

# Image Metamorphosis

Andrew Moran

High School Conference

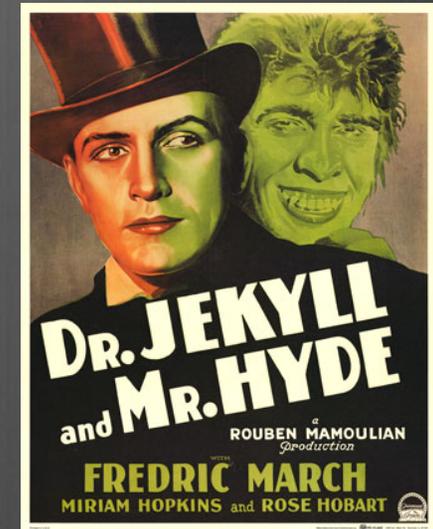
10/31/2013

# Image Morphing

- **Morphing** is turning one image into another
- Common Uses



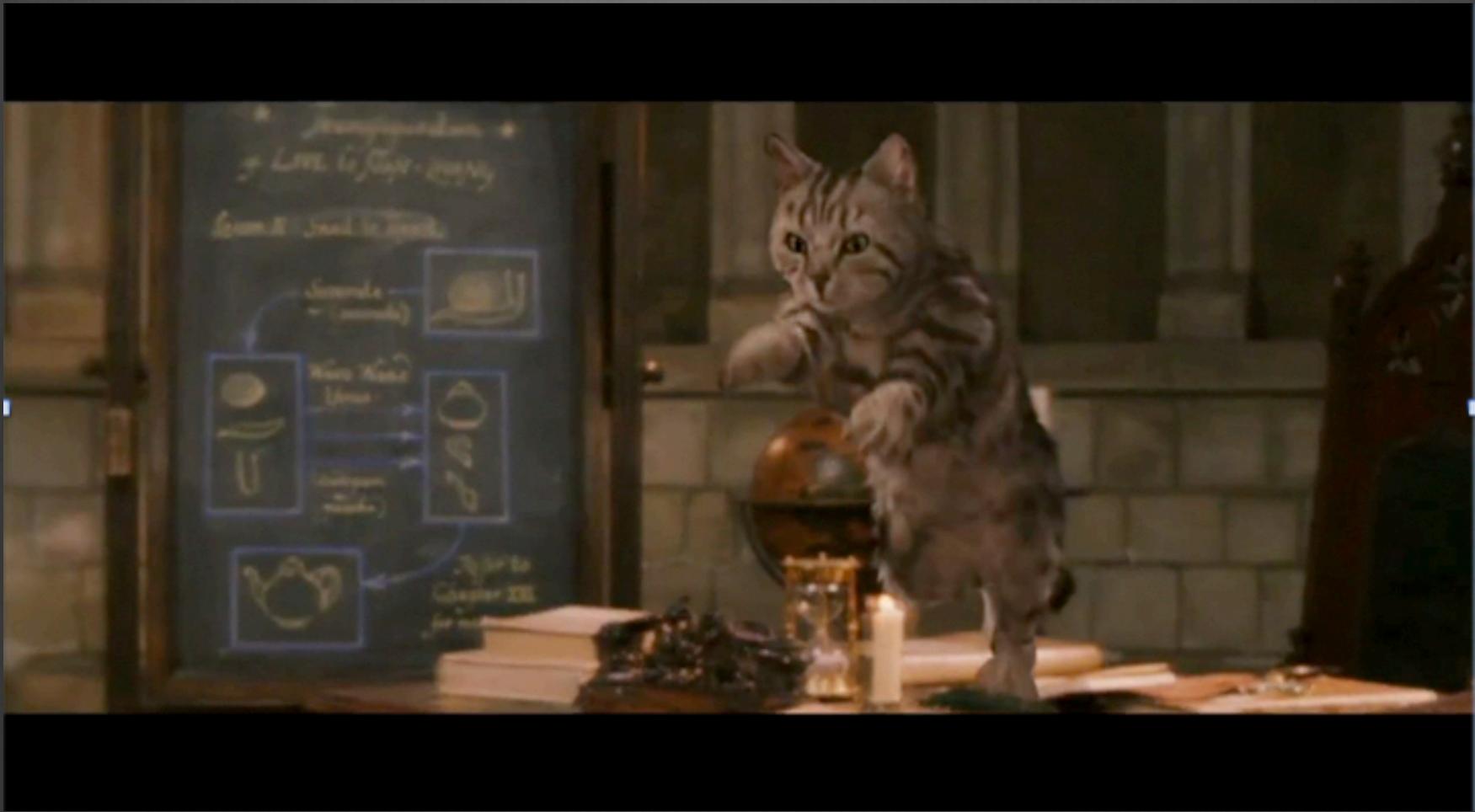
- Transition seems **fast**





Harry Potter and the Sorcerer's Stone.  
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# Professor McGonagall



# Professor McGonagall



# Professor McGonagall



# Professor McGonagall



# Professor McGonagall



# Professor McGonagall



# Cross-Dissolve

First Image



Last Image



# Cross-Dissolve

Transparency

0

50 %

%

First Image



Last Image



# Cross-Dissolve

Transparency

0

50 %

%

First Image



Middle Image



Last Image



# Cross-Dissolve

Transparency

0

50 %

%

First Image



Last Image



Middle Image



**Does this  
look right?**

What's Wrong with this Image?



# What's Wrong with this Image?

## Problem

Many features don't match

- Eyes
- Chin
- Mouth
- Nose
- Eyebrows



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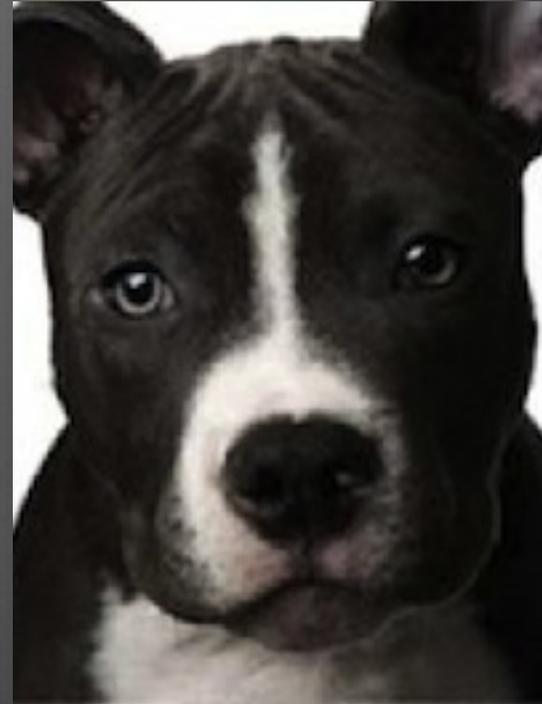
## Approach

- Specify features of interest



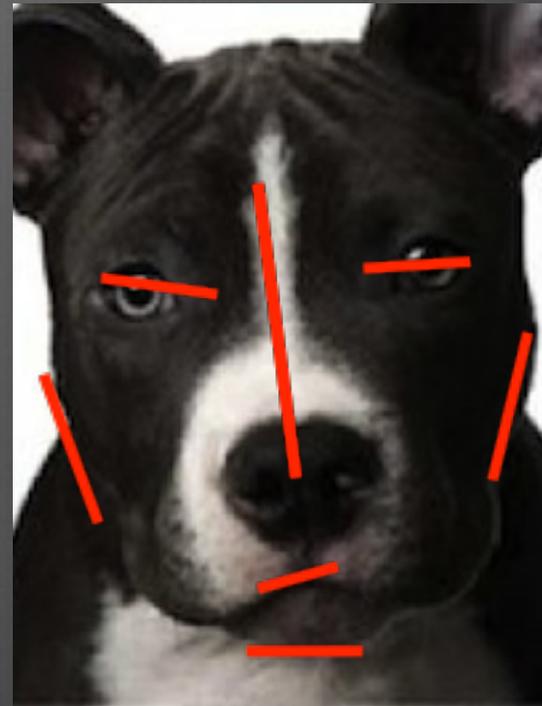
# Image Warping

- **Warping** changes the shape of an image



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- Provide important line segments



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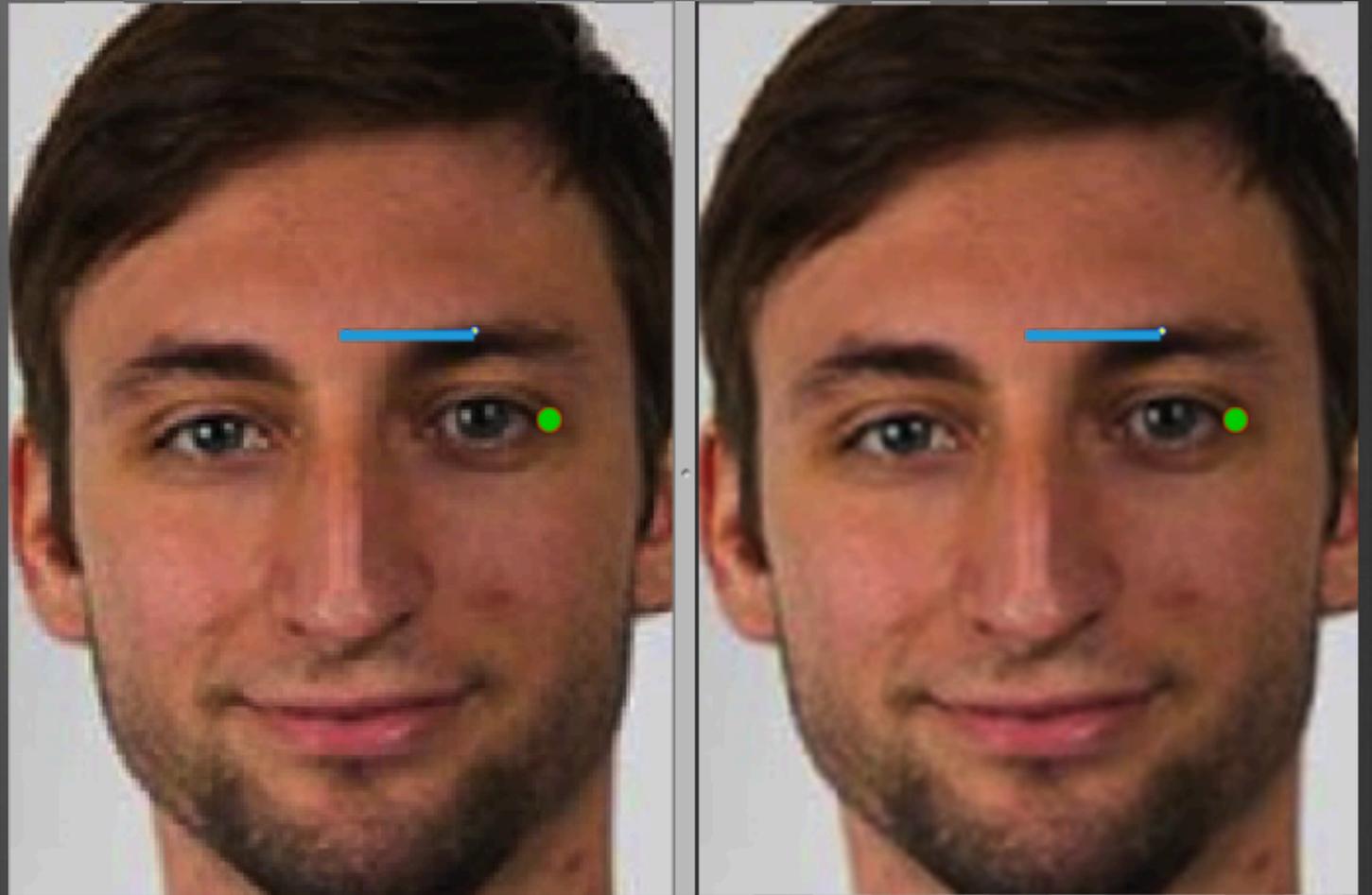
How do you  
reshape for  
each pixel



