image



Context-sensitive blending

- Blending: additional term to prevent discoloration
- Mask: similarity between fg & bg statistics

Input image



Poisson editing
[Perez *et al.*, '03]



Context-sensitive blending

- Blending: additional term to prevent discoloration
- Mask: similarity between fg & bg statistics



Shadows are important

[Kersten *et al.*, '96]



Shadows are important

[Kersten *et al.*, '96]



Shadows are important

[Kersten *et al.*, '96]



- Not so sensitive to shadow direction [Cavanagh, 2005]

Shadow transfer

Shadow transfer

Database image

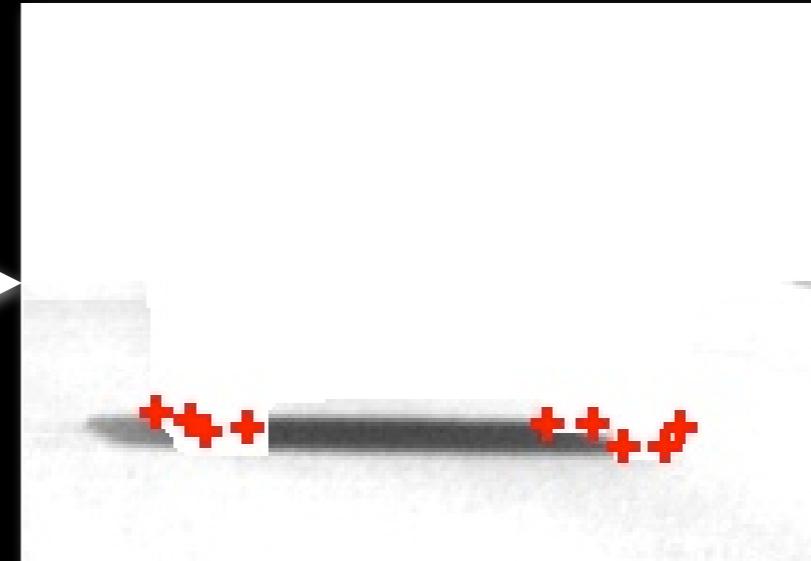


