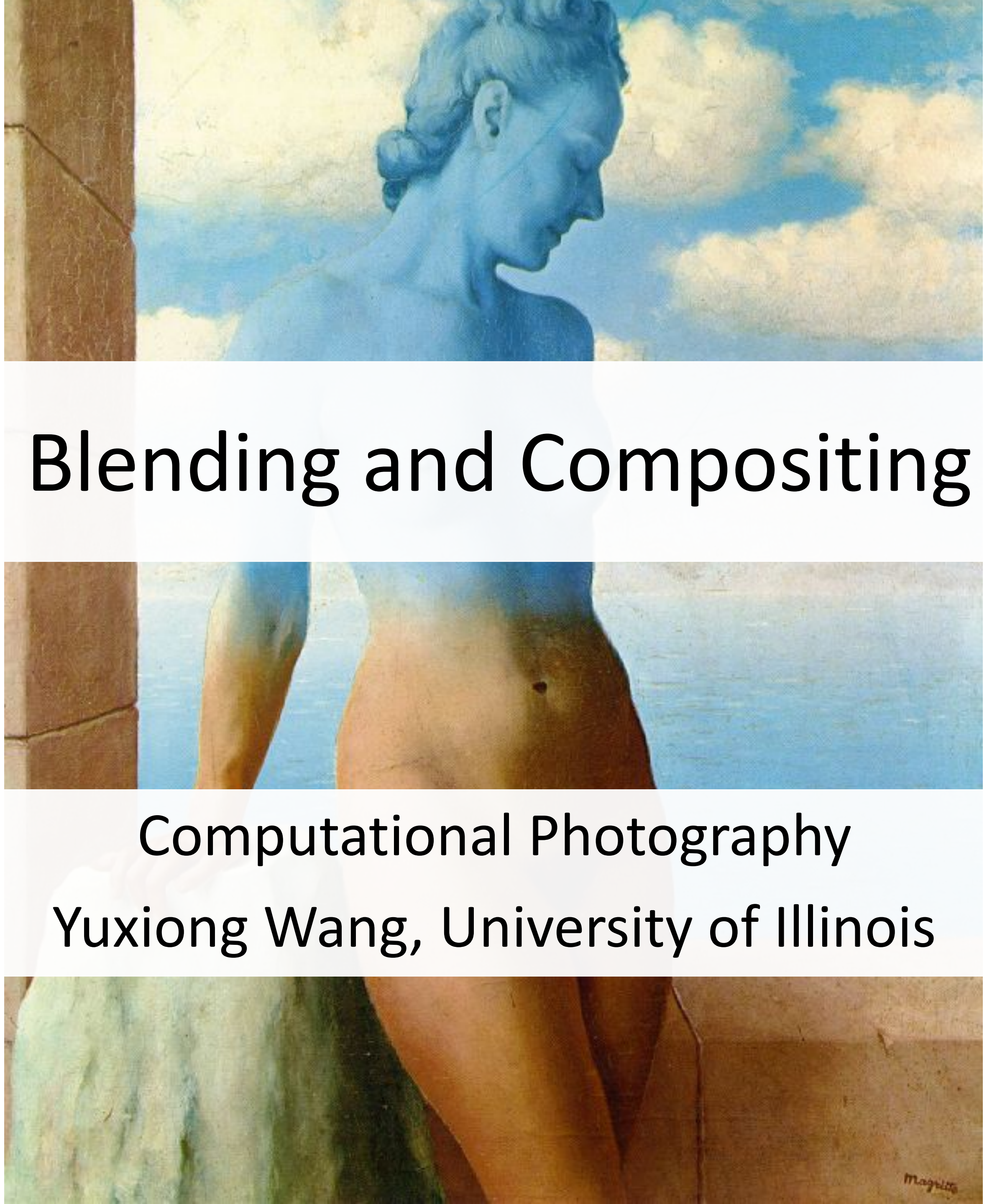


Blending and Compositing

Computational Photography

Yuxiong Wang, University of Illinois

Slides adopted from Derek Hoiem

Last class: finding boundaries

- Intelligent scissors
  - Good boundary has a low-cost path from seed to cursor
  - Low cost = edge, high gradient, right orientation

- GrabCut
  - Good region is similar to foreground color model and dissimilar from background color
  - Good boundaries have a high gradient
  - Optimize over both

Take-home questions

1. What would be the result in “Intelligent Scissors” if all of the edge costs were set to 1?

2. How could you change boundary costs for graph cuts to work better for objects with many thin parts?

Last Class: cutting out objects

This Class

How do I put an object from one image into another?

