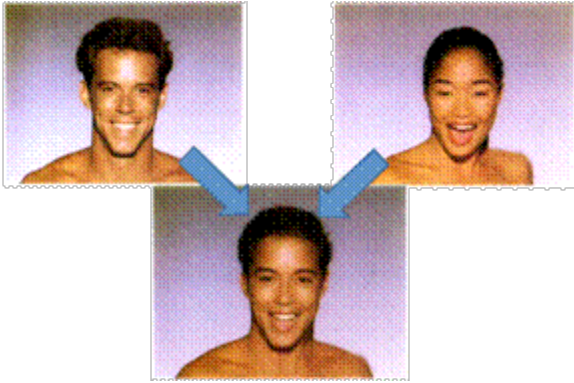


# Department of Digital Contents, Sejong University. Multimedia Programming 2007 Term Project Page

## 1. Feature Based Image-Metamorphosis (난이도: \*)



읽을 논문: Thaddeus Beier and Shawn Neely, "[Feature-Based Image Metamorphosis](#)", SIGGRAPH 1992

(각 분반 당 2조 가능)

참여자

1-1반: 신명재, 안상환, 안성곤, 임소진

1-2반:

2-1반: 이호민, 장혜정, 최송이, 하나리

2-2반: 오윤택, 장한을, 나유진

## 2. Tour into the Picture (난이도: \*\*)



읽을 논문: Anjyo, K., Horry, Y., and Arai, K. "[Tour into the picture](#)", SIGGRAPH 1997

참고자료:

Anjyo, K, "[Tour Into the Picture" as a Non-Photorealistic Animation](#)", ACM SIGGRAPH 1999 Focus: Non-photorealistic Rendering

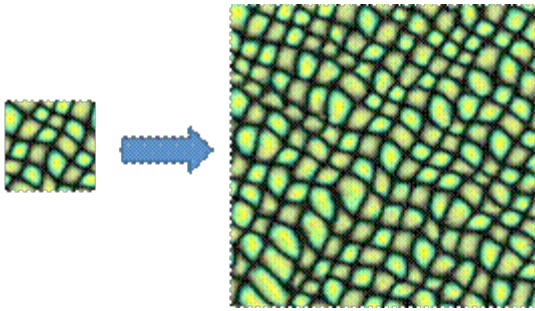
[SIGGRAPH1998 COURSE NOTE: Theory and Practice of "Tour into the picture"](#)

참여자

1반: 박래현, 박해민, 송창호

2반: 전남주, 전병준, 윤태용, 조은찬

## 3. Texture Synthesis (난이도: \*)



A. A. Efros and T. K. Leung, "[Texture Synthesis by Non-parametric Sampling](#)", ICCV 99

참고자료:

Wei and Levoy, "[Fast Texture Synthesis using Tree-structured Vector Quantization](#)", SIGGRAPH 2000

[Project Homepage of A.A. Efros](#)

(각 분반 당 2조 가능)

참여자

1-1반: 남광민, 이유한

1-2반: 이규승, 임수관, 박종안, 이강우

2-1반: 김은수, 정지훈, 허지혜

2-2반:

#### 4. Image Analogy (난이도: \*\*\*)



A. Hertzmann, C. Jacobs, N. Oliver, B. Curless, D. Salesin, "[Image Analogy](#)", SIGGRAPH 2001

참고자료:

[Project Homepage at New York University](#)

참여자

1반: 박유라, 송원기, 윤재웅, 조혜린

2반: 이상협, 정민, 윤주성, 임태현, 이형준(\*)

#### 5. Colorization (난이도: \*\*)



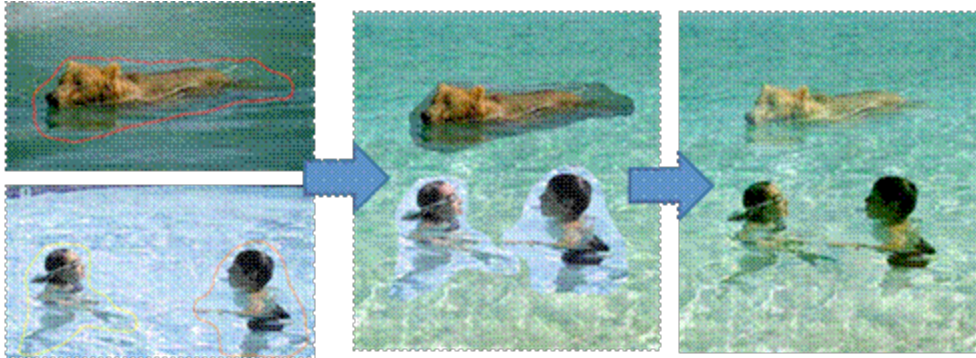
Tomihisa Welsh, Michael Ashikhmin, and Klaus Mueller, "[Transferring color to grayscale images](#)", SIGGRAPH 2002