Shadow transfer

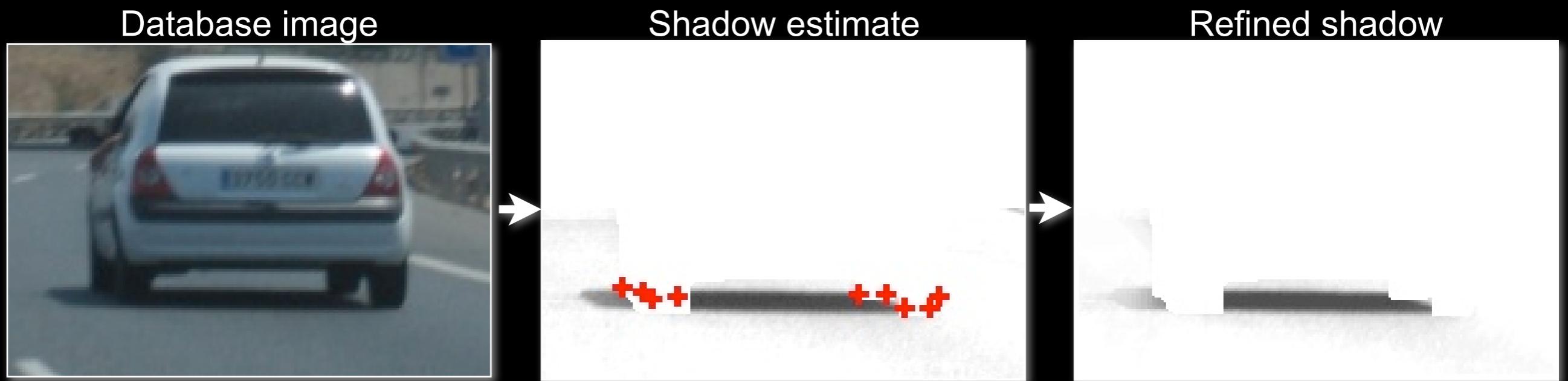
Database image



Shadow estimate



Shadow transfer

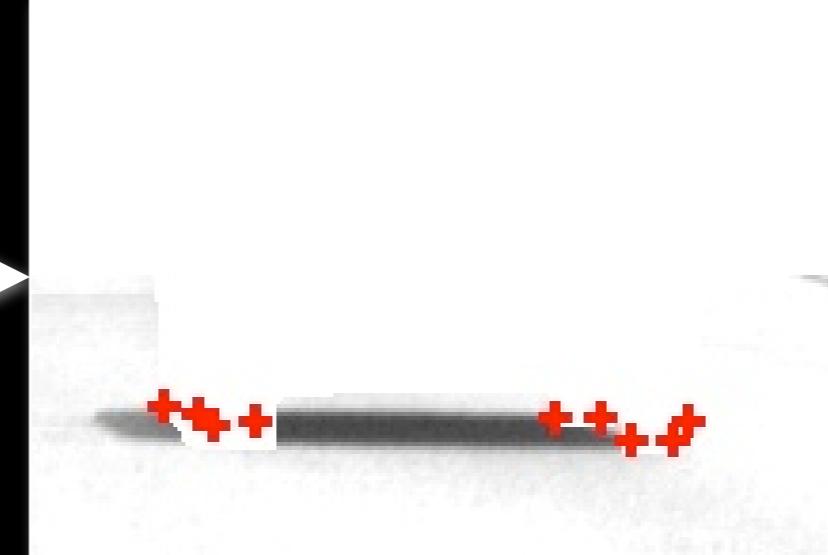


Shadow transfer

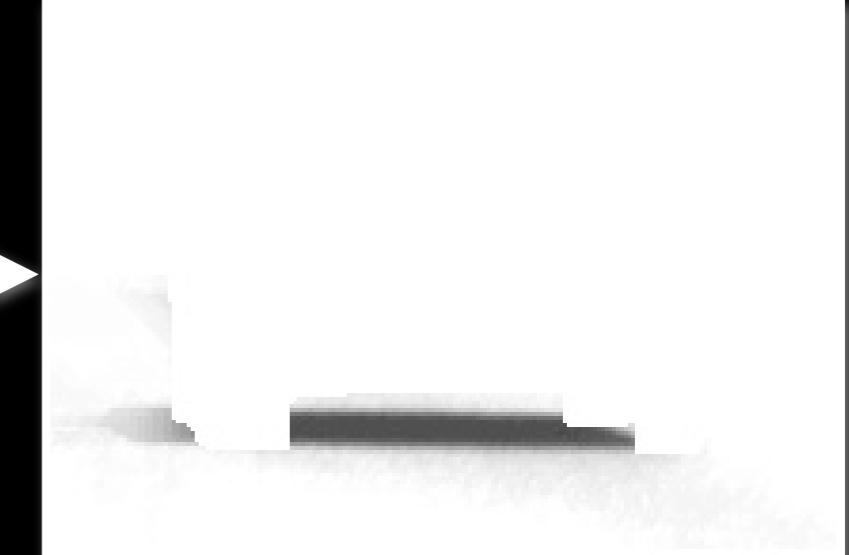
Database image



Shadow estimate



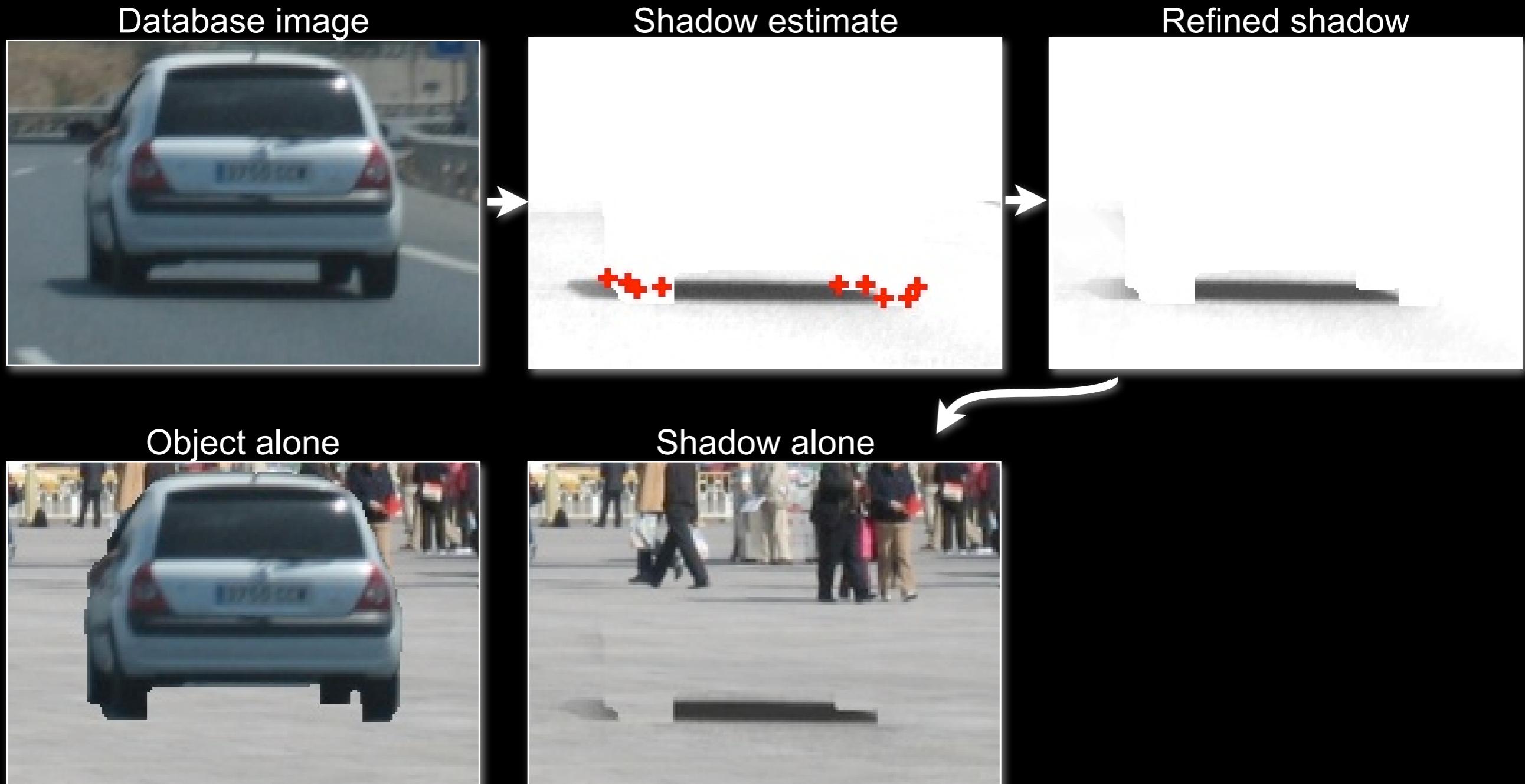