Image Compositing

Some slides from Efros/Seitz

News Composites

http://www.guardian.co.uk/world/2010/sep/16/mubarak-doctored-red-carpet-picture

Original

“Enhanced” Version

News Composites

Original

“Enhanced”
Version

Walski, LA Times, 2003

Three methods

1. Cut and paste

2. Laplacian pyramid blending

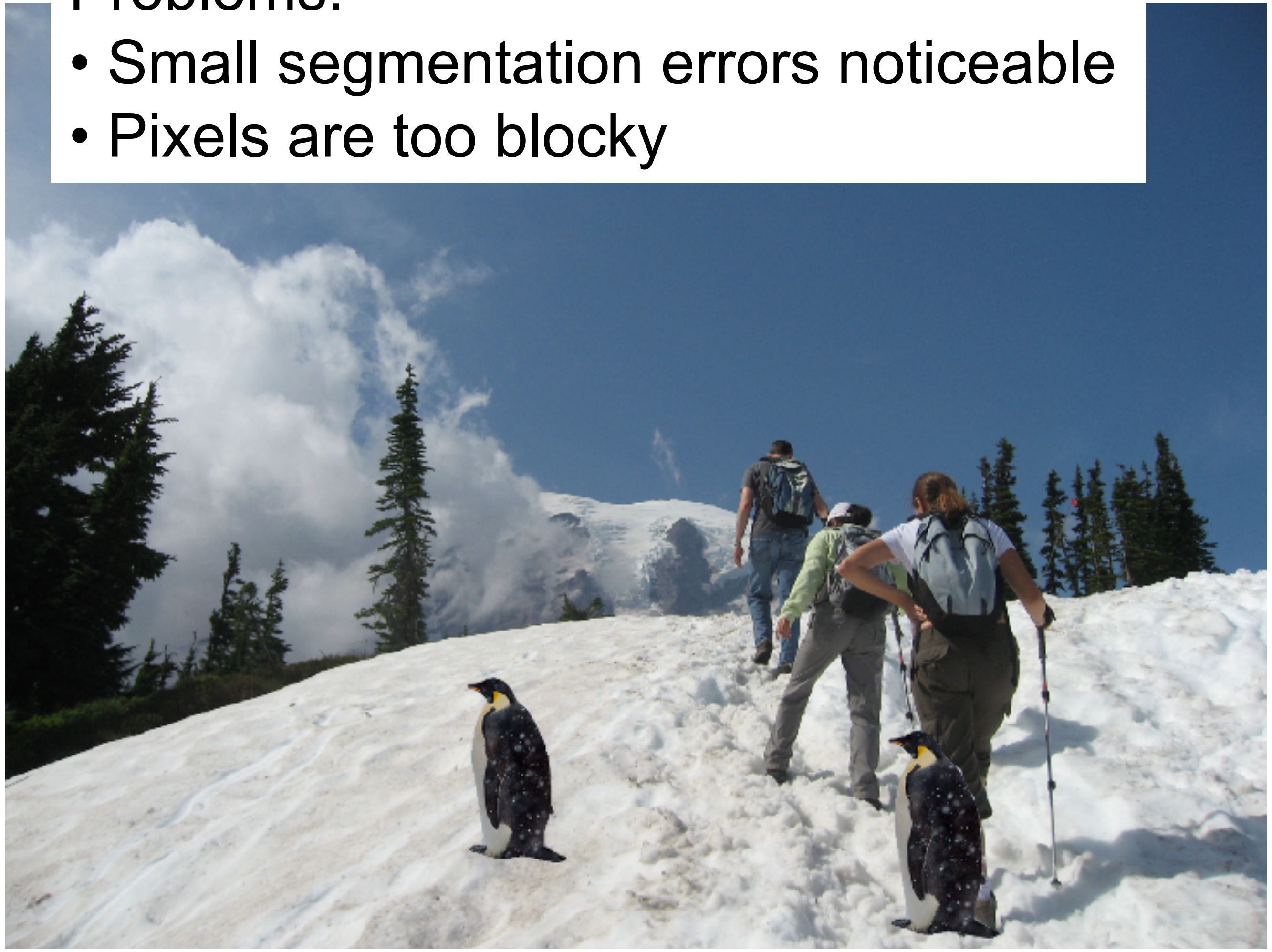
3. Poisson blending

Method 1: Cut and Paste

Method 1: Cut and Paste

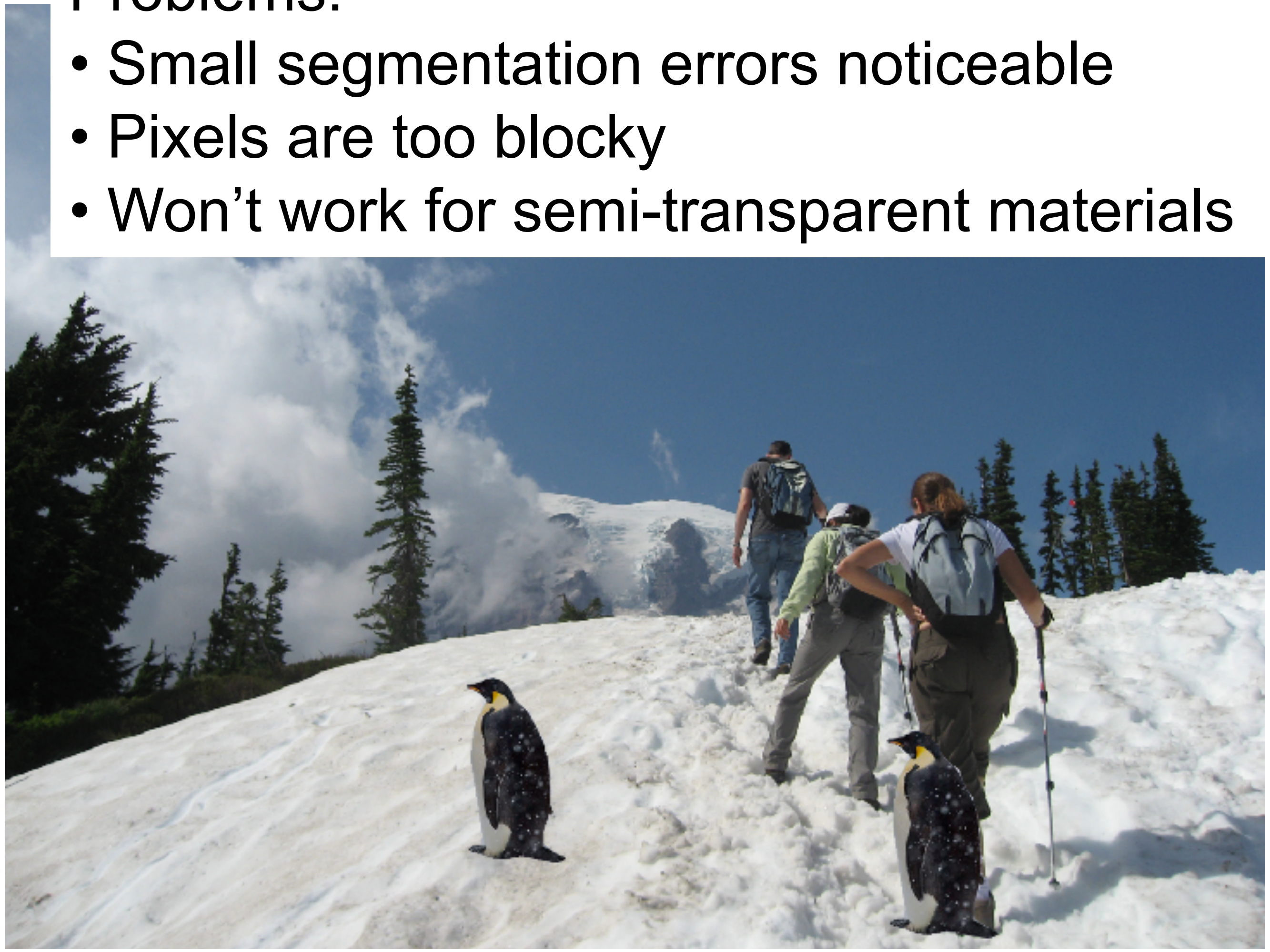
Problems:

- Small segmentation errors noticeable
- Pixels are too blocky



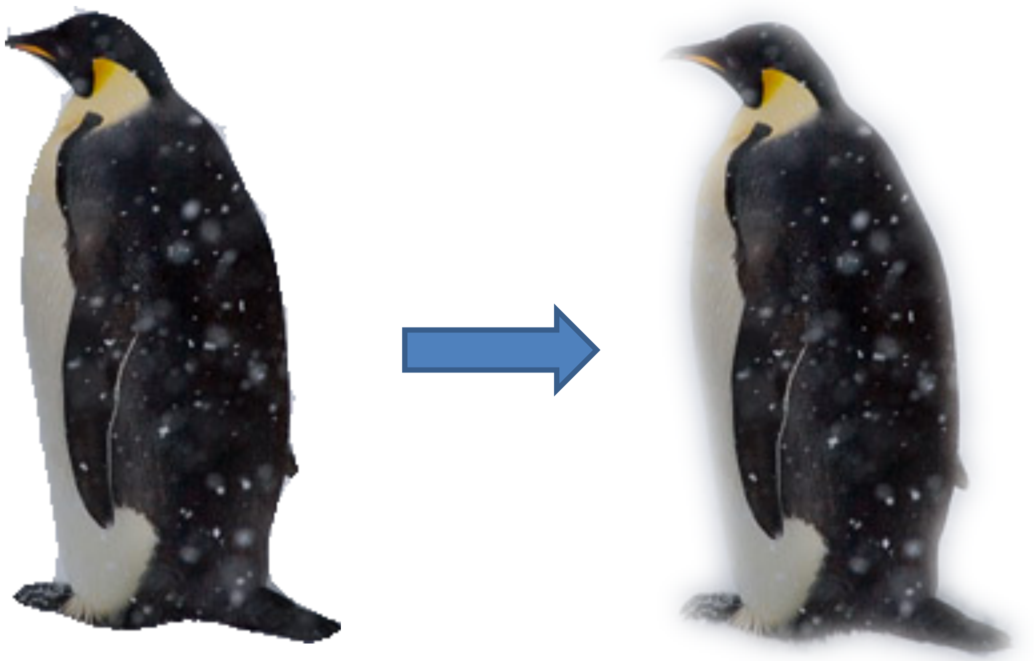
Method 1: Cut and Paste

Problems:
- Small segmentation errors noticeable
- Pixels are too blocky
- Won’t work for semi-transparent materials