# What Factors Effect Each Pixel?



# What Factors Effect Each Pixel?

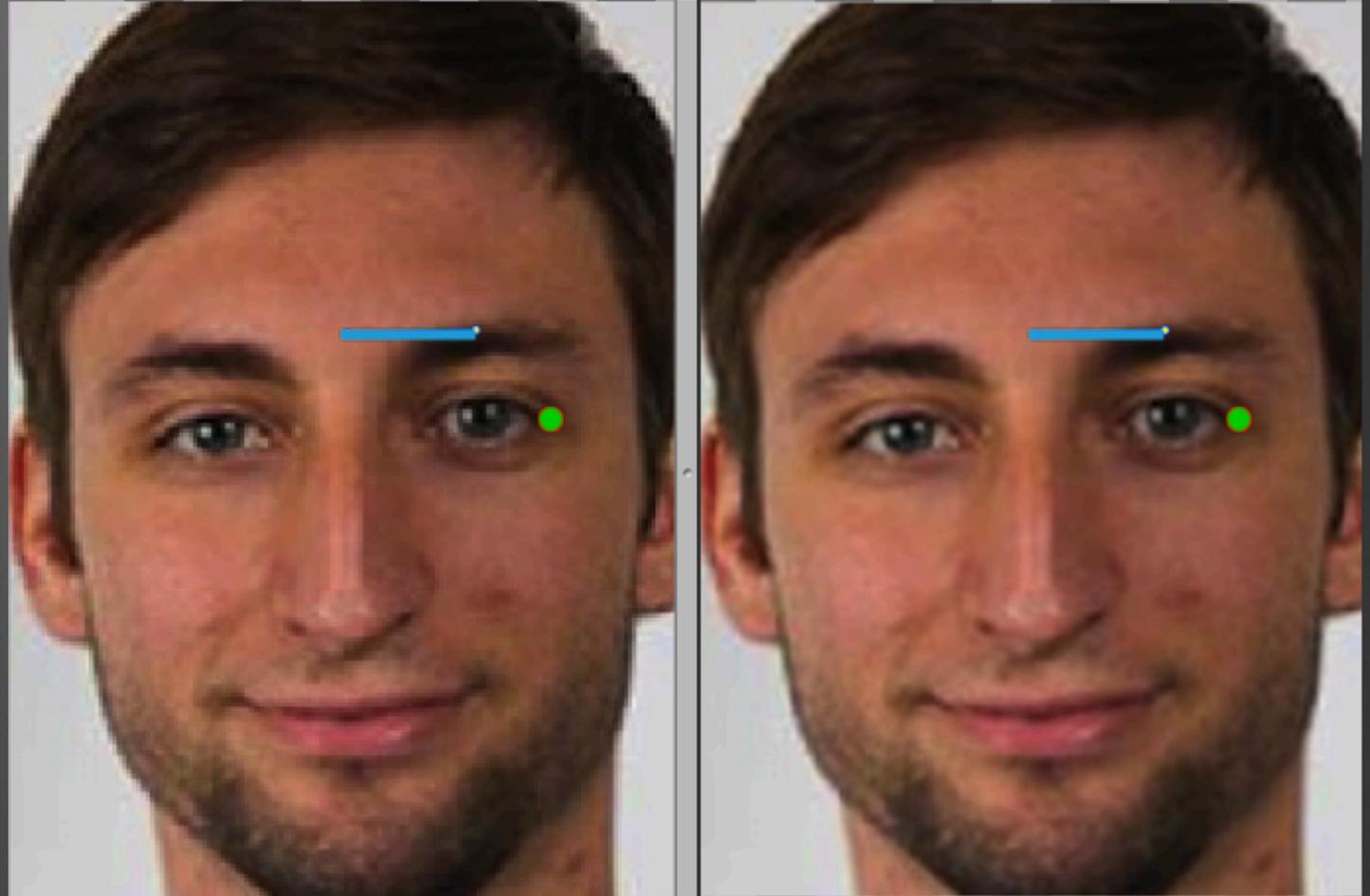


# What Factors Effect Each Pixel?

Pretend That...