Refined shadow



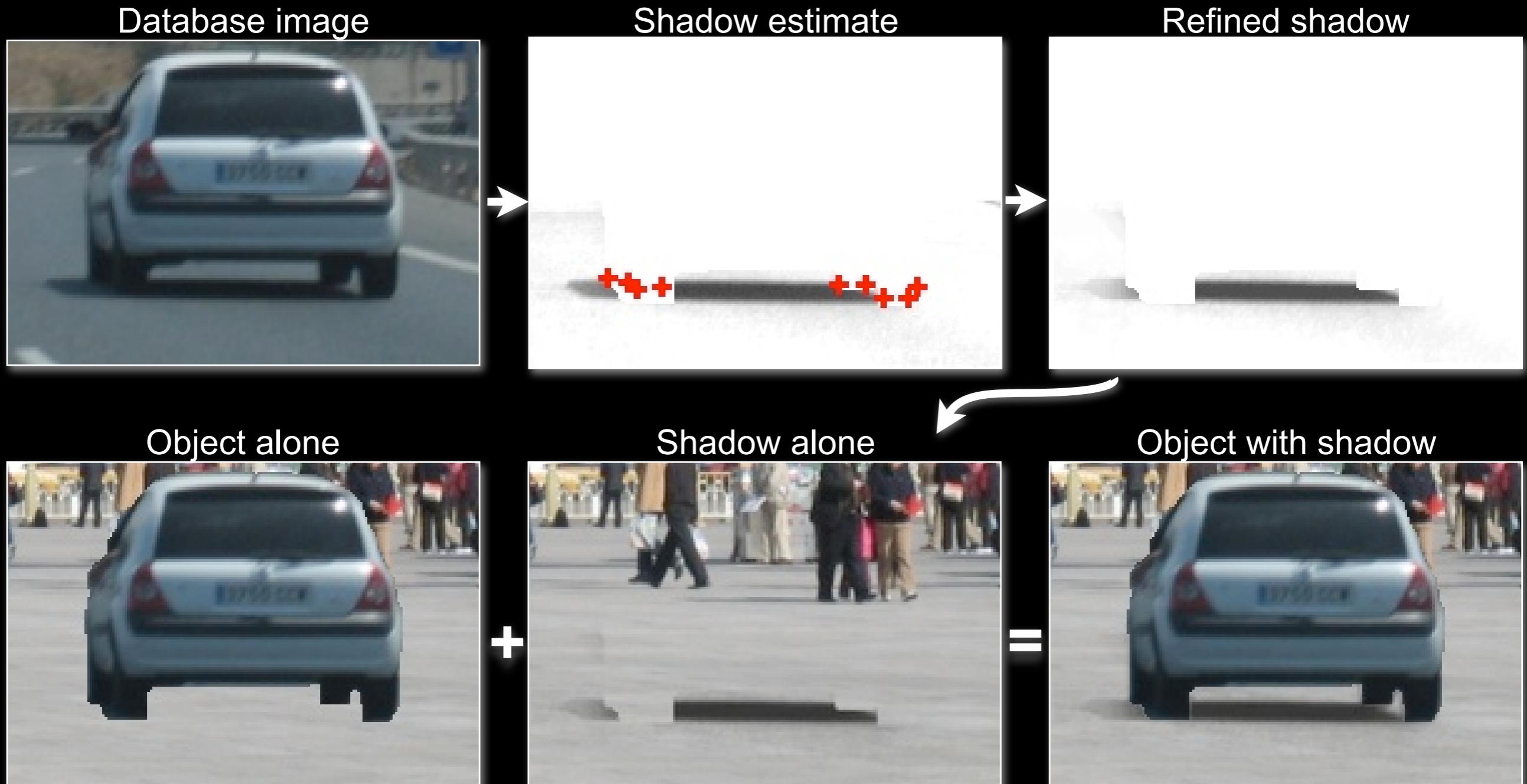
Object alone



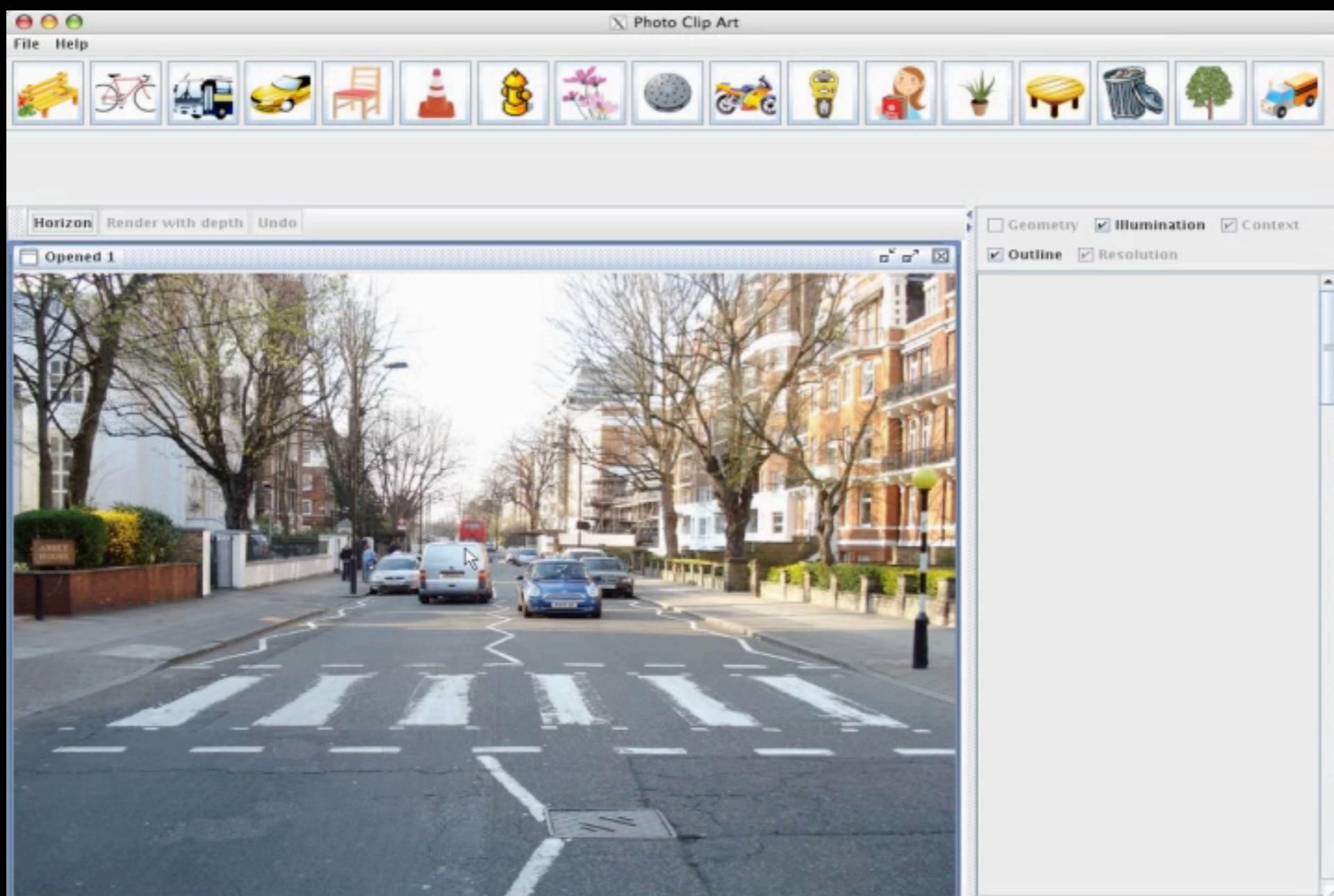
Shadow transfer



Shadow transfer



User interface



Street accident



Street accident



Bridge



Bridge



Painting



Painting



Alley



Alley



Failure cases