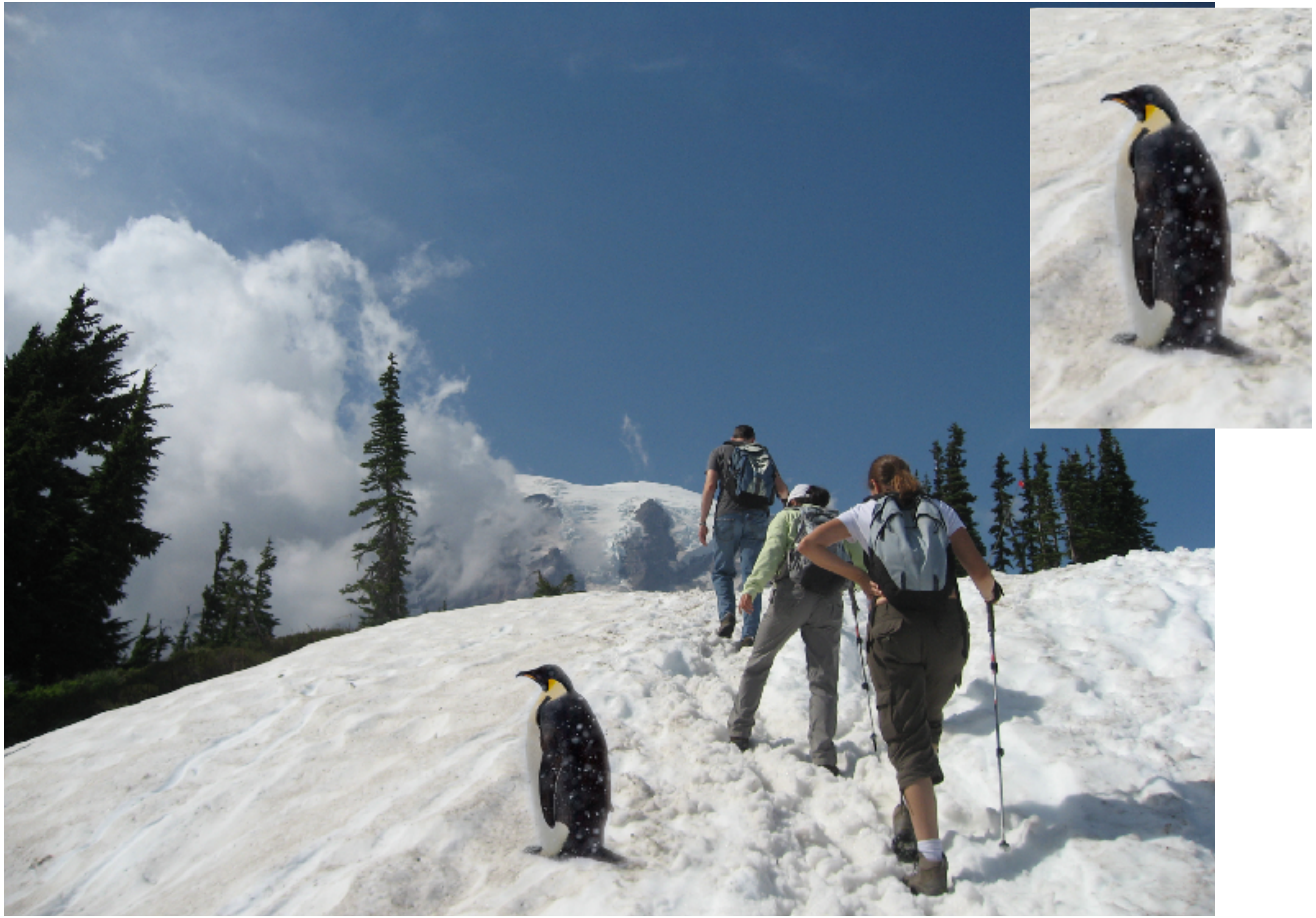


Feathering

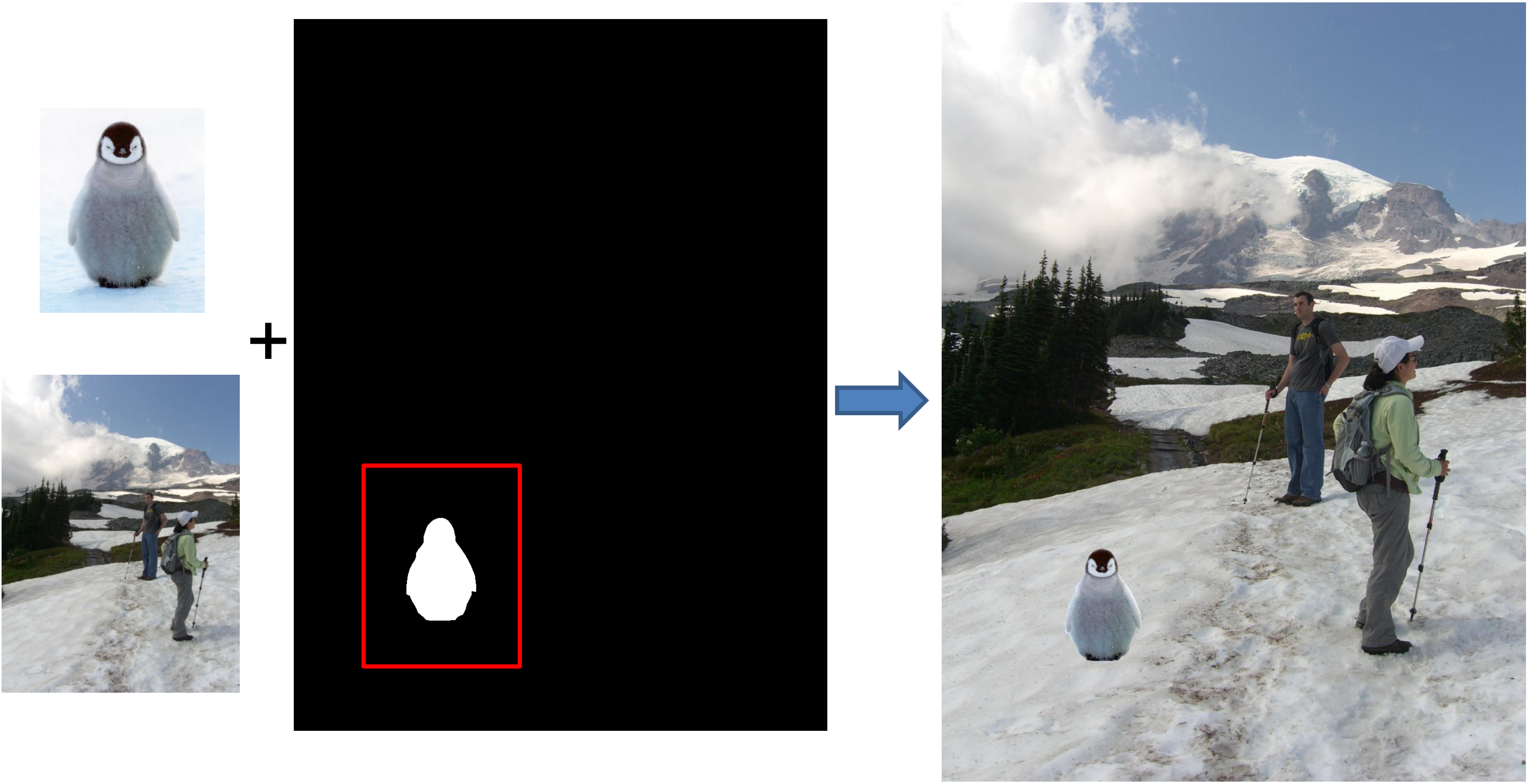
Near object boundary pixel values come partly from foreground and partly from background



Method 1: Cut and Paste (with feathering)

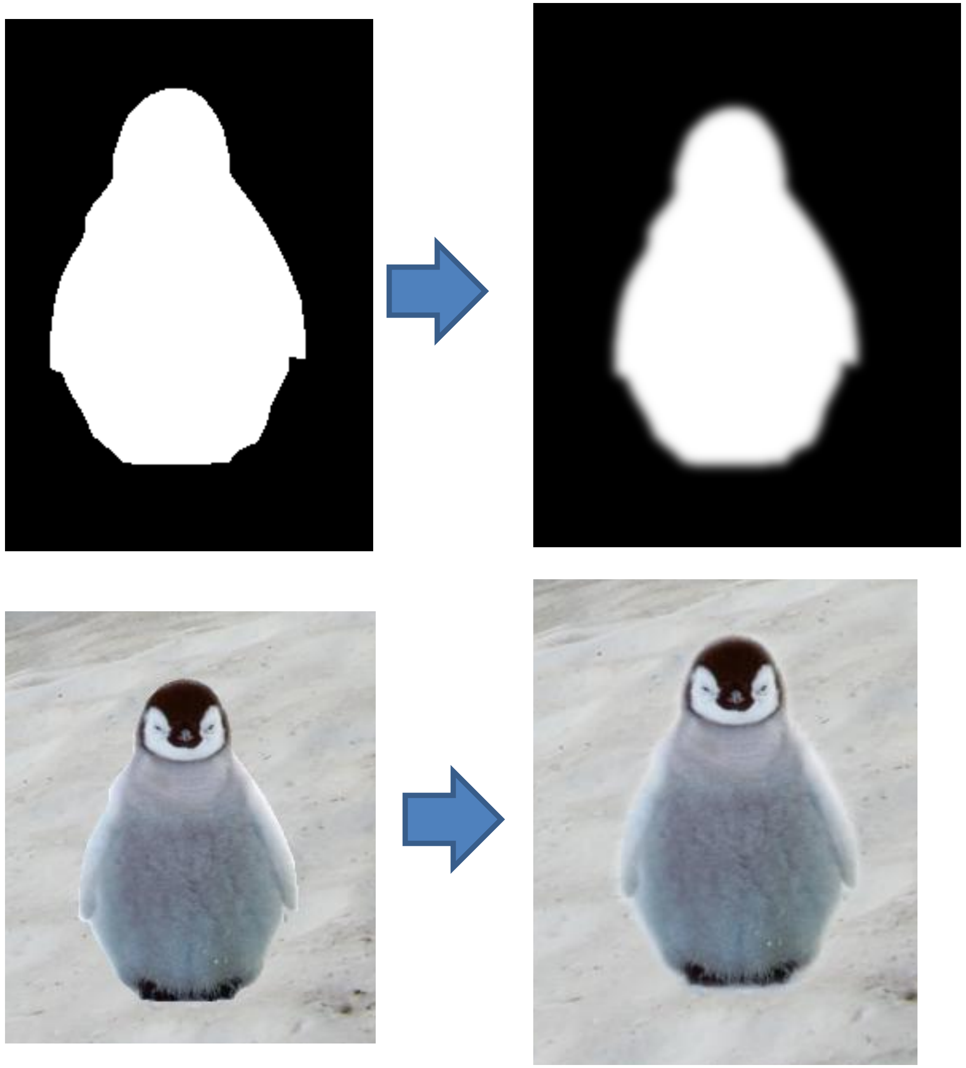


Alpha compositing



Output = foreground*mask + background*(1-mask)

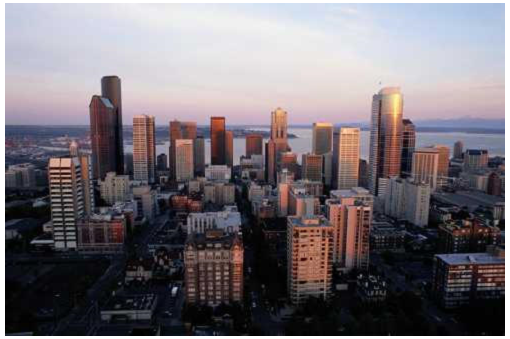
Alpha compositing with feathering



Output = foreground*mask + background*(1-mask)

Another example (without feathering)

