

Poisson Image Editing Extended - Supplemental Material (poster_0216)

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Figure 1: Alpha Interpolation with Luminance Rescaling run with $\gamma = .2$, $\gamma = .7$, $\gamma = .7$ and $\gamma = .9$ respectively. As γ increases, the spiral is more visible, but so are the bright and dark spots on the image that result from sharp luminance gradients.



Figure 2: Mixed Seamless Cloning (left) and Alpha Interpolation (right) run on a ship's wake and a grassy field. Notice the sharp edges to the region surrounding the wake on the Mixed Seamless Cloning image, and their absence in the Alpha Interpolation image



Figure 3: Mixed Seamless Cloning run on a sand dune and a lake. Notice the quality of texture applied to the lake.

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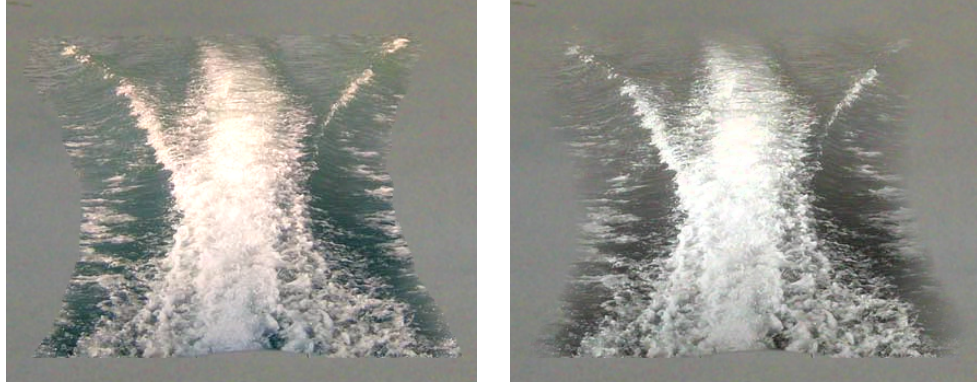


Figure 4: Mixed Seamless Cloning (left) and Alpha Interpolation (right) run on a ship's wake and a beach. Again, the sharp edges of the edited area are not present in the Alpha Interpolation image



Figure 5: Editing the faces of Peter G. Sibley (left) and Tom Doepfner (right) onto that of Tomer Moscovitch (center). The first edit fails to find a satisfactory solution, since the source has a strong increase in luminance from left to right, while the destination is relatively constant. Thus, the Poisson equation will try to find a f with much higher values on the right than on the left (since it captures gradient information), while the Dirchelet boundary conditions try to make the boundary relatively constant. This is impossible, so the solver returns an unsatisfactory solution without being able to converge. The second edit has a source edit that does not have the increase in luminance from left to right, though it has internal highlights. Thus, it is possible to find a satisfactory solution.