

Povzetek

V diplomskem delu bomo predstavili, kako lahko iz fotografije izbrišemo neželjeni objekt s pomočjo algoritma, ki ga je razvil A. Criminisi. Predstavili bomo osnovno delovanje algoritma, kakšne prednosti prinaša pred drugimi podobnimi pristopi in predstavili našo implementacijo istega algoritma. Implementirali ga bomo na mobilni platformi Android v programskem jeziku Java skupaj z uporabniškim umesnikom, ki dovoljuje zajem slike iz kamere, na kateri lahko s prstom določimo neželeni objekt. Za konec si bomo ogledali primerjavo naše implementacije z algoritmom Content Aware aplikacije Adobe Photoshop.

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Ključne besede:

Criminisijev algoritem, polnjenje regij, grafična obdelava slik.

Keywords:

Criminisi algorithm, inpainting, graphic image processing.

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