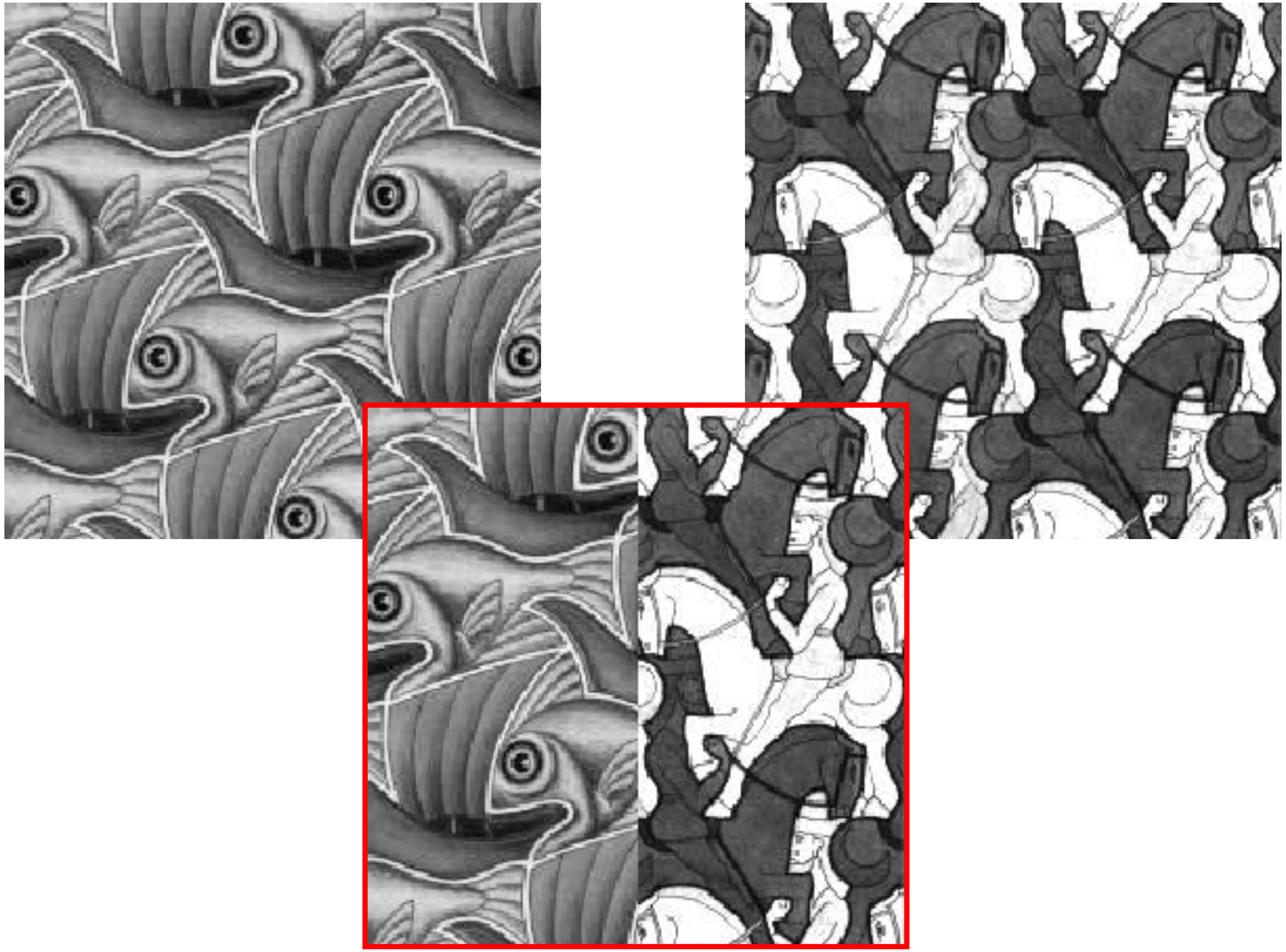
Mattes



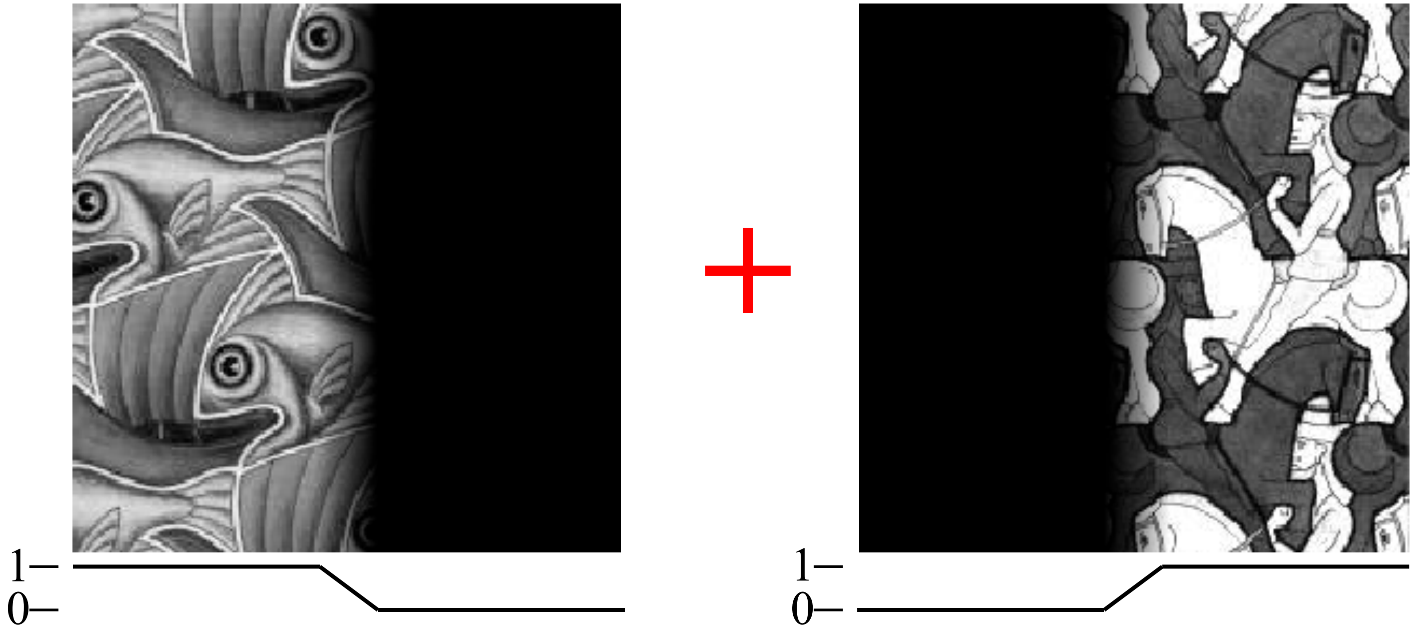
Composite

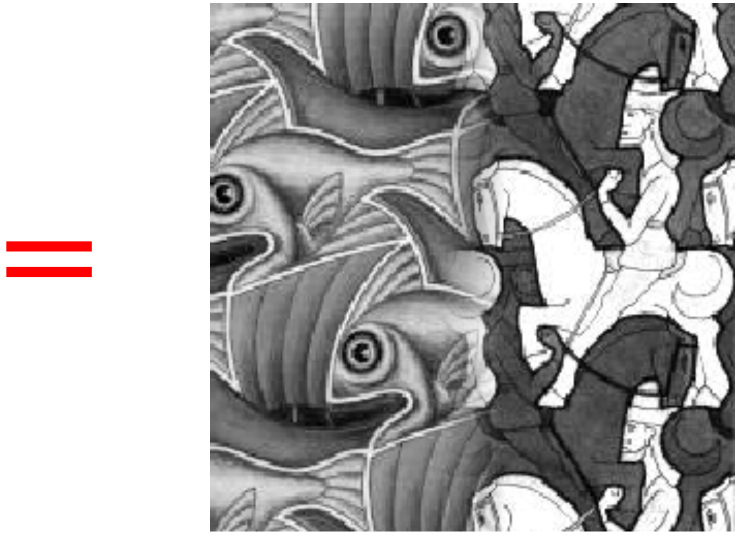
Composite by
David Dewey

Proper blending is key



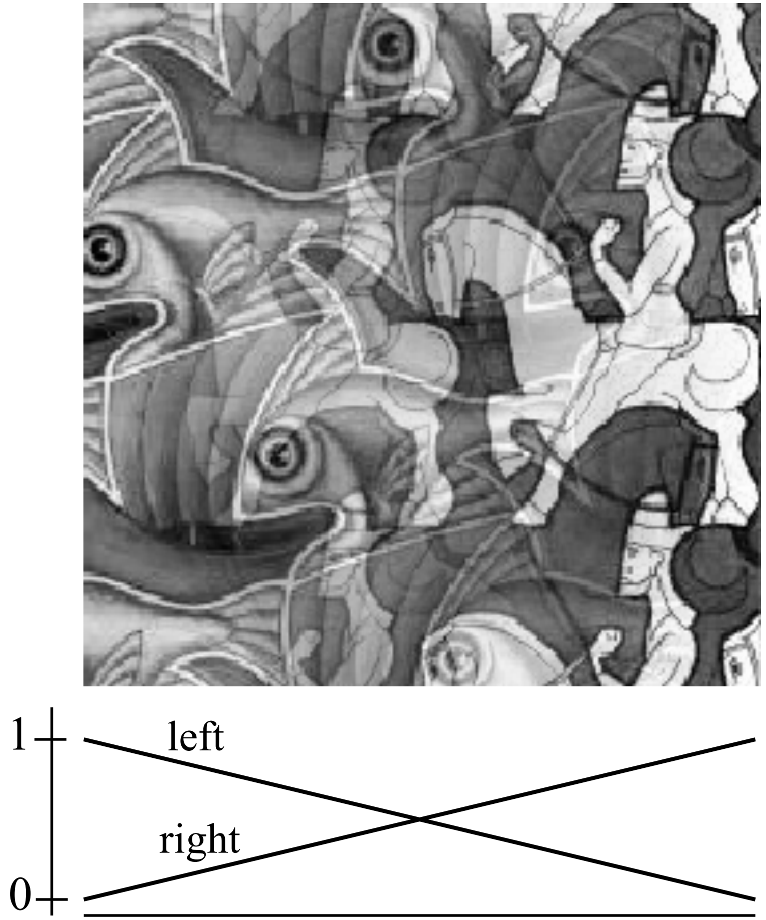
Alpha Blending / Feathering



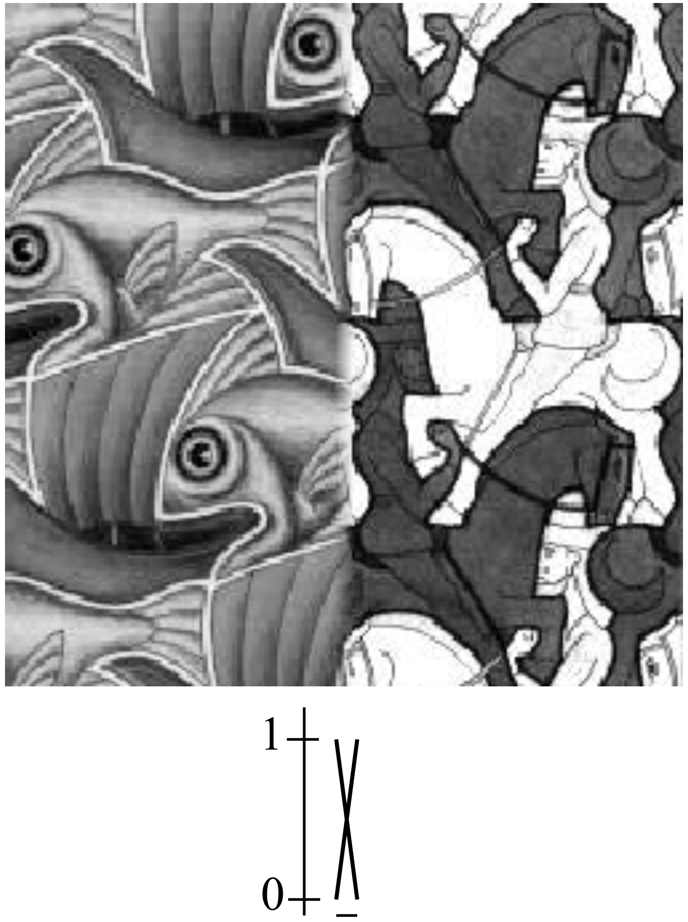


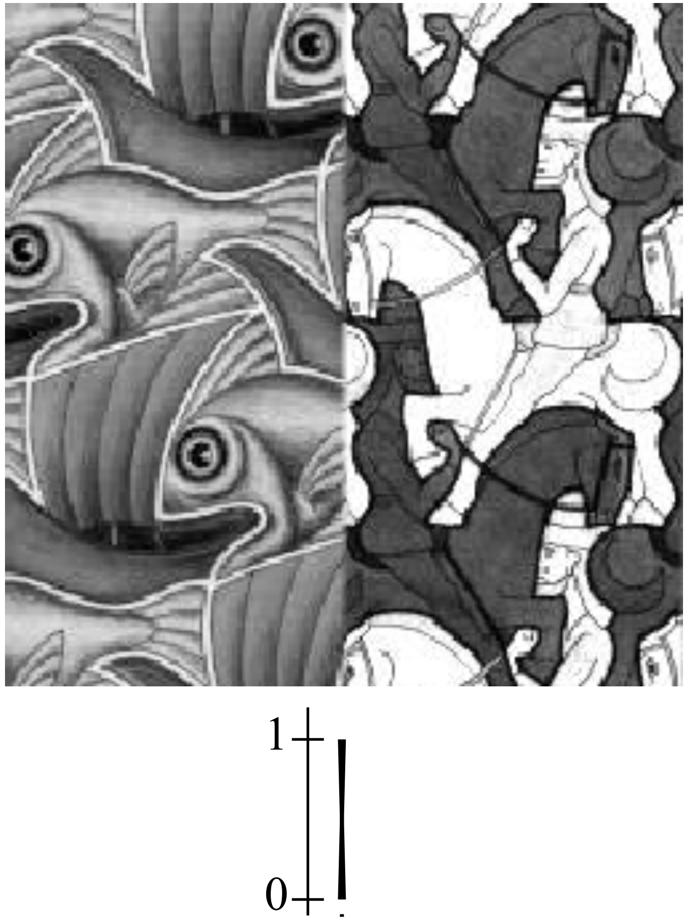
$$I_{blend} = \alpha I_{left} + (1-\alpha) I_{right}$$