참여자

1반: 임지호, 황용석, 최욱, 김욱

2반: 안정모, 윤승욱, 윤영상

## 6. Image Blending (난이도: \*\*\*)



Patrick Perez, Michel Gangnet, Andrew Blake, "[Poisson Image Editing](#)", SIGGRAPH 2003

참고자료:

[Tommer의 수업자료 페이지](#)

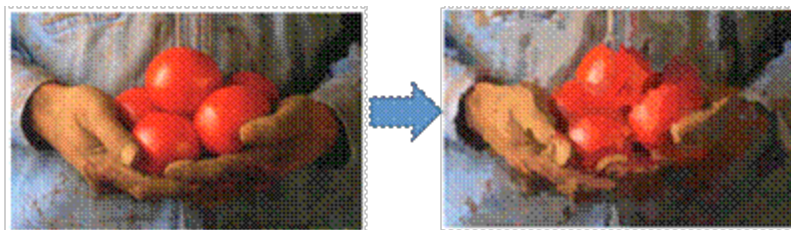
참여자

1반: 김성구, 민경훈, 조경진, 최윤미

2-1반: 정경화, 정선영, 정세열, 김경희

2-2반: 박인철, 권상필

## 7. Painterly Rendering (난이도: \*\*)



Aaron Hertzmann, "[Painterly Rendering with Curved Brush Strokes of Multiple Sizes](#)", SIGGRAPH 1998

참고자료:

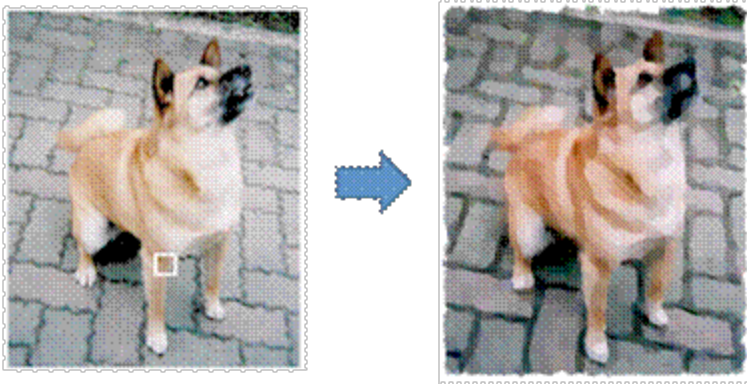
Paul Haeberli, "[Paint By Numbers: Abstract Image Representations](#)", SIGGRAPH 1990

참여자

1반: 이수희, 이연진, 최광성,

2반: 정보희, 김태균, 신은미, 최정희

## 8. Painterly Rendering2 (난이도: \*\*)



Michio Shiraishi and Yasushi Yamaguchi , “[An Algorithm for Automatic Painterly Rendering Based on Local Source Image Approximation](#)” , ACM NPAR 2000

참고자료:

[Hilbert Space Filling Curve at Wikipedia](#)

J. Cole, “[MurrayPolygon](#)” , Visual Computer 1991

Diego Nehab and Luiz Velho, “[Multiscale Moment-Based Painterly Rendering](#)” , SIBGRAPI2002

Diego Nehab, “[Moment-Based Painterly Rendering](#)” , Technote]

Aaron Hertzmann, “[Painterly Rendering with Curved Brush Strokes of Multiple Sizes](#)” , SIGGRAPH 1998

Paul Haeberli, “[Paint By Numbers: Abstract Image Representations](#)” , SIGGRAPH 1990

참여자

1반: 손재경, 김범준, 조선진, 김종현

2반: 이정훈, 조상현, 조성은, 조성훈