Image = Rubber

Line = Metal Rod

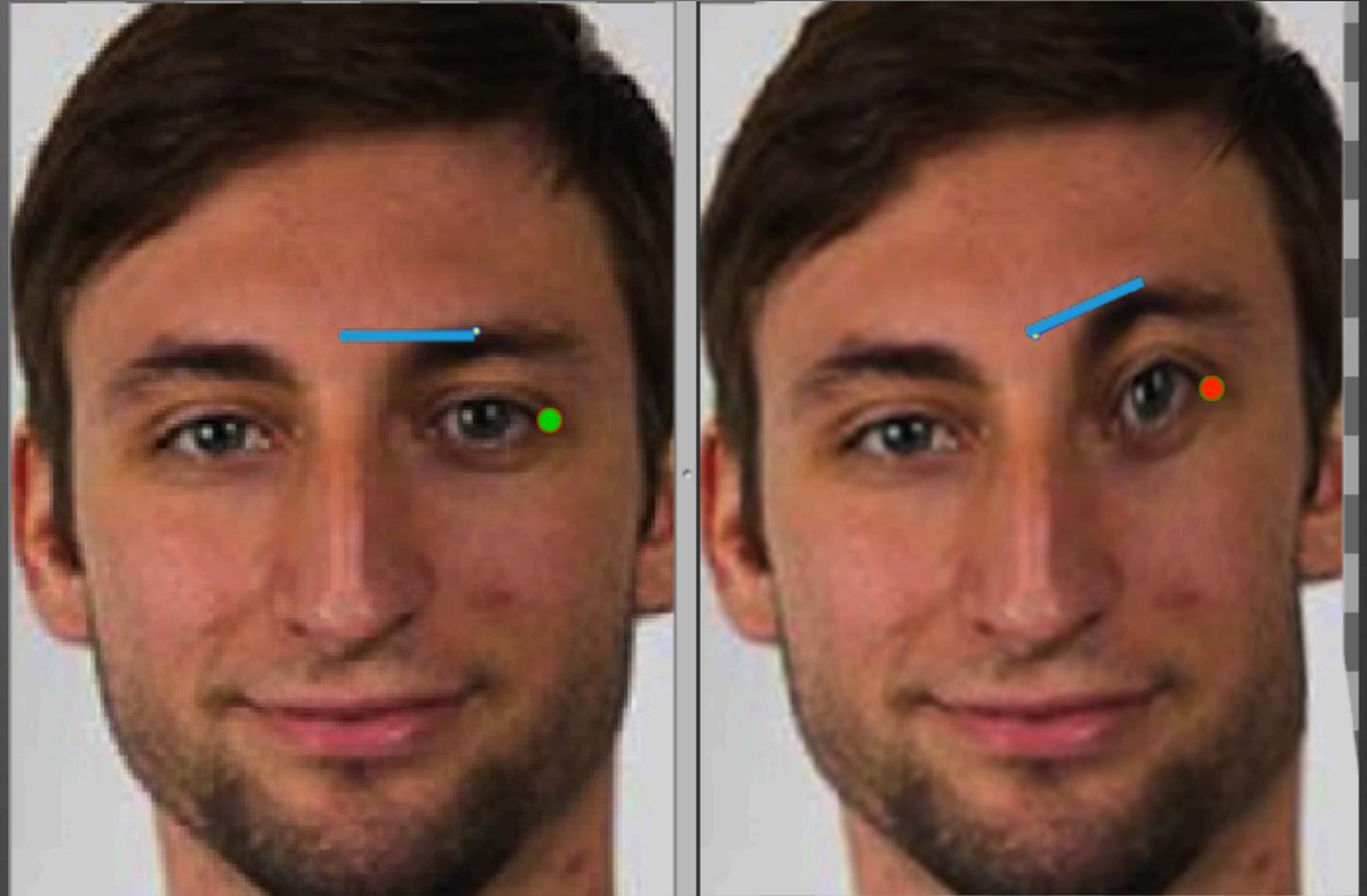


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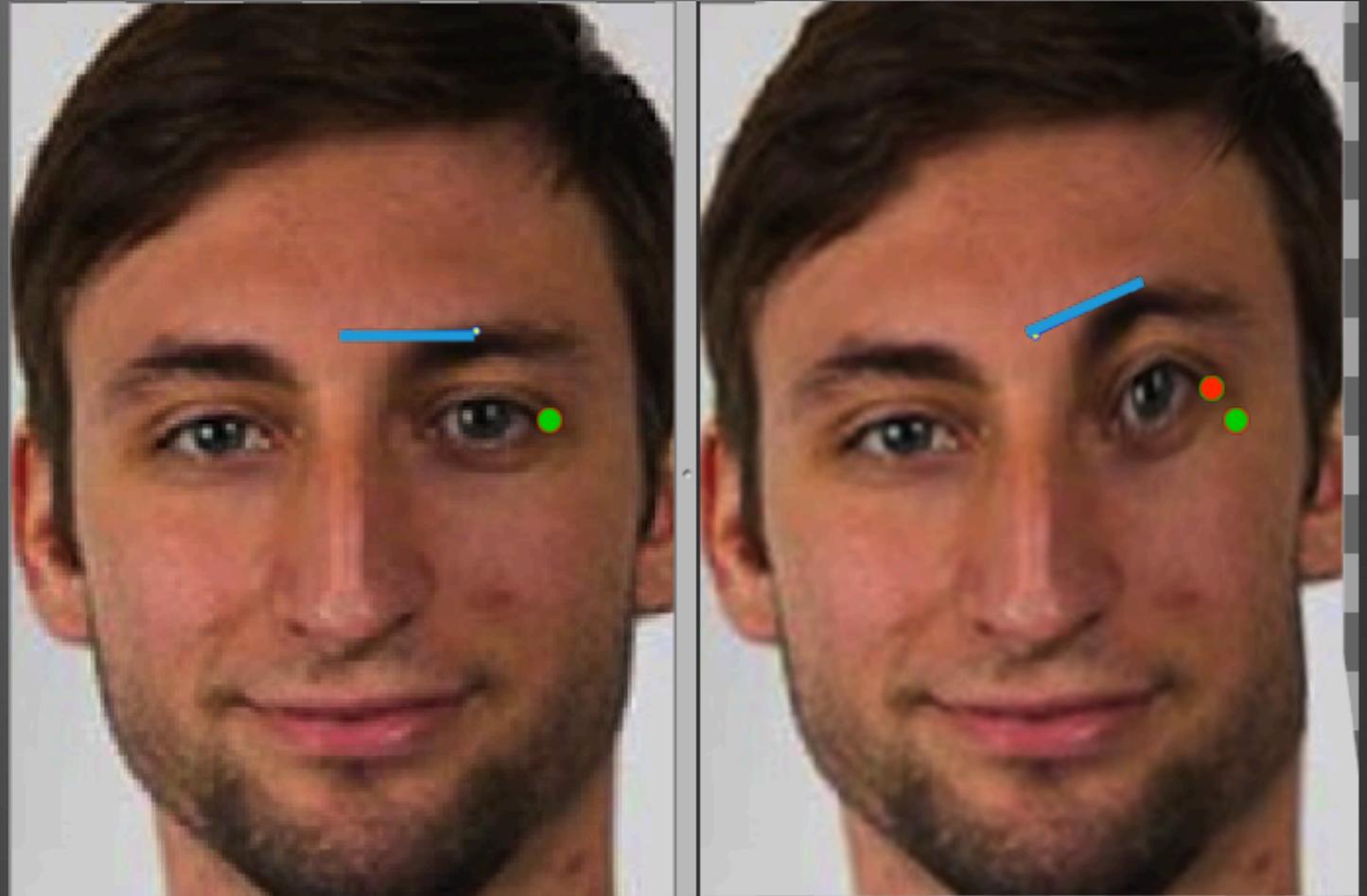


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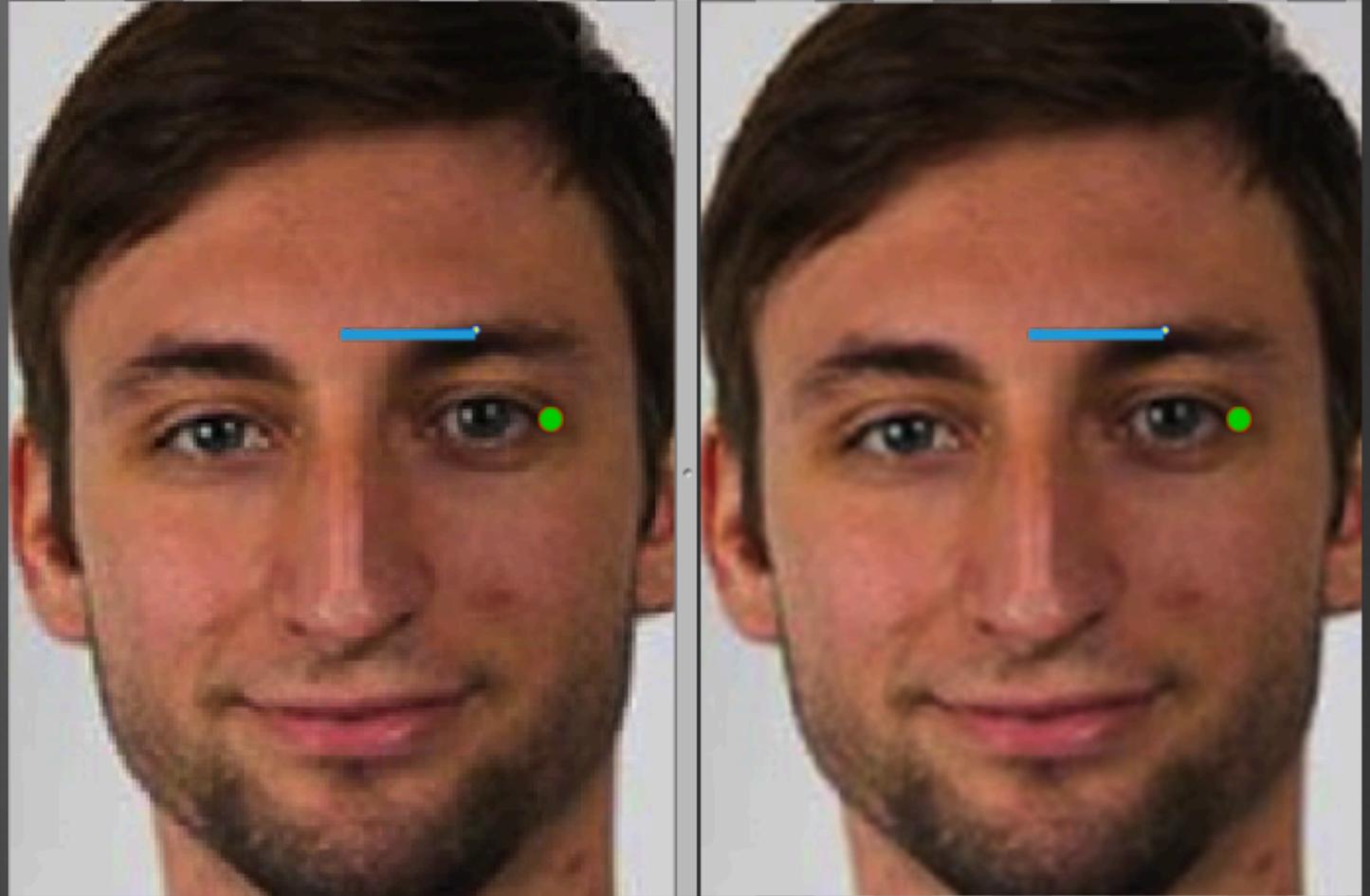


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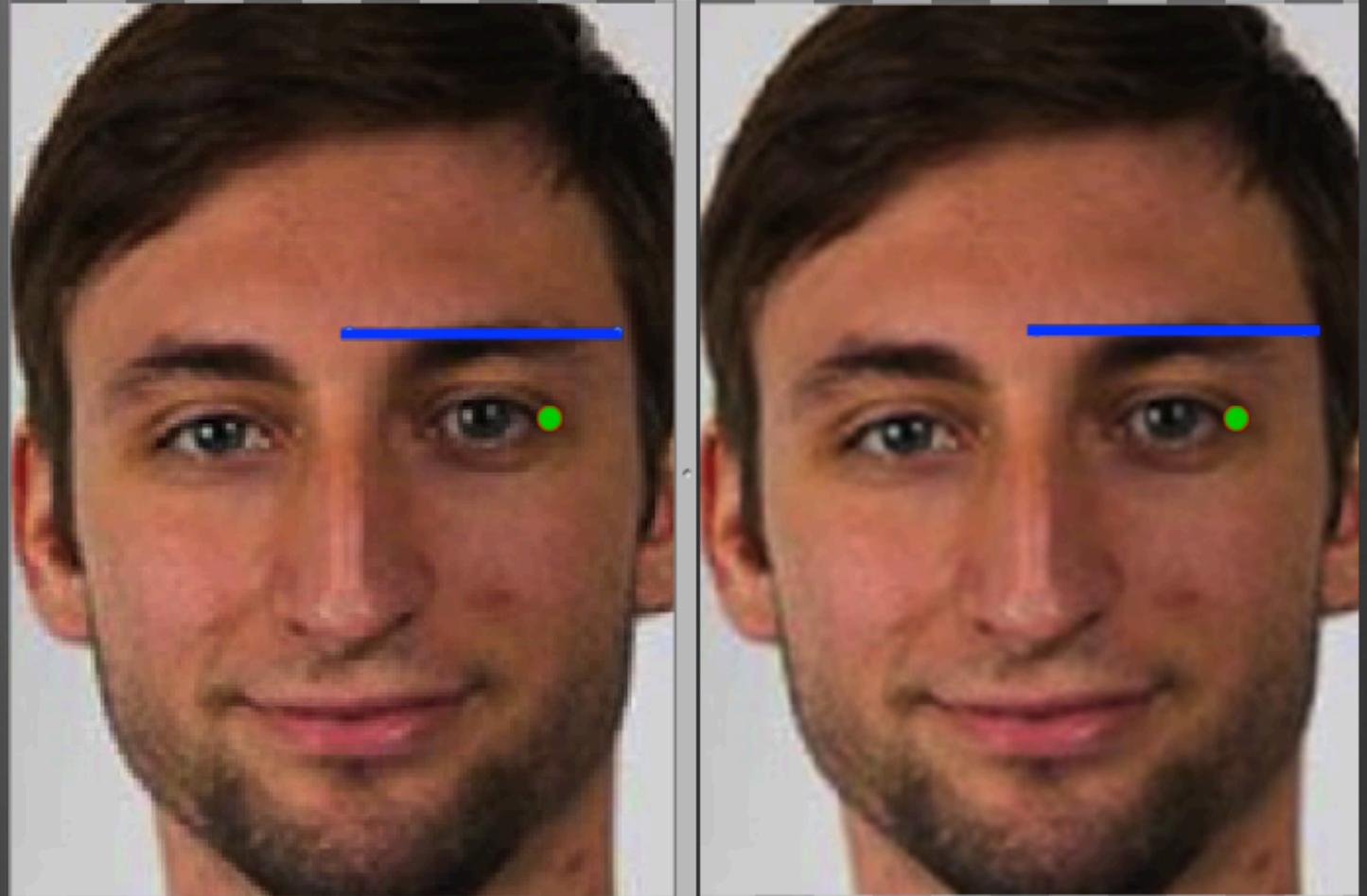