Effect of Window Size

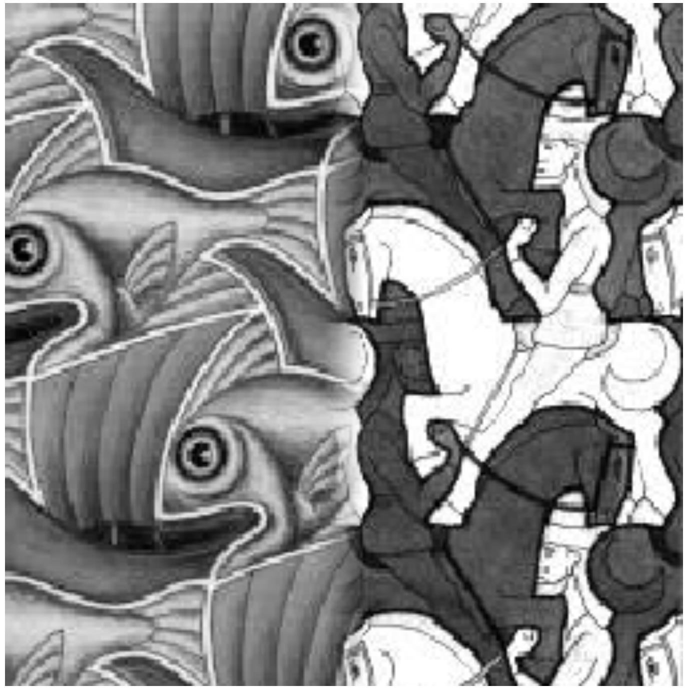


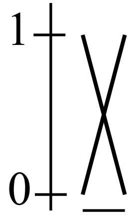
Effect of Window Size





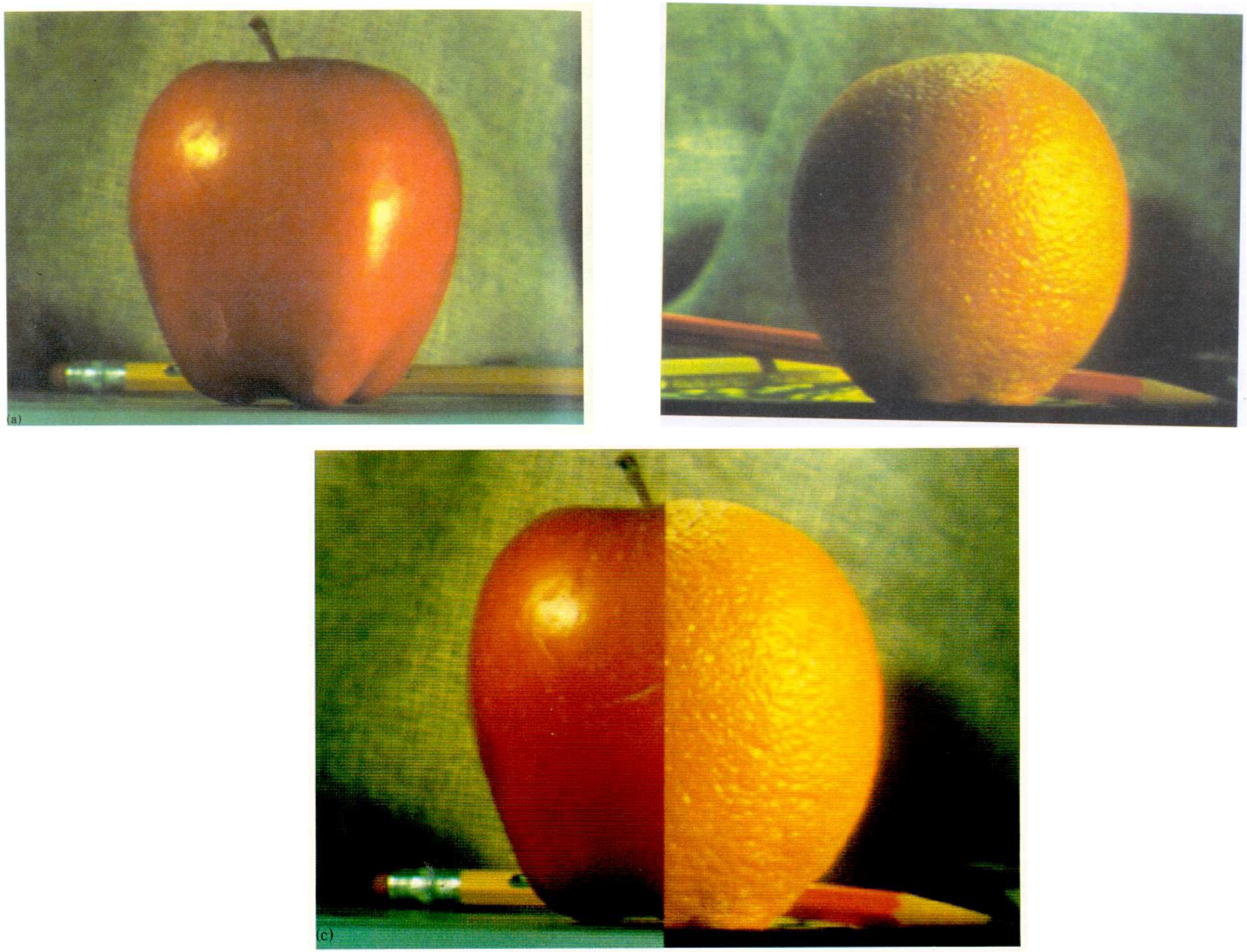
Good Window Size





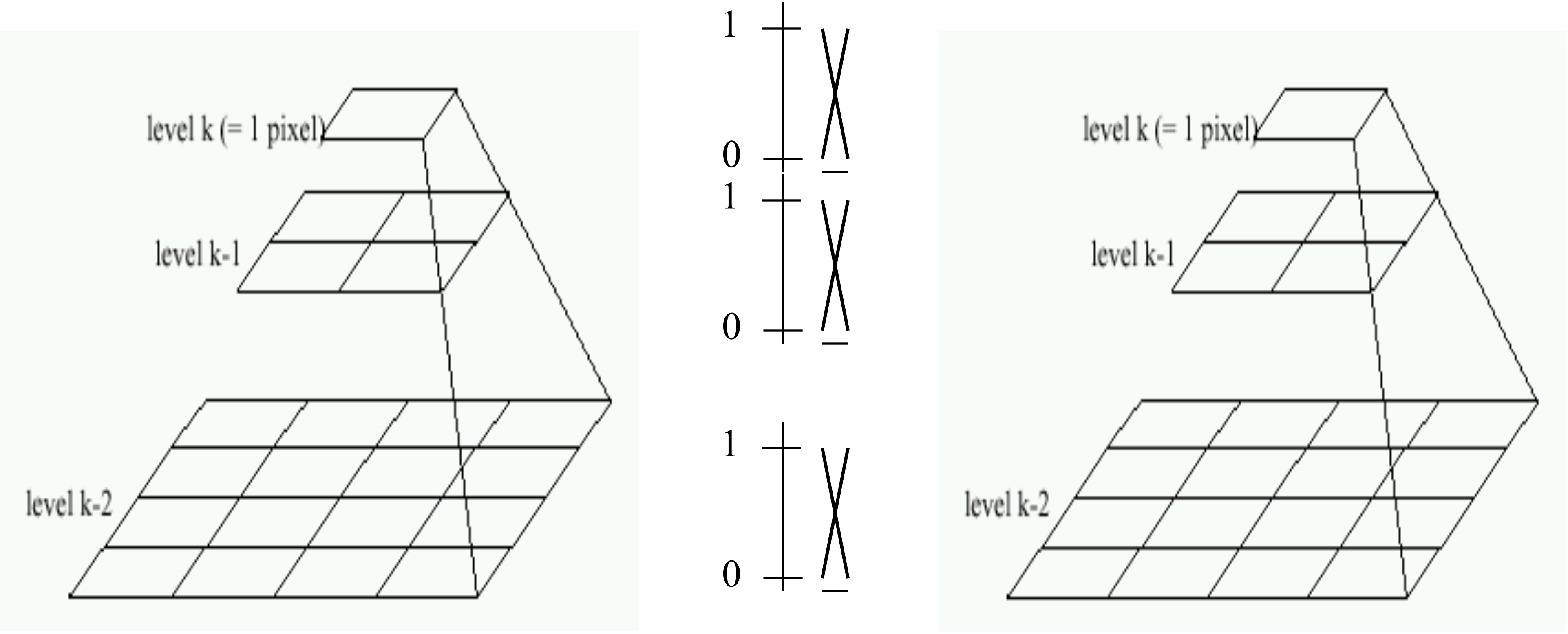
"Optimal" Window: smooth but not ghosted

How much should we blend?



