

User Guided Image Abstraction for Vectorization

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1. Introduction

- Pixelated images do not scale well
- Low-resolution images → easily scaling vector images
- Essential step: Image Abstraction
- Reducing the complexity of an image while keeping the important information intact
- Important information:
 - Saliency, foreground & background, colors, light, edges, depth

The Goal of the Framework

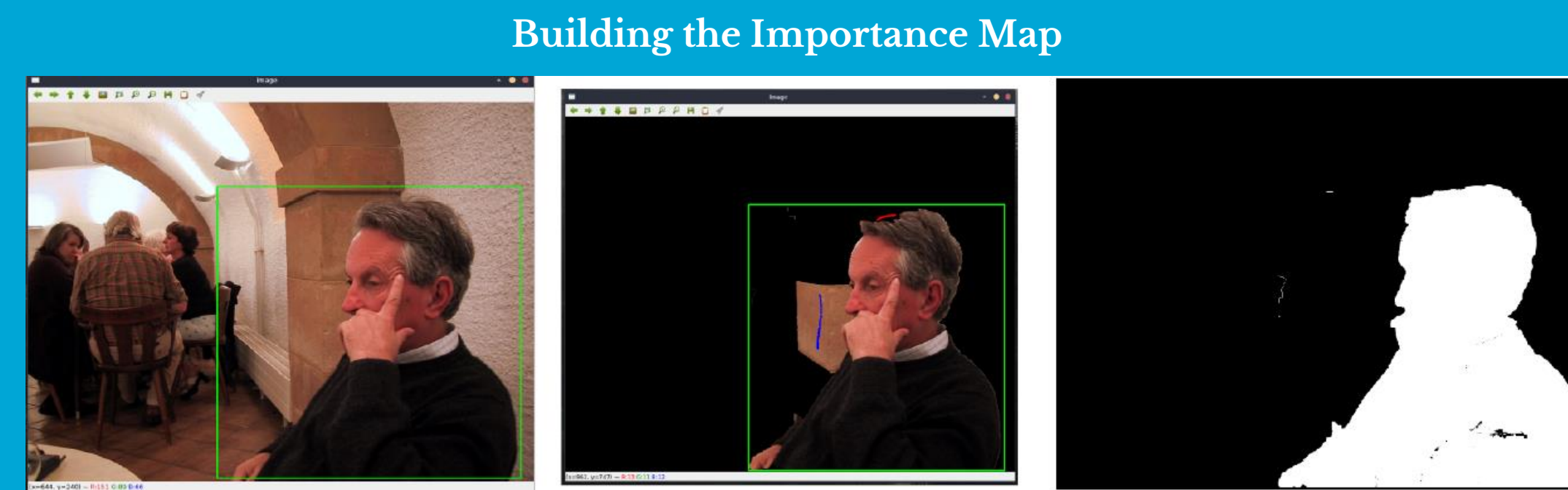


2. Research Question

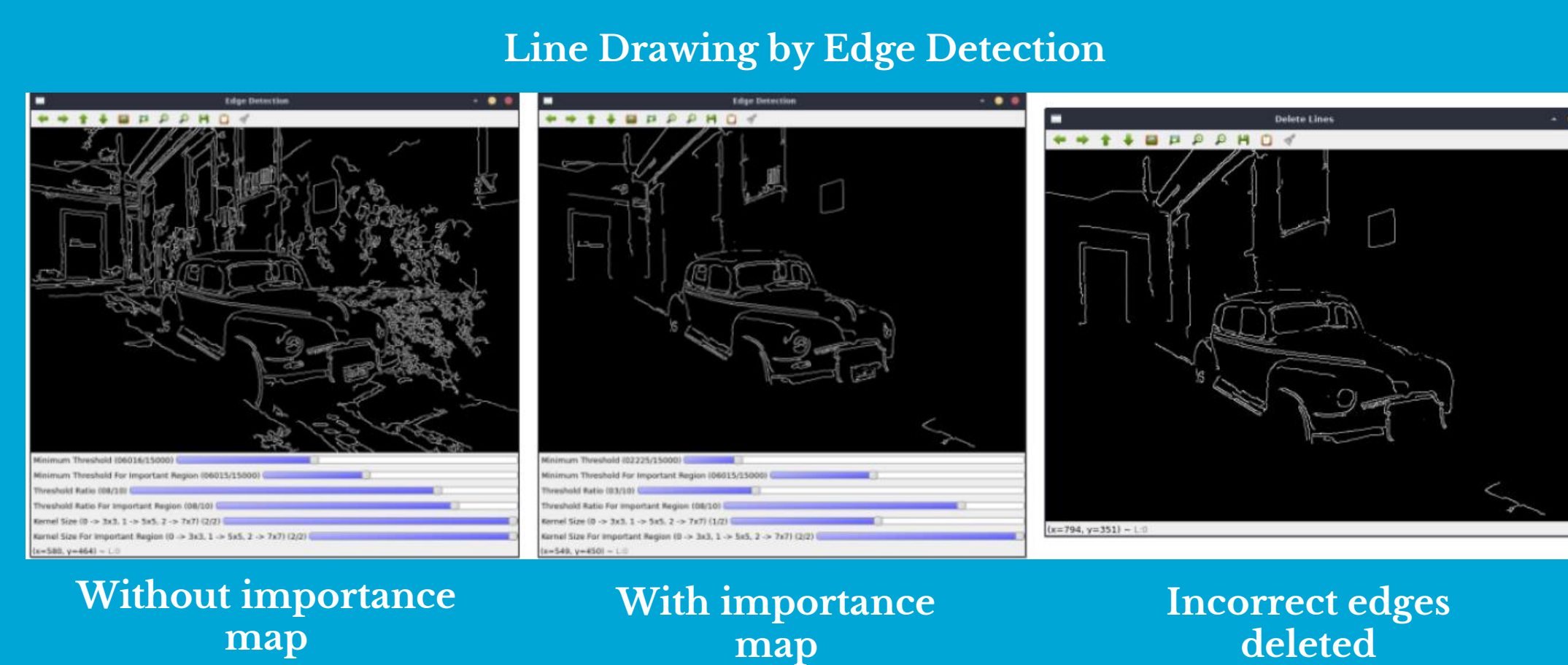
How can a photograph be abstracted to simplify its components with the goal of producing suitable content for vectorization with user interaction?

3. Method

1. Importance map creation using GrabCut
 - Guided by user annotations
 - Later stages: important components are abstracted differently/less



2. Line drawing using Canny's edge detection
 - Various parameters, delete incorrect edges, independent control over important region



3. Abstraction with independent control over important region
 - Mean shift segmentation
 - Hill-climb clustering
 - Bilateral filtering
 - Smoothing, edge preserving
4. Color quantization
 - K-means clustering to reduce color palette, important region and background altered independently



5. Line thickness and anisotropic diffusion

4. Results and Conclusions

- Images are abstracted
 - Reduced color space,
 - Clear boundaries and edges
 - Regions with same color
 - Important information retained
- Both methods work well with automatic vectorization software (AutoTrace)
- Provide user input at every stage → user stays in the loop
 - Results depend on the user's choices and needs
- Abstraction while retaining important features
 - Without the need of special hardware like eye-trackers
 - Bilateral filtering and mean-shift work well in different types of images
 - Color quantization adds flexibility
- Bilateral filtering with quantization:
 - Color space reduced less, smaller uniform-colored regions
 - Better for landscape photos → complicated vectorization that requires more detail

- Mean-shift with quantization:
 - Larger regions with uniform color
 - Abstracted more → less detail, suits the need for simpler vectorization



5. Limitations and Future Work

- Bilateral: false edges or loose edges
- Mean-shift: number of clusters, high-dimensionality causes artifacts, textures are lost
- Canny: disconnected lines → Add scale space theory
- Importance map: one level of importance → Add many levels
- Quantization: sensitive to outliers, different clusters and compactness each time → Explore different clustering algorithms

6. References

- D. Decarlo and A. Santella, "Stylization and abstraction of photographs," Proceedings of the 29th annual conference on Computer graphics and interactive techniques - SIGGRAPH 02, 2002.
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