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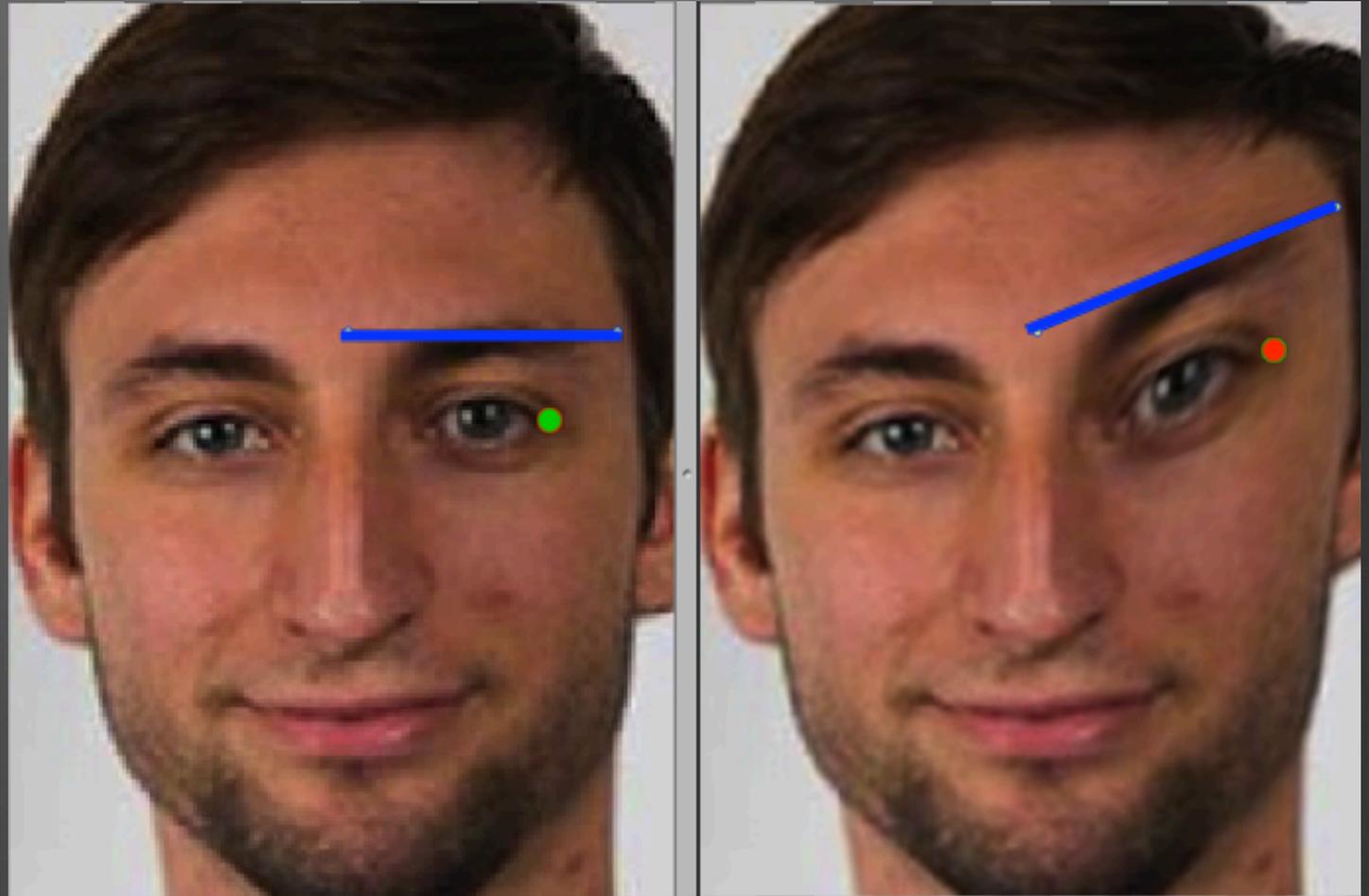


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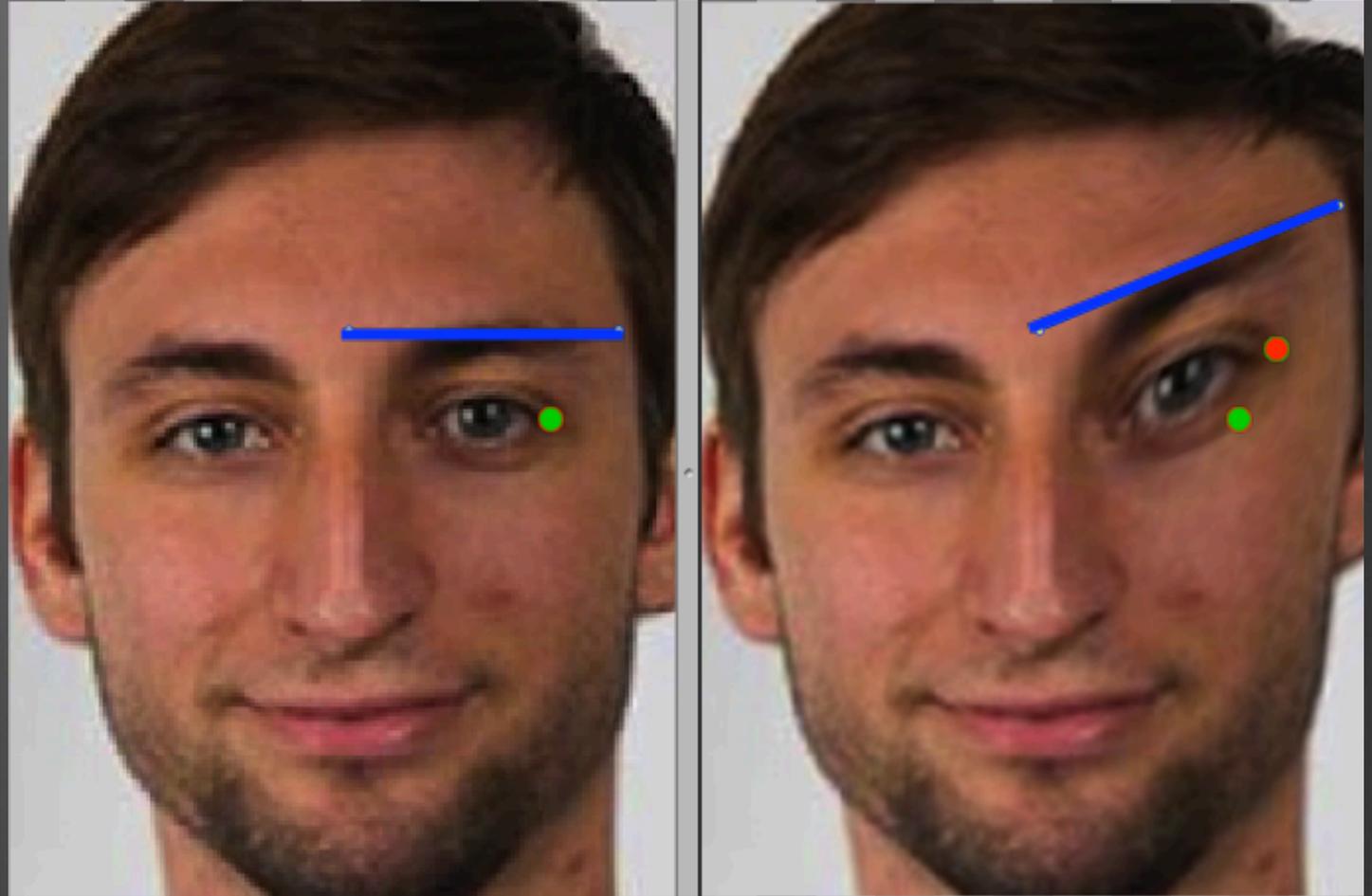