Method 2: Pyramid Blending

- At low frequencies, blend slowly
- At high frequencies, blend quickly

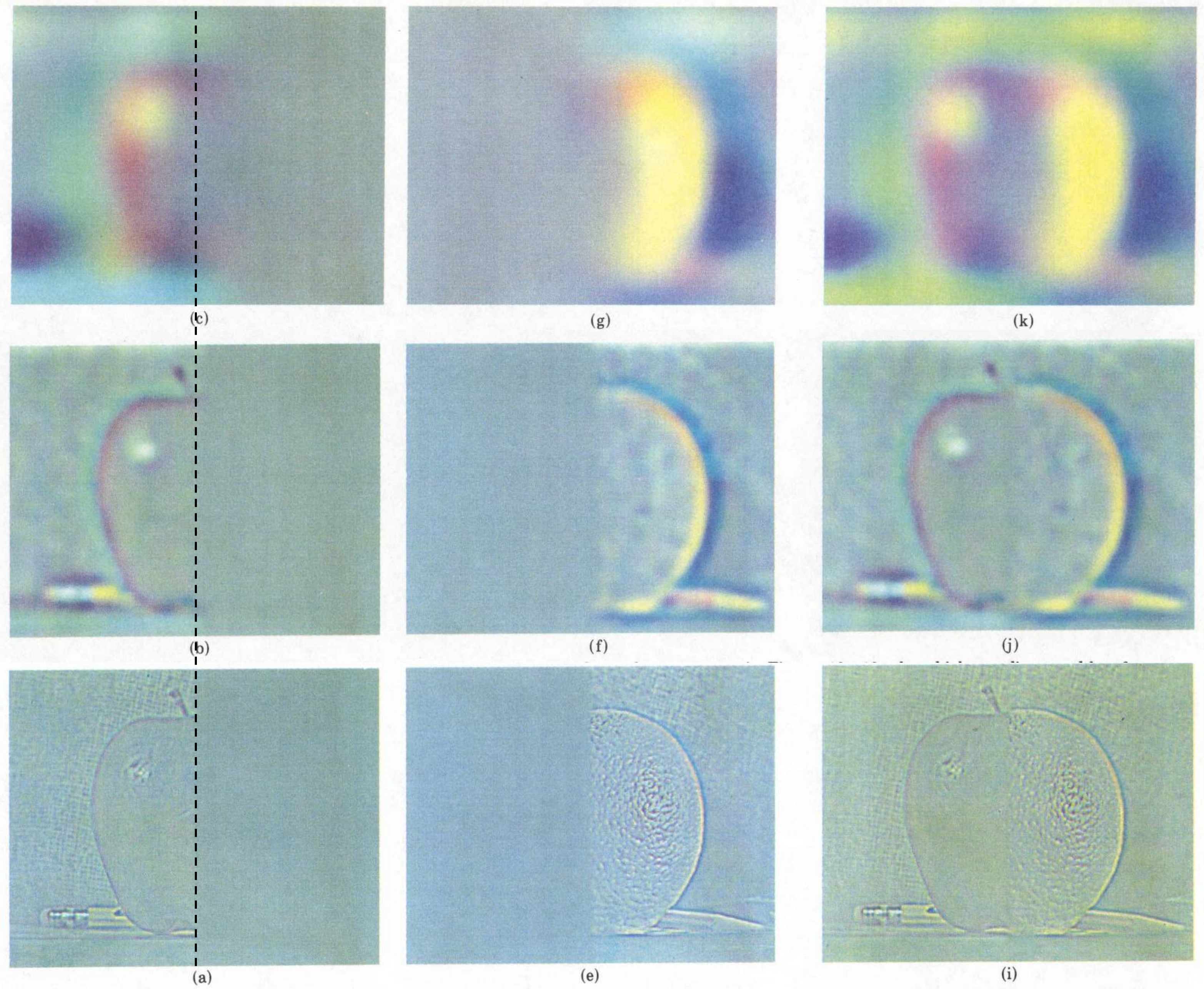


Left pyramid blend Right pyramid

laplacian level 4

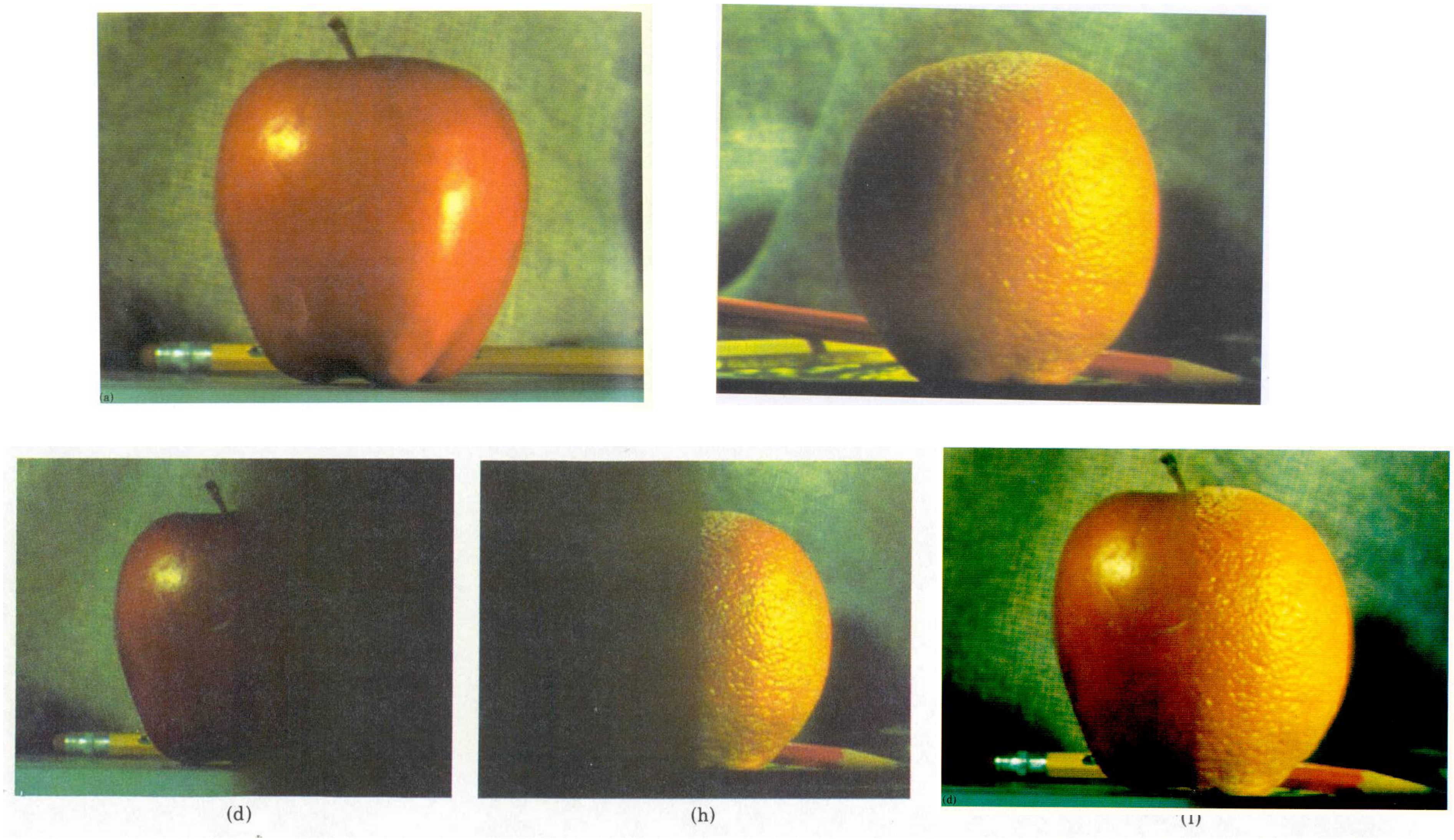
laplacian level 2

laplacian level 0



left pyramid | right pyramid | blended pyramid

Method 2: Pyramid Blending



Burt and Adelson 1983

Laplacian Pyramid Blending

Implementation:

1. Build Laplacian pyramids for each image
2. Build a Gaussian pyramid of region mask
3. Blend each level of pyramid using region mask from the same level

$$L_{12}^i = L_1^i \cdot R^i + L_2^i \cdot (1 - R^i)$$

Image 1 at level i of Laplacian pyramid

Pointwise multiply

Region mask at level i of Gaussian pyramid

4. Collapse the pyramid to get the final blended image

Burt and Adelson 1983

Simplification: Two-band Blending

- Brown & Lowe, 2003
  - Only use two bands: high freq. and low freq.
  - Blends low freq. smoothly
  - Blend high freq. with no smoothing: use binary alpha

2-band Blending

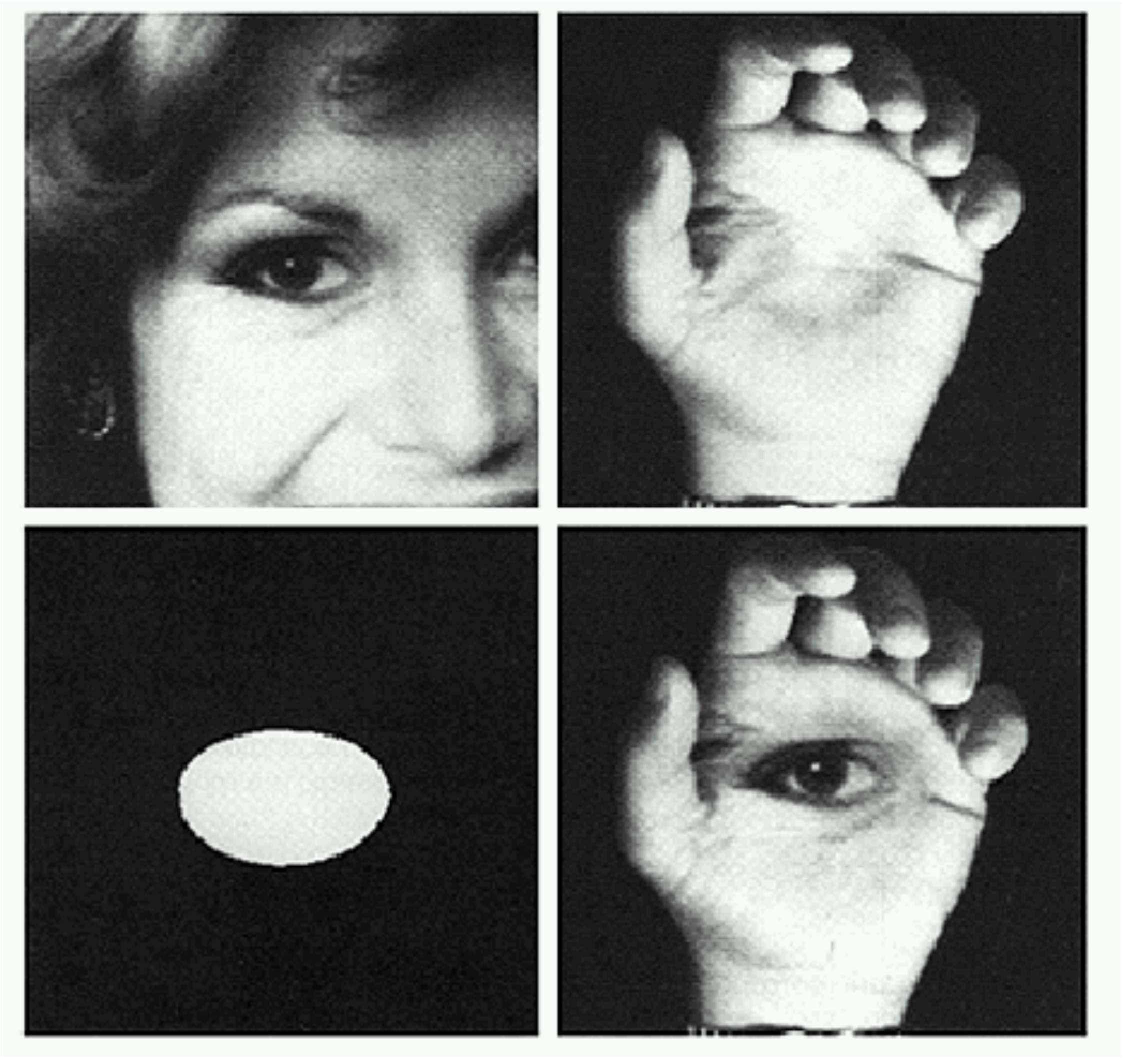
Low frequency

High frequency

Linear Blending

2-band Blending

Blending Regions



© Chris Cameron

Related idea: Poisson Blending

A good blend should preserve gradients of source region without changing the background

Perez et al. 2003

Related idea: Poisson Blending

A good blend should preserve gradients of source region without changing the background

Project 3!