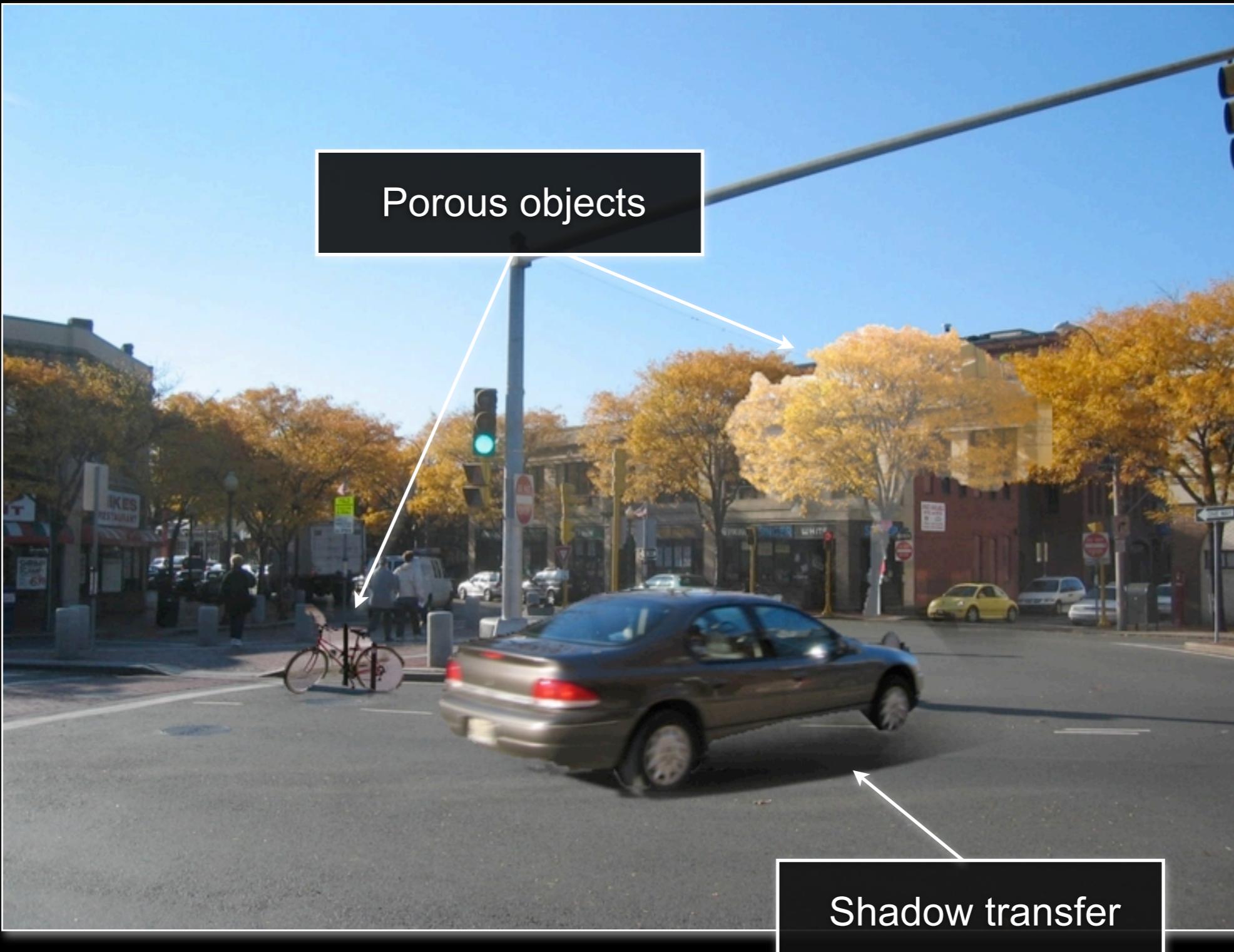


Failure cases



Shadow transfer

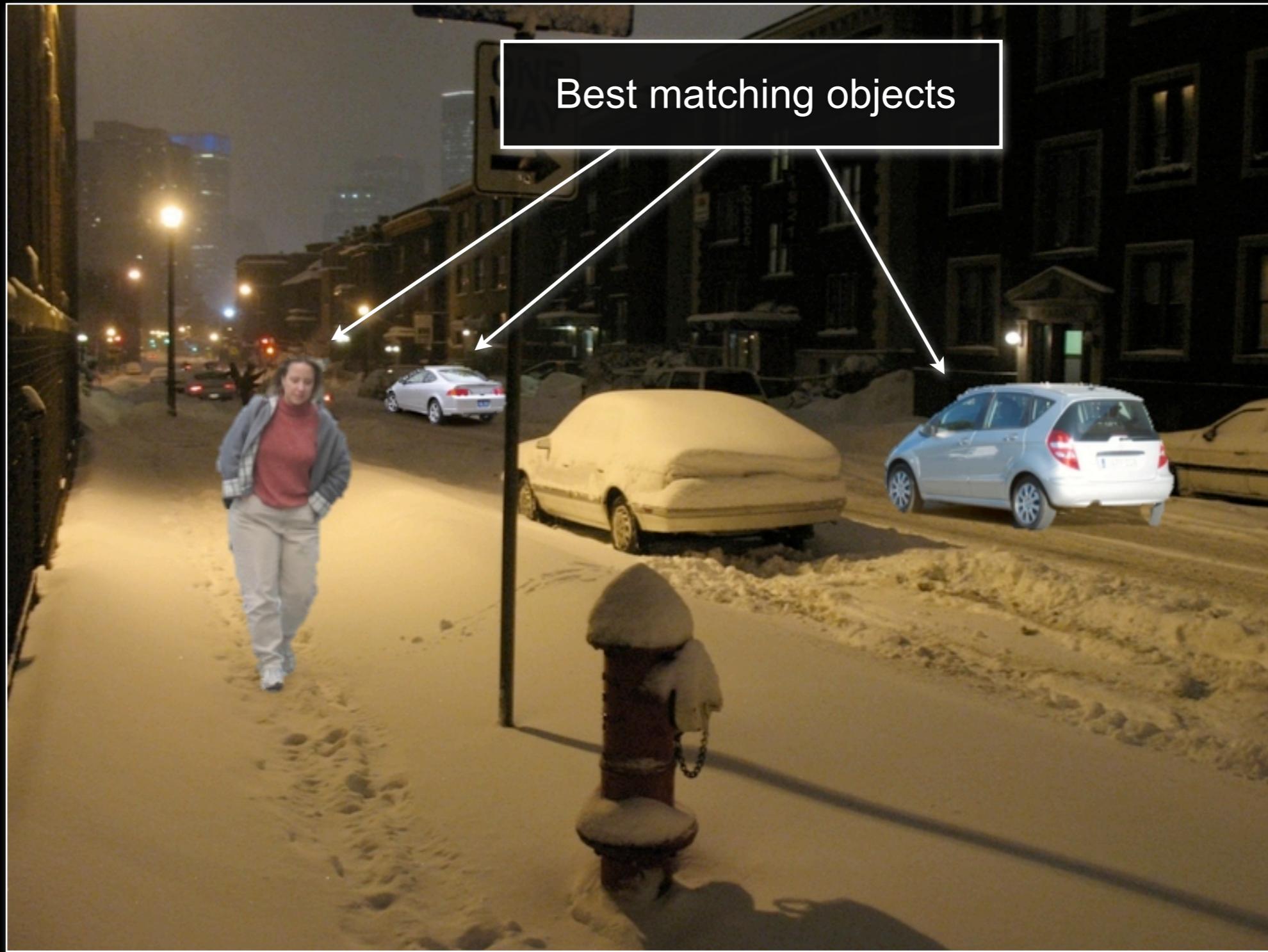
Failure cases



Failure cases



Failure cases



Conclusion

Conclusion

- Photo Clip Art: intuitive and photo-realistic
 - Data-driven
- Thinking in 3-D

Conclusion

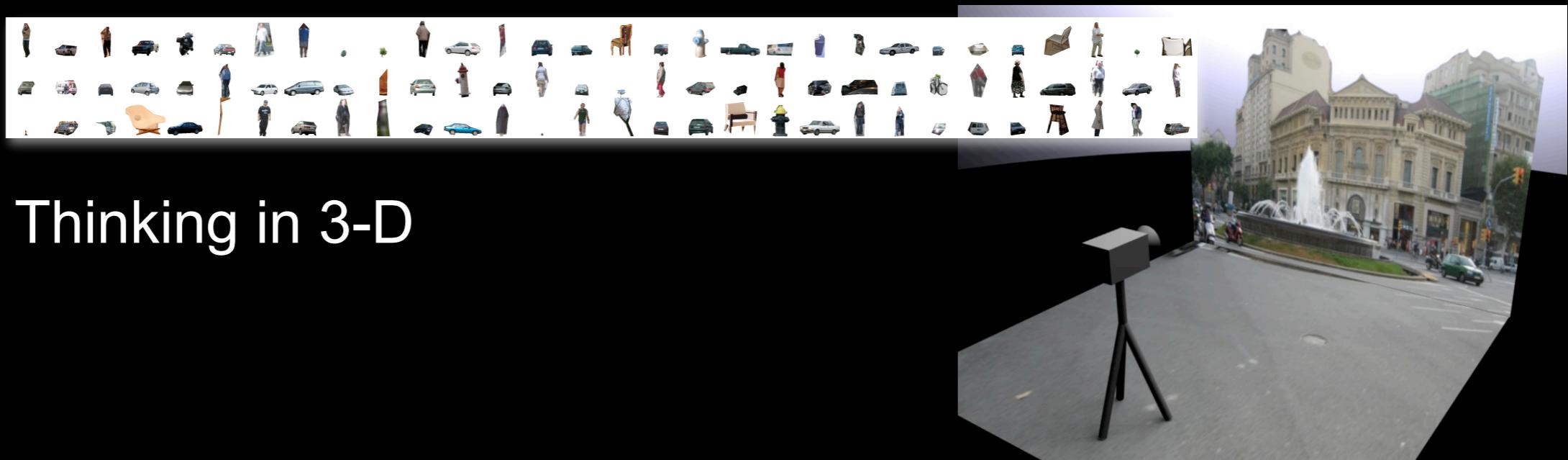
- Photo Clip Art: intuitive and photo-realistic
 - Data-driven



- Thinking in 3-D

Conclusion

- Photo Clip Art: intuitive and photo-realistic
 - Data-driven
- Thinking in 3-D



Conclusion

- Photo Clip Art: intuitive and photo-realistic
 - Data-driven
- Thinking in 3-D



Conclusion

- Photo Clip Art: intuitive and photo-realistic

- Data-driven



- Thinking in 3-D

- Plenty of challenges remaining

Conclusion

- Photo Clip Art: intuitive and photo-realistic
 - Data-driven



- Thinking in 3-D
- Plenty of challenges remaining
- Many of them will diminish: Add more data!



Thank you!