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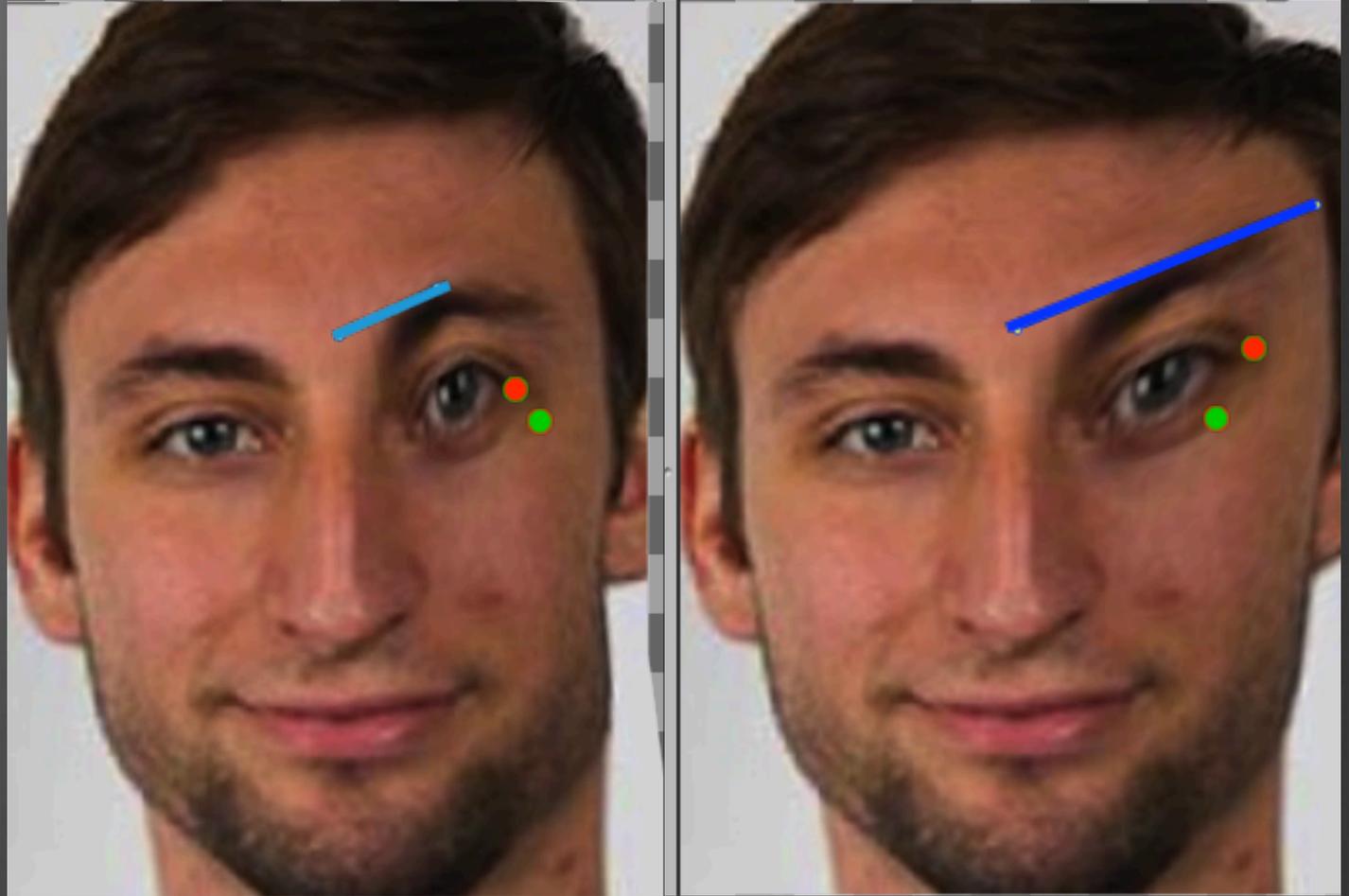
# What Factors Effect Each Pixel?

Pretend That...

Image = Rubber

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line effect  
on pixel  $\propto$  length