Perez et al. 2003

Method 3: Poisson Blending

A good blend should preserve gradients of source region without changing the background

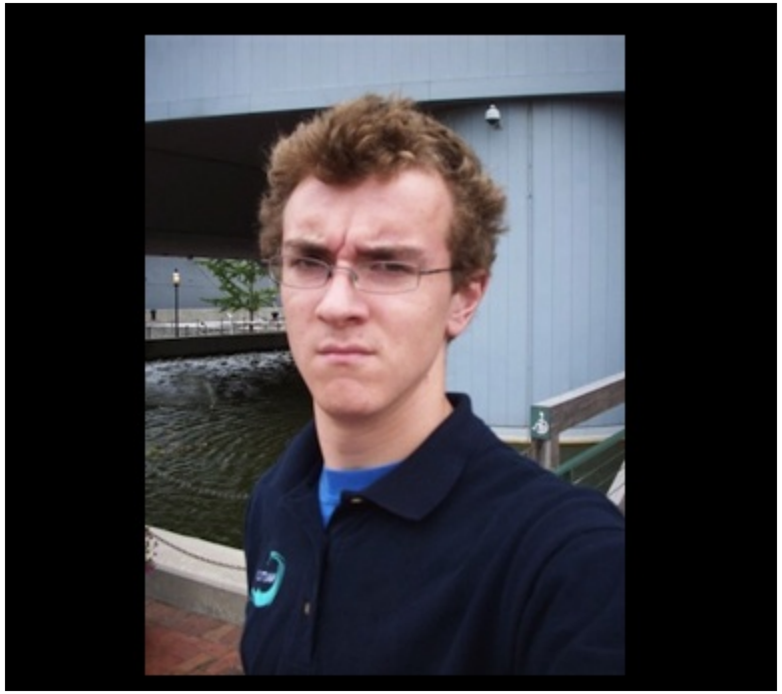
Treat pixels as variables to be solved

- Minimize squared difference between gradients of foreground region and gradients of target region
- Keep background pixels constant

$$\mathbf{v} = \underset{\mathbf{v}}{\operatorname{argmin}} \sum_{i \in S, j \in N_i \cap S} ((v_i - v_j) - (s_i - s_j))^2 + \sum_{i \in S, j \in N_i \cap \neg S} ((v_i - t_j) - (s_i - s_j))^2$$

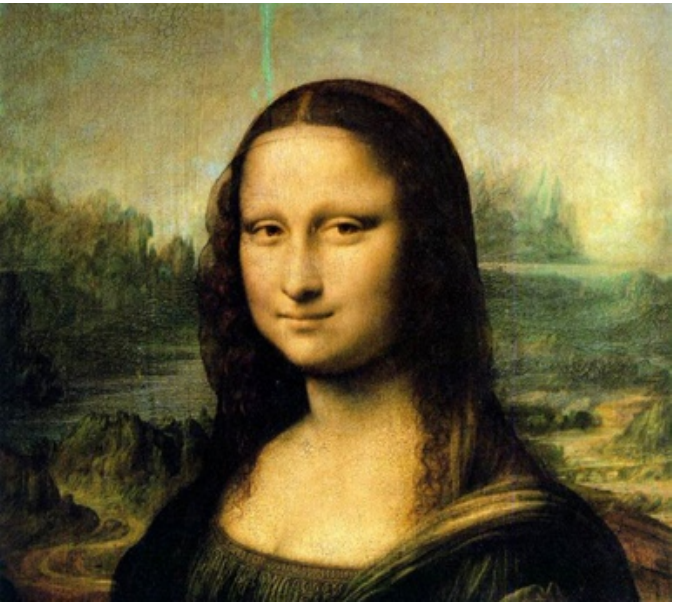
Perez et al. 2003

Example



Gradient Visualization

Source: Evan Wallace



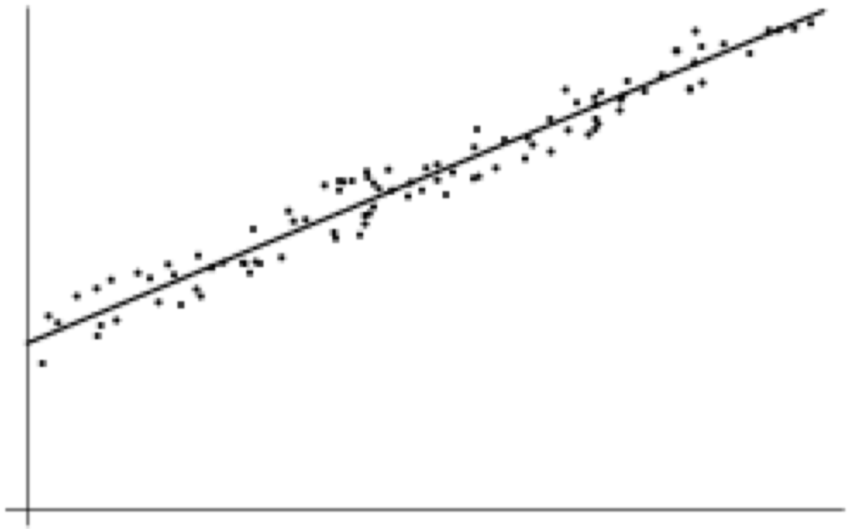
+

Specify object region

Source: Evan Wallace

Gradient-domain editing

Creation of image = least squares problem in terms of: 1) pixel intensities; 2) differences of pixel intensities



Least Squares Line Fit in 2 Dimensions

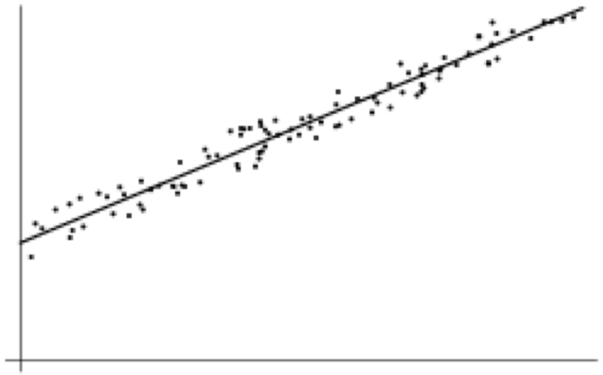
$$\hat{\mathbf{v}} = \arg\min_{\mathbf{v}} \sum_i \left(\mathbf{a}_i^T \mathbf{v} - b_i\right)^2$$

$$\hat{\mathbf{v}} = \arg\min_{\mathbf{v}} \left(\mathbf{A}\mathbf{v} - \mathbf{b}\right)^2$$

Use Python least-squares solvers for numerically stable solution with sparse A (e.g. scipy.sparse.linalg.lsqr)

Examples

1. Line-fitting: $y=mx+b$



Examples

2. Gradient domain processing

$$\mathbf{v} = \underset{\mathbf{v}}{\operatorname{argmin}} \sum_{i \in S, j \in N_i \cap S} ((v_i - v_j) - (s_i - s_j))^2 + \sum_{i \in S, j \in N_i \cap \neg S} ((v_i - t_j) - (s_i - s_j))^2$$

source image

1 20	5 20	9 20	13 20
2 20	6 80	10 20	14 20
3 20	7 20	11 80	15 20
4 20	8 20	12 20	16 20