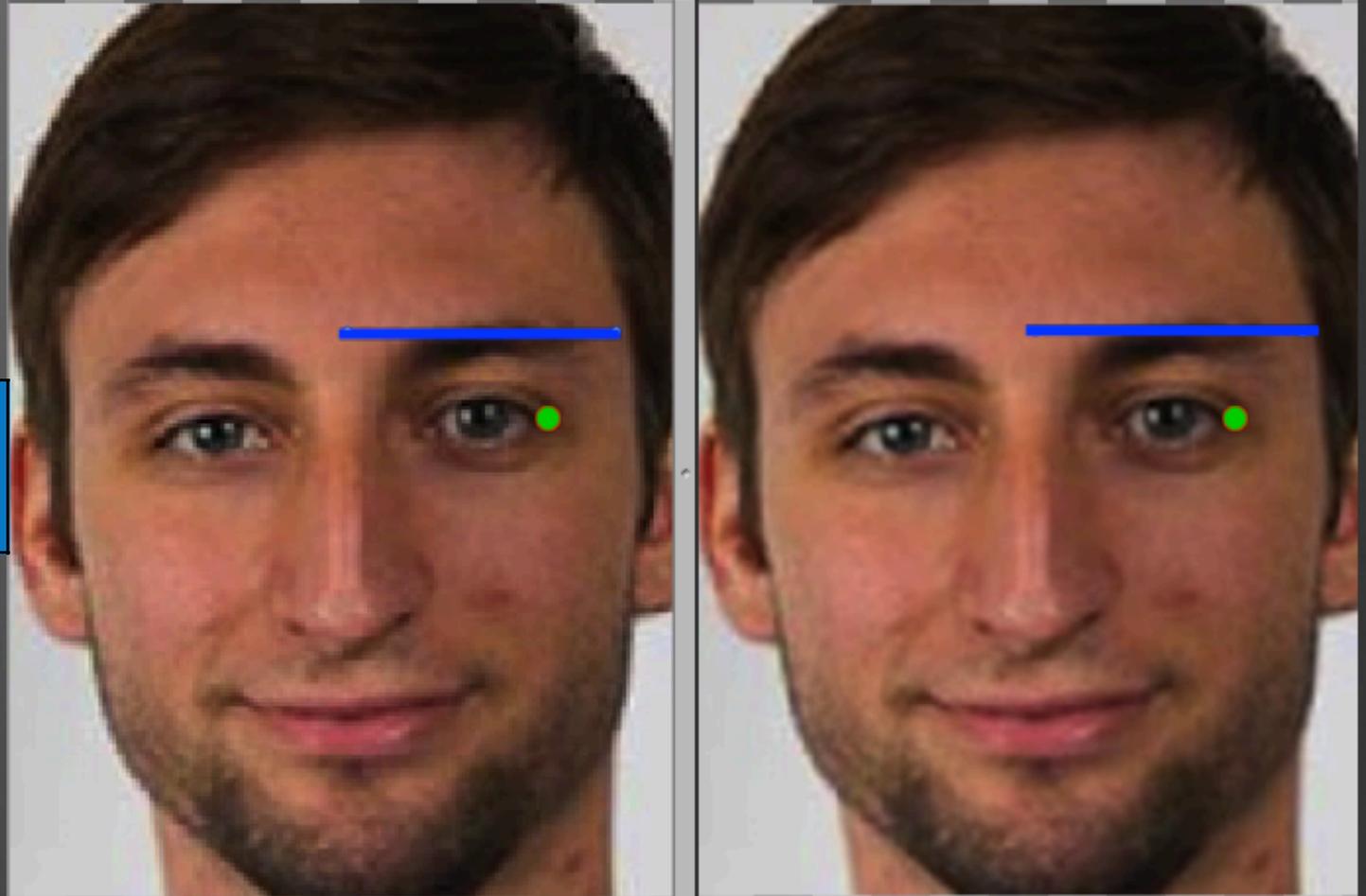
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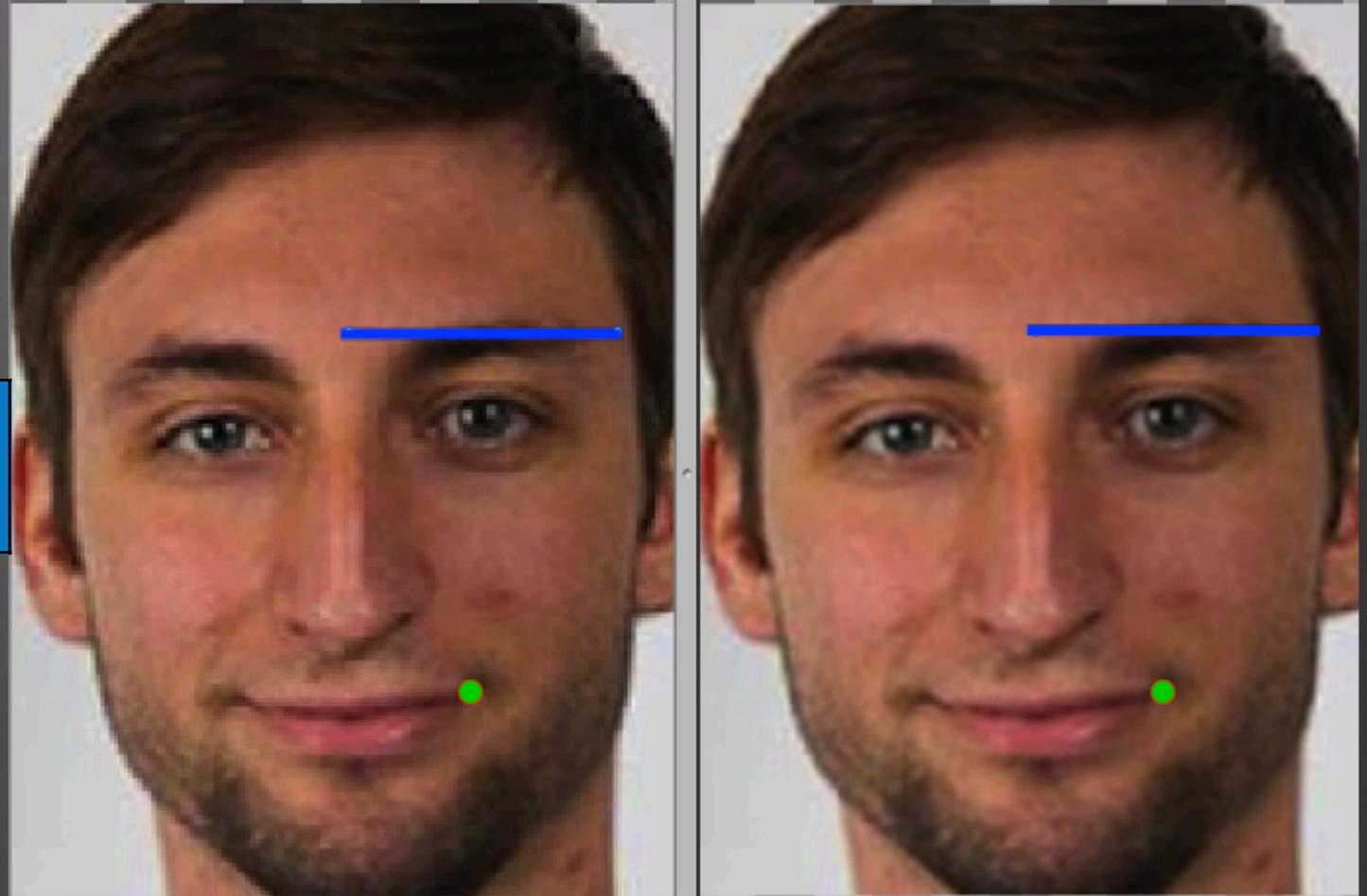
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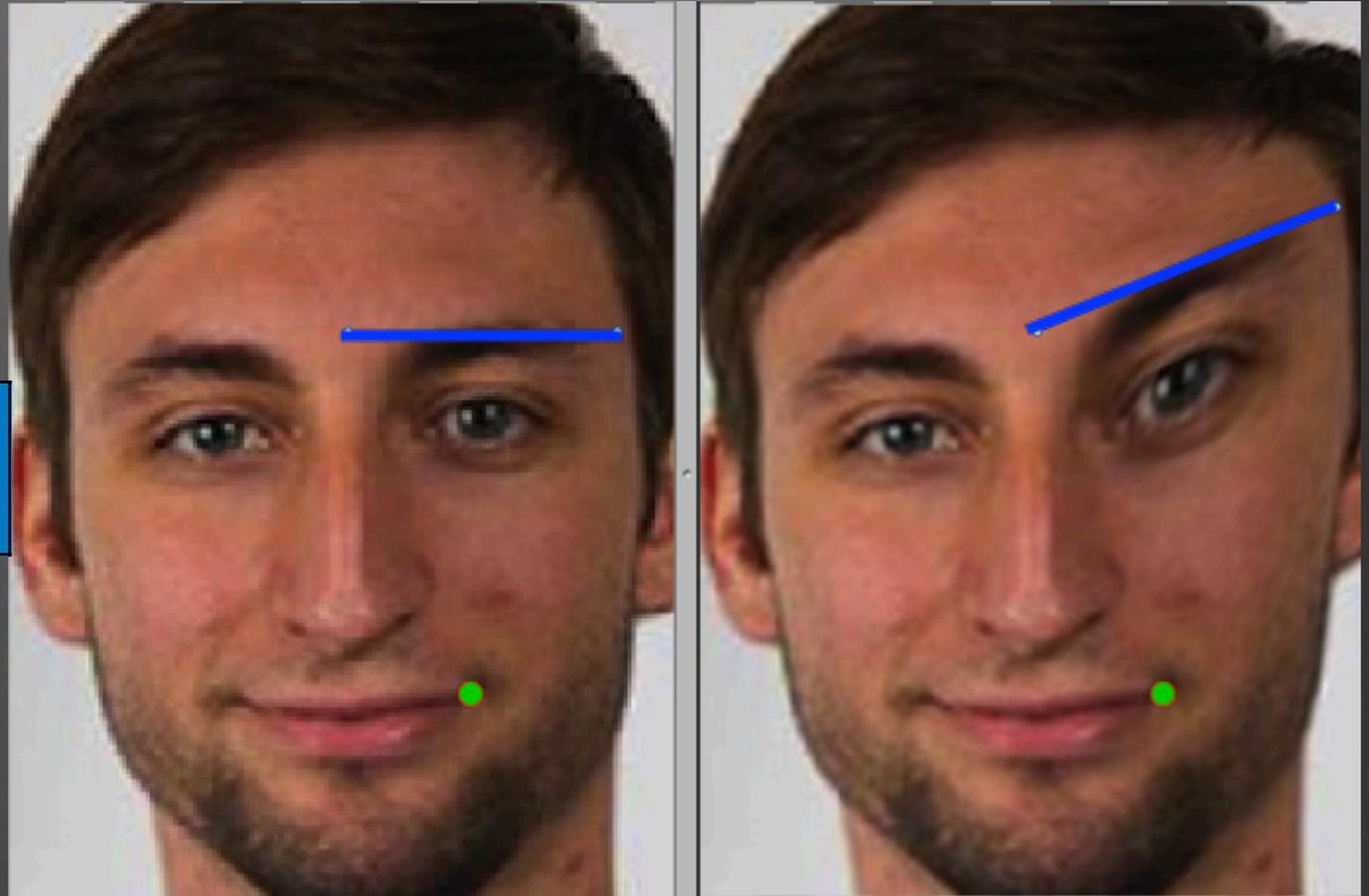
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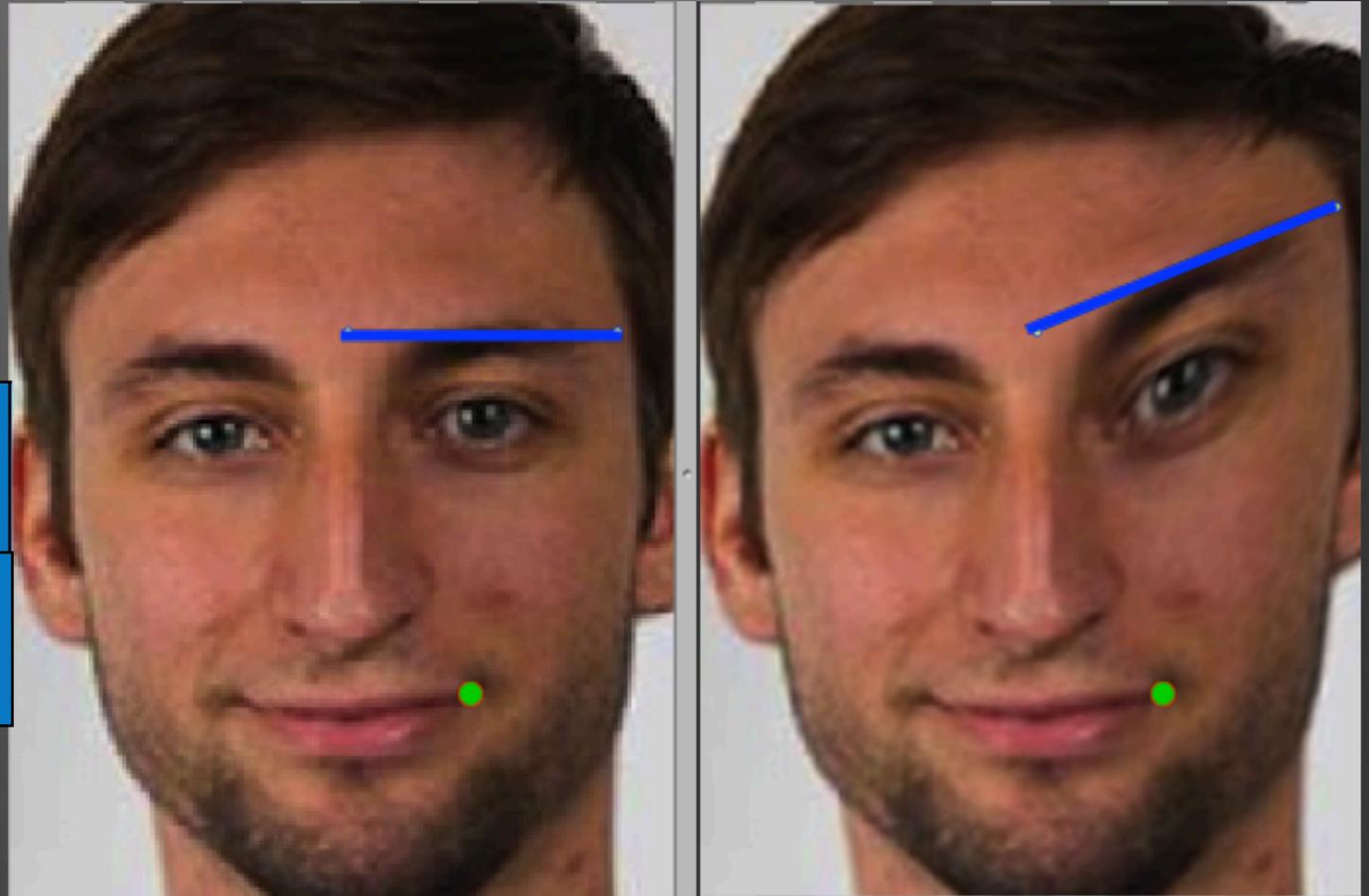
Pretend That...

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Line = Metal Rod

line effect  
on pixel  $\propto length$

$$\propto \frac{1}{dist}$$



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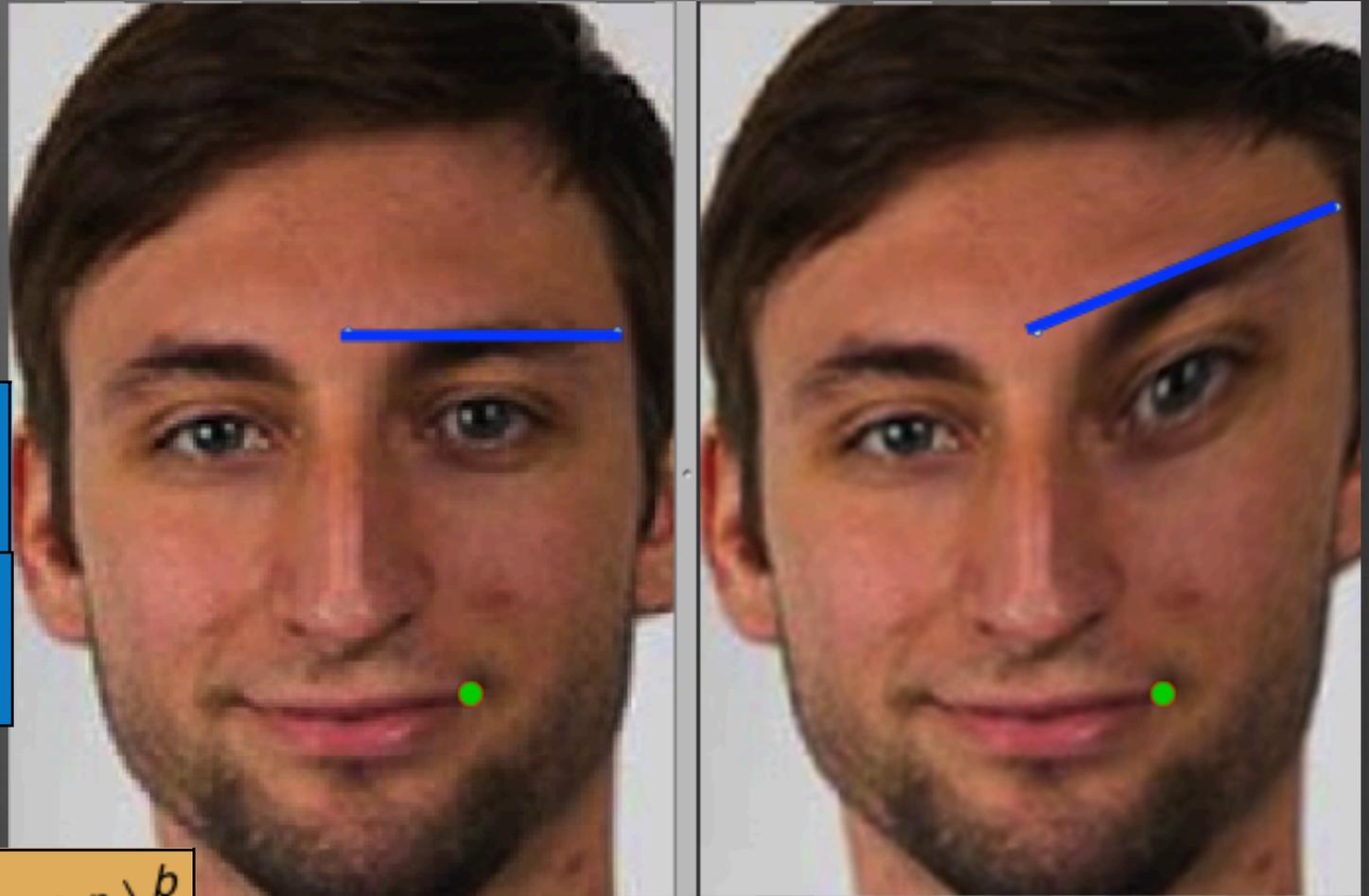
Pretend That...

Image = Rubber

Line = Metal Rod

line effect  
on pixel  $\propto \text{length}$

$$\propto \frac{1}{\text{dist}}$$



$$\text{weight} = \left( \frac{\text{length}^p}{a + \text{dist}} \right)^b$$

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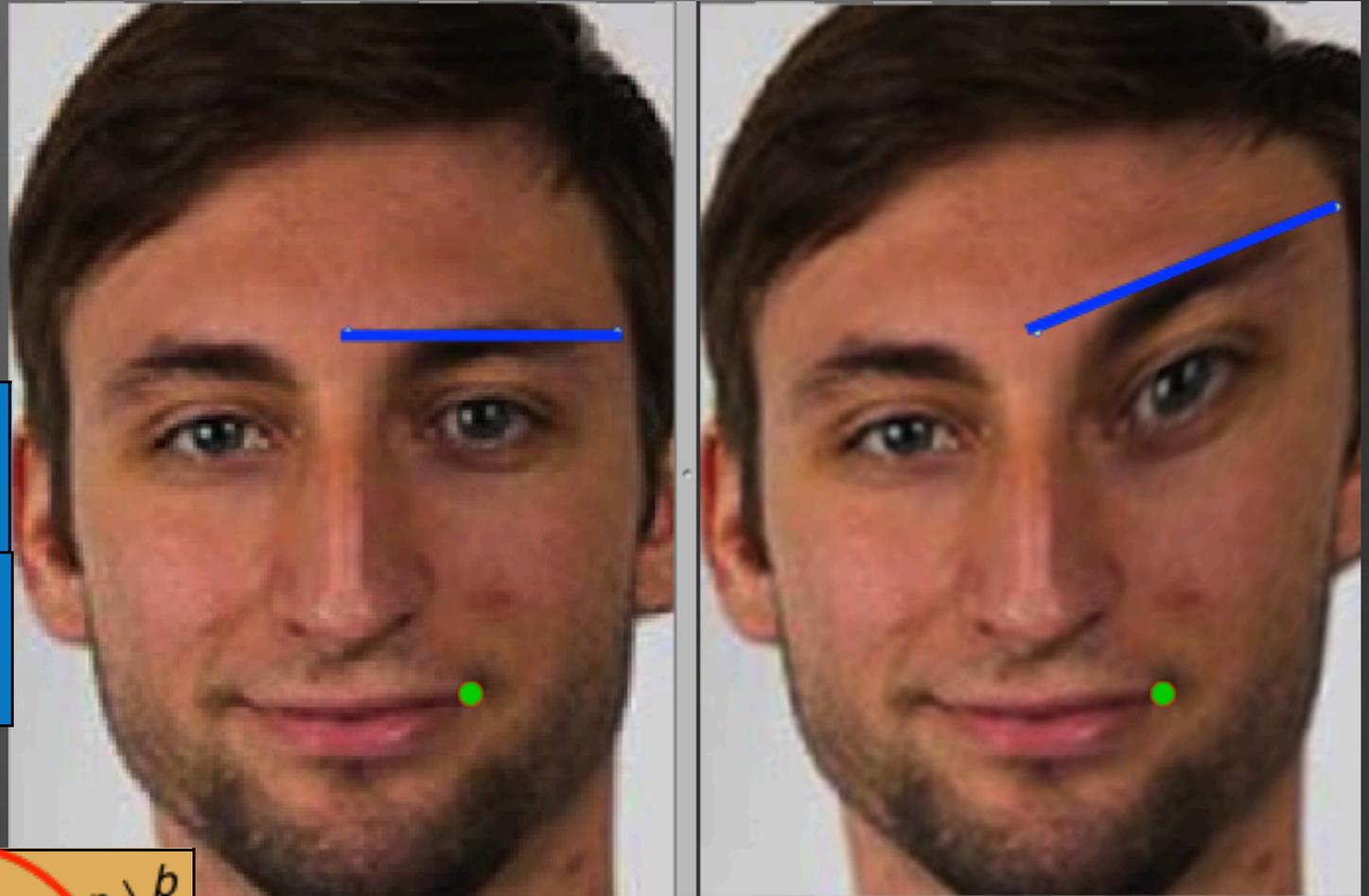
Pretend That...

Image = Rubber

Line = Metal Rod

line effect  
on pixel  $\propto \text{length}$

$$\propto \frac{1}{\text{dist}}$$



$$\text{weight} = \left( \frac{\text{length}^d}{a + \text{dist}} \right)^b$$

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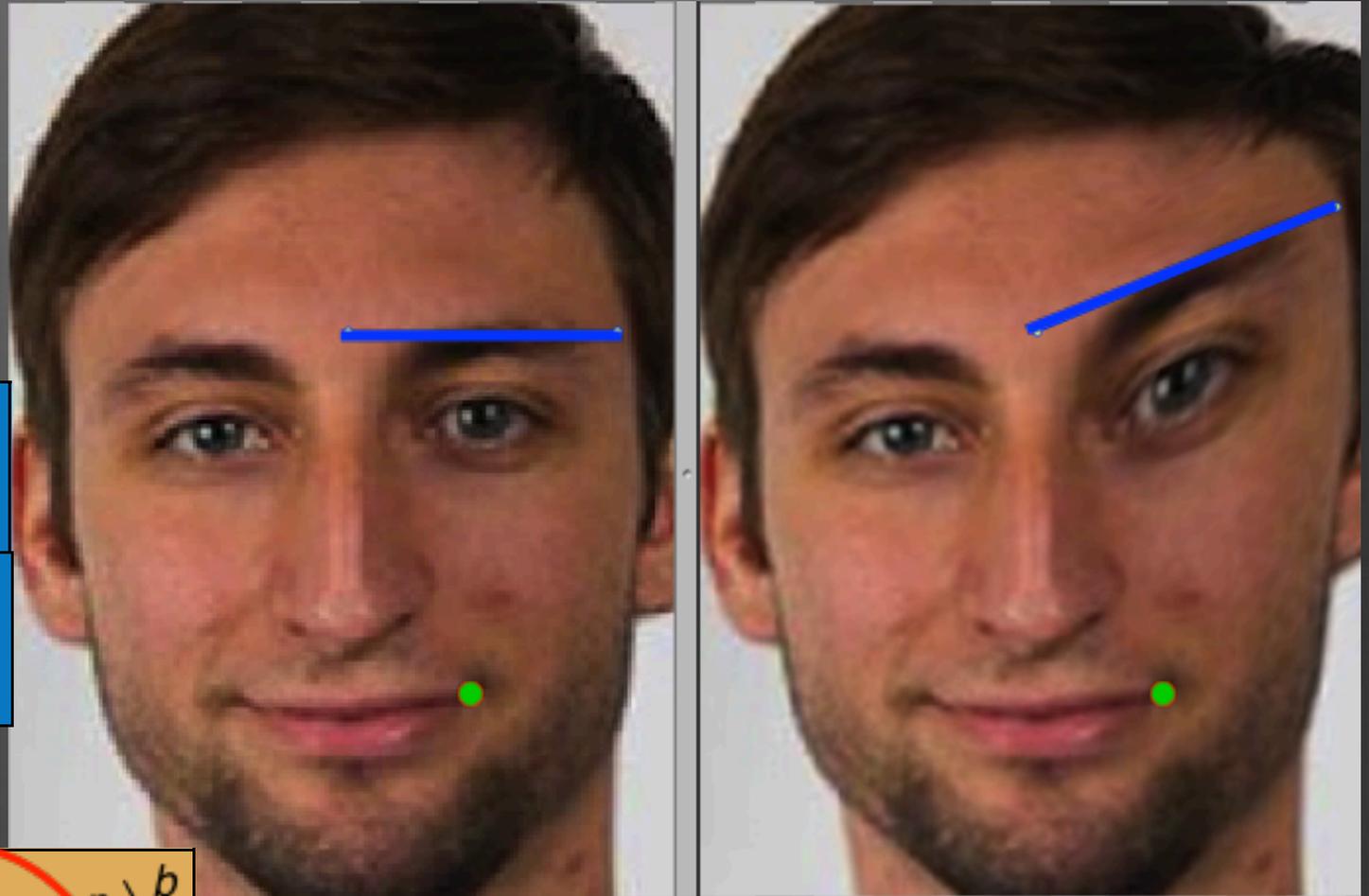
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$$\propto \frac{1}{\text{dist}}$$



$$\text{weight} = \left( \frac{\text{length}^p}{a + \text{dist}} \right)^b$$

a, b, p add customization

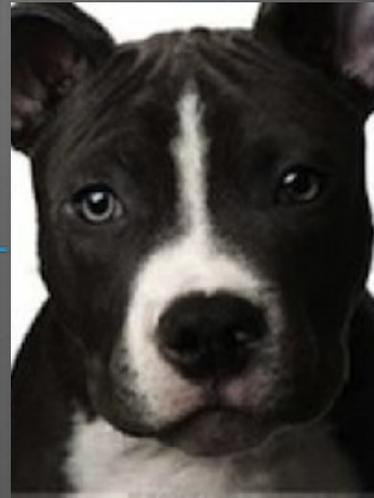
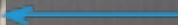
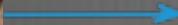
Morphing =

?