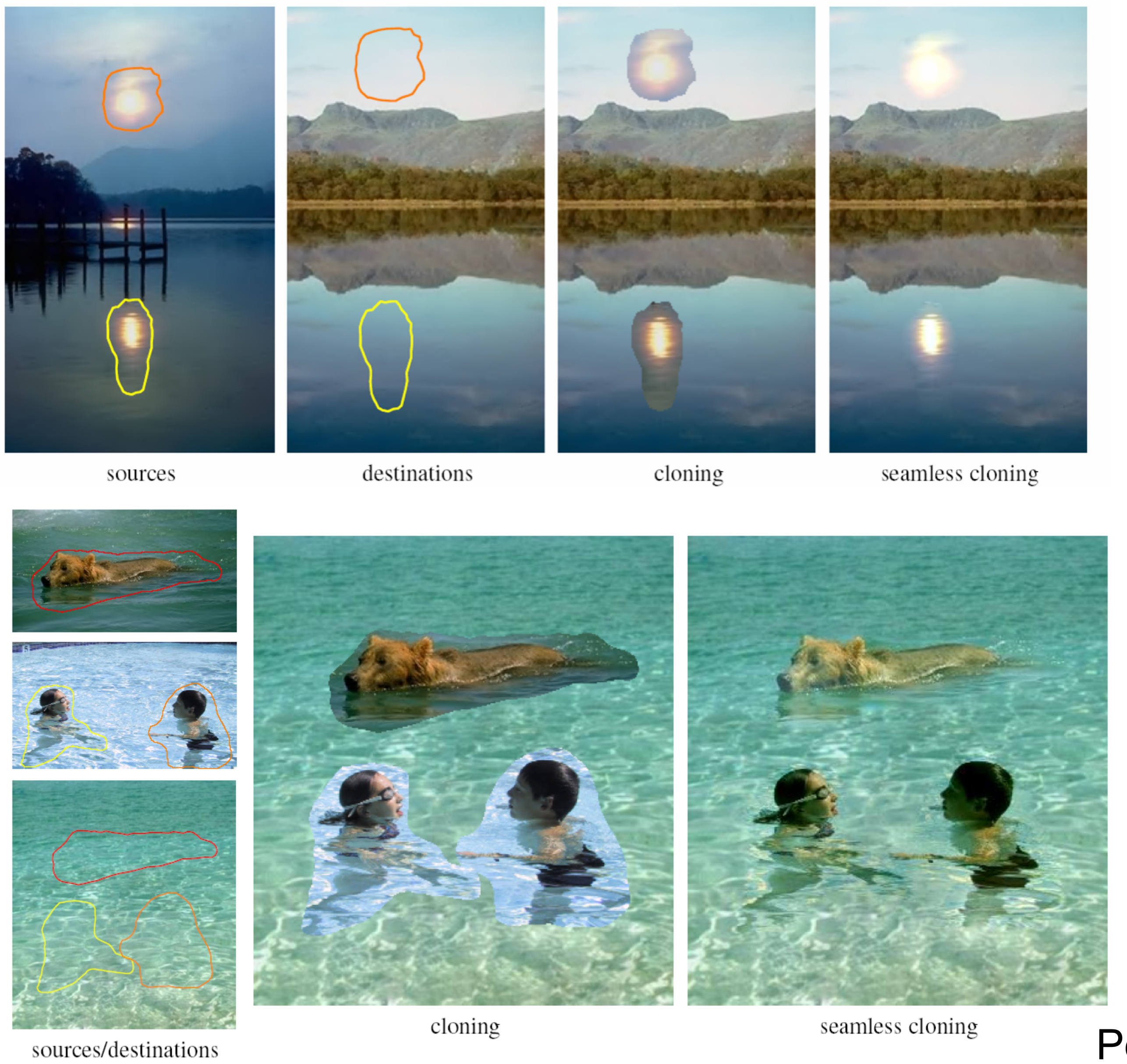
background image

1 10	5 10	9 10	13 10
2 10	6 10	10 10	14 10
3 10	7 10	11 10	15 10
4 10	8 10	12 10	16 10

target image

1 10	5 10	9 10	13 10
2 10	6 $\mathbf{v}_1$	10 $\mathbf{v}_3$	14 10
3 10	7 $\mathbf{v}_2$	11 $\mathbf{v}_4$	15 10
4 10	8 10	12 10	16 10

Other results



Perez et al. 2003

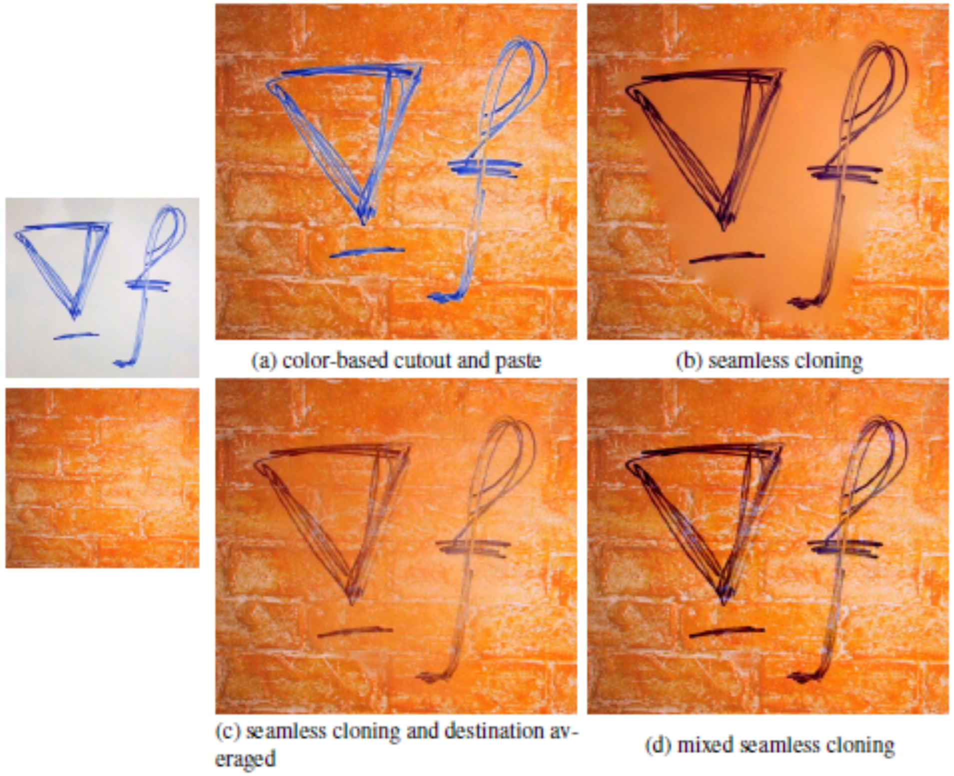
What do we lose?

- Foreground color changes
- Background pixels in target region are replaced

Perez et al. 2003

Blending with Mixed Gradients

- Use foreground or background gradient with larger magnitude as the guiding gradient



Perez et al. 2003

Project 3: Gradient Domain Editing

General concept: Solve for pixels of new image that satisfy constraints on the gradient and the intensity

- Constraints can be from one image (for filtering) or more (for blending)

Project 3: Reconstruction from Gradients

1. Preserve x-y gradients
2. Preserve intensity of one pixel

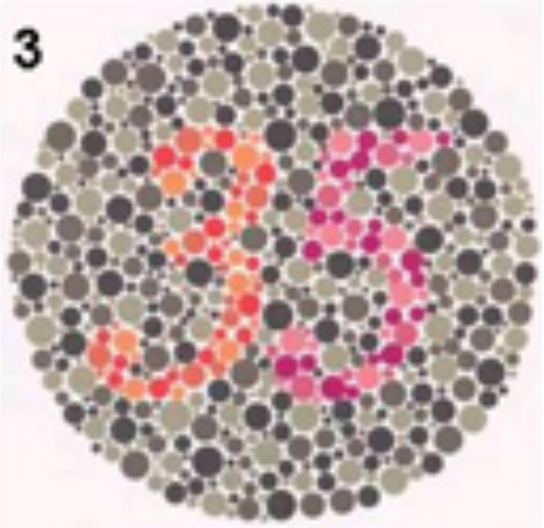
Source pixels: s

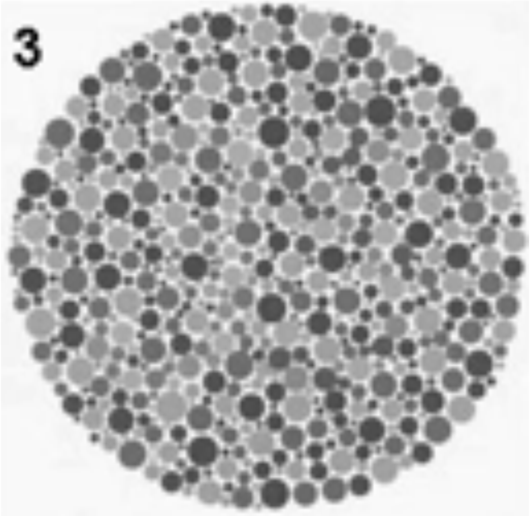
Variable pixels: v

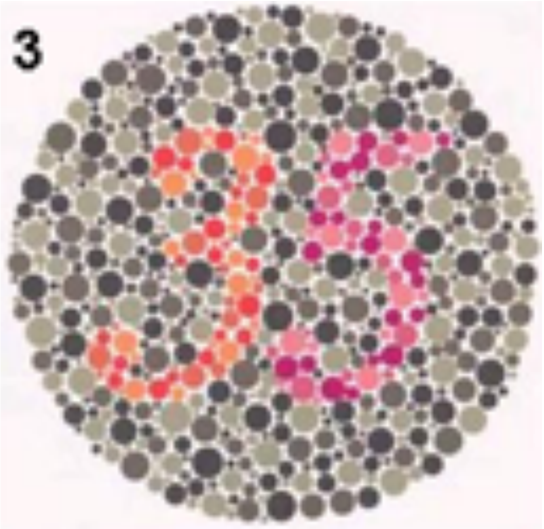
1. minimize (v(x+1,y)-v(x,y) - (s(x+1,y)-s(x,y))^2
2. minimize (v(x,y+1)-v(x,y) - (s(x,y+1)-s(x,y))^2
3. minimize (v(1,1)-s(1,1))^2

Project 3 (extra): Color2Gray

rgb2gray







Gradient-domain editing

?

Project 3 (extra): NPR

- Preserve gradients on edges
  - e.g., get canny edges with edge(im, ‘canny’)
- Reduce gradients not on edges
- Preserve original intensity

Perez et al. 2003

Colorization using optimization

- Solve for uv channels such that similar intensities have similar colors

- Minimize squared color difference, weighted by intensity similarity

$$J(U) = \sum_{\mathbf{r}} \left(U(\mathbf{r}) - \sum_{\mathbf{s} \in N(\mathbf{r})} w_{\mathbf{rs}} U(\mathbf{s}) \right)^2$$

- Solve with sparse linear system of equations

http://www.cs.huji.ac.il/~yweiss/Colorization/

Things to remember

- Three ways to blend/composite
  1. Alpha compositing
     - Need nice cut (intelligent scissors)
     - Should **feather**
  2. Laplacian pyramid blending
     - **Smooth blending at low frequencies, sharp at high frequencies**
     - Usually used for stitching
  3. Gradient domain editing
     - Also called **Poisson Editing**
     - Explicit control over what to preserve
     - Changes foreground color (for better or worse)
     - Applicable for many things besides blending

Take-home questions

1) I am trying to blend this bear into this pool. What problems will I have if I use:
   a) Alpha compositing with feathering
   b) Laplacian pyramid blending
   c) Poisson editing?

Take-home questions

2) How would you make a sharpening filter using gradient domain processing? What are the constraints on the gradients and the intensities?

Next class

- Image warping: affine, projective, rotation, etc.