Morphing = Cross-Dissolve

?



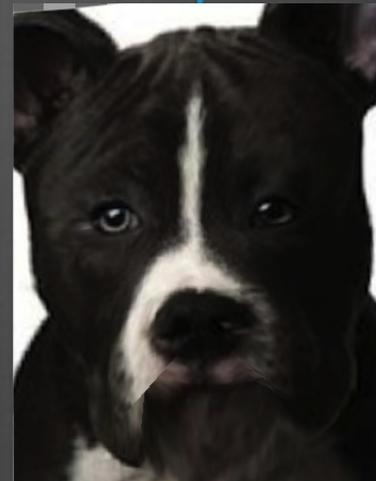
Morphing = Cross-Dissolve ?



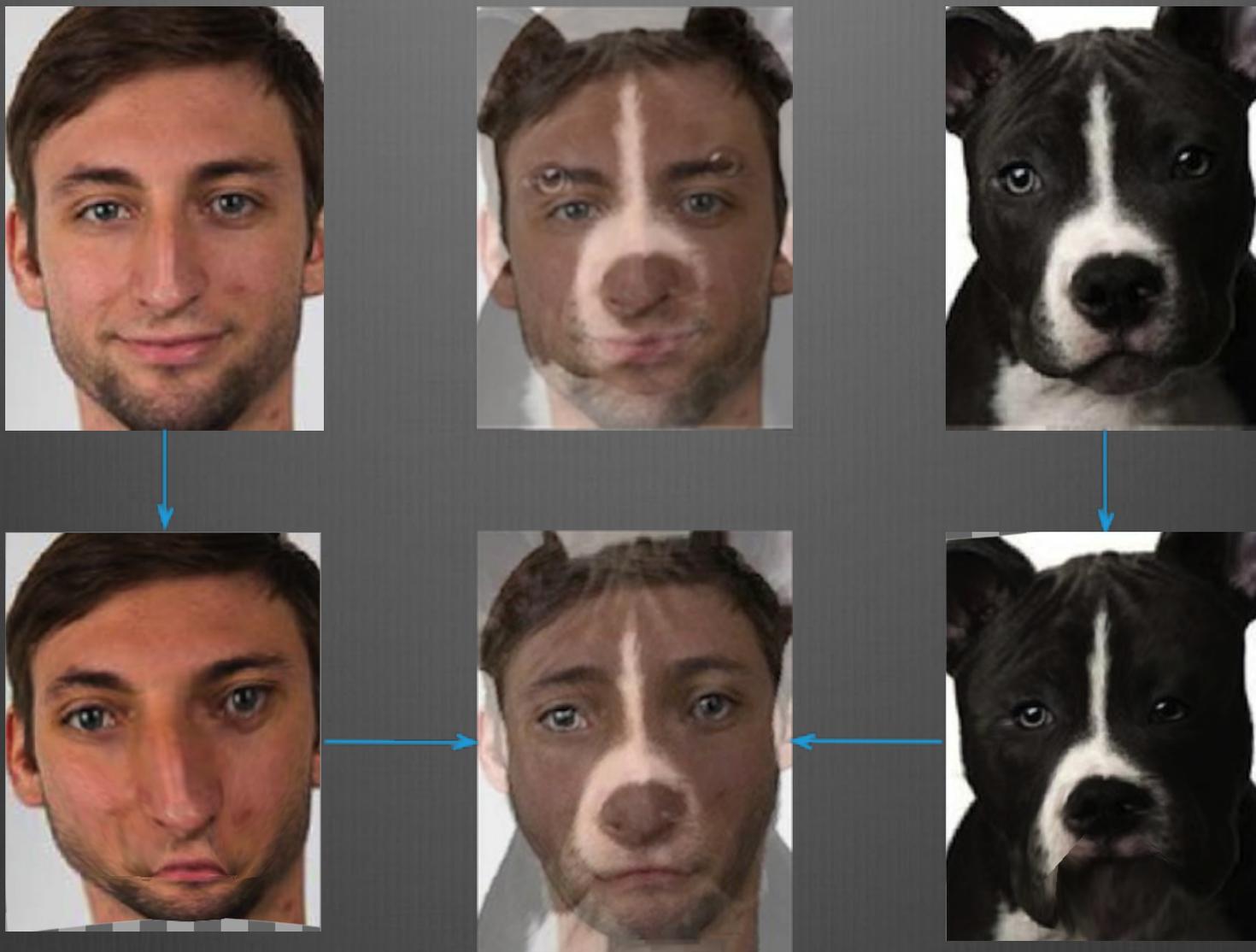
We can do better!

Morphing = Warping +

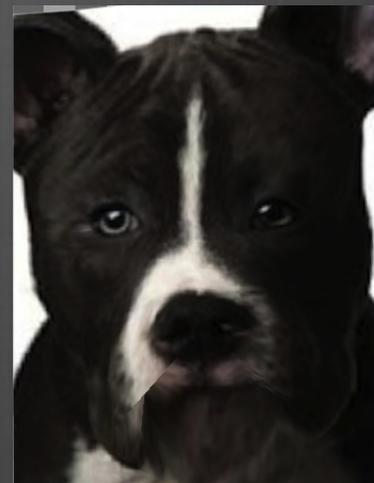
?



Morphing = Warping + Cross-Dissolve 



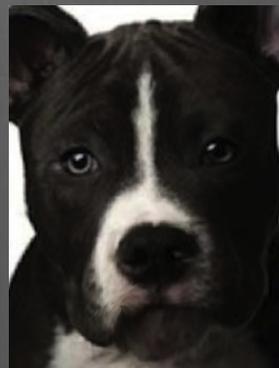
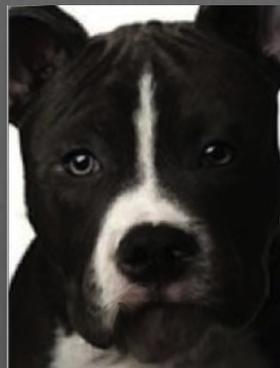
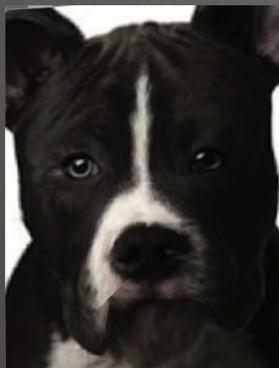
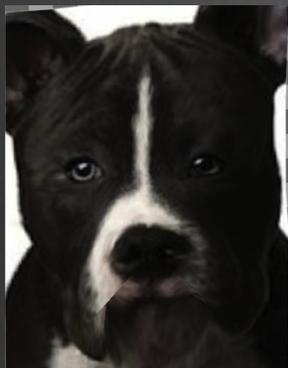
Morphing = Warping + Cross-Dissolve ✓



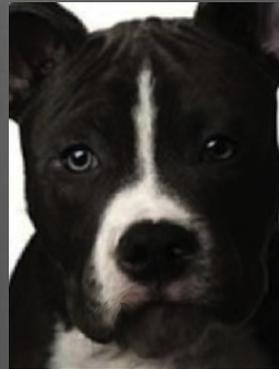
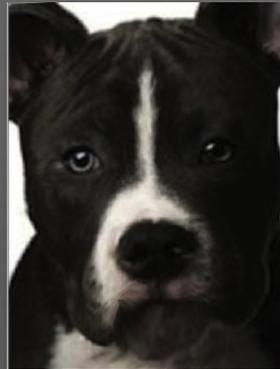
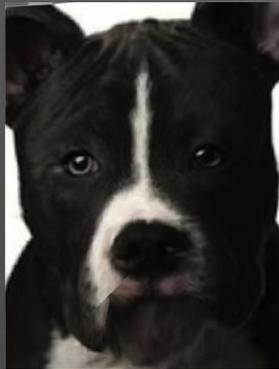
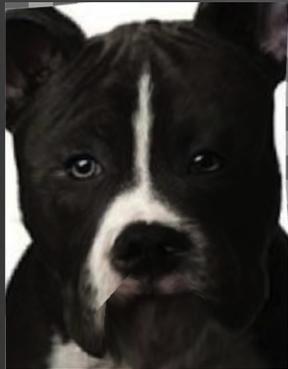
Morphing = Warping + Cross-Dissolve ✓



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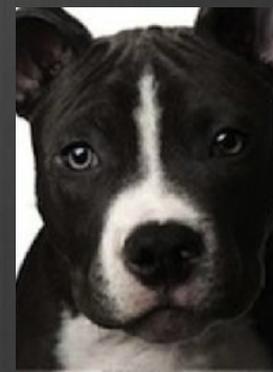
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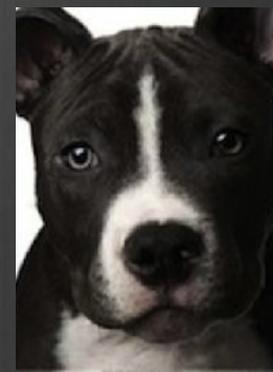
Morphing = Warping + Cross-Dissolve ✓



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