Stylized Rendering for Multiresolution Image Representation



Mark Grundland • Chris Gibbs • Neil A. Dodgson Computer Laboratory, University of Cambridge



The Art of Compression

Image representations value economy of expression, conveying the most information with the least effort.







Why Stylized Rendering?

Enables the user to control how compression affects the aesthetic appearance of an image.



Standard JPEG 9.7KB≈53:1

Lossy Image Compression

Our Technique 8.5KB≈60:1

Enables an image's resolution to match its content, allowing for progressive image display.







Standard Rasterization

Progressive Image Compression 1% = 625 Samples



Enables an image's resolution to match its content, allowing for progressive image display.







Standard Rasterization

Progressive Image Compression 2% = 1,250 Samples



Enables an image's resolution to match its content, allowing for progressive image display.







Standard Rasterization

Progressive Image Compression 4% = 2,500 Samples



Enables an image's resolution to match its content, allowing for progressive image display.







Standard Rasterization

Progressive Image Compression 8% = 5,000 Samples



Enables an image's resolution to match its content, allowing for progressive image display.







Standard Rasterization

Progressive Image Compression 16% = 10,000 Samples



Enables an image's resolution to match its content, allowing for progressive image display.





Standard Rasterization

Progressive Image Compression 32% = 20,000 Samples



Limitations of Compression

Conventional compression only allows the user to control the rate of data loss but not its visual consequences.





Original Image 512KB = 1:1

Standard JPEG 7.0KB≈73:1

Limitations of Stylization



In image representation, stylization should not be treated as an afterthought: at some resolution, it is inevitable.





Original Image 512KB = 1:1

Stylized Rendering of the JPEG Image 7.0KB ≈ 73:1

Compression and Stylization

Use an image representation suited to stylized rendering and rendering elements designed for compact encoding.





Original Image 512KB = 1:1

Our Stylized and Compressed Representation 7.2KB \approx 71:1



Image Representation Requirements

Representing an image by a suitable sequence of colors, we propose a point-based framework for image sampling, image compression, and image reconstruction:

- **Compact:** Enables efficient lossless and lossy compression.
- **Secure:** Deters unauthorized access by scrambling the data.
- Progressive: Exhibits a smooth transition between multiple levels of detail, culminating in an exact reconstruction.
- Flexible: Supports diverse photorealistic reconstruction techniques and non-photorealistic rendering styles.
- Intentional: Allows the artist to creatively formulate novel rendering styles.



Spatial Proximity Graphs

- The Voronoi diagram and its dual Delaunay triangulation are the basis for our sampling and rendering framework:
 - ✦ For each sample site, only its color needs to be stored explicitly.
 - The appearance, shape, and position of its region of influence on the rendition are all inferred from its color sample as well as the colors and positions of the preceding sample sites.



Adaptive Sampling



Salancing global coverage with local precision, our method selectively samples the vertices of the Voronoi diagram.



Original Image



Our Adaptive Farthest Point Sampling 2% = 3,200 Samples

Adaptive Sampling Technique

- ***** How to balance global coverage C with local precision P?
 - ✤ For each sample site candidate, consider its neighboring samples.
 - Measure coverage C_i as squared nearest neighbor distance.
 Measure precision P_i as local mean absolute luminance deviation.
 - ★ Z-scores make the measures comparable: C'_i = $\frac{C_i \mu(C)}{\sigma(C)}$, P'_i = $\frac{P_i \mu(P)}{\sigma(P)}$
 - Select the sample site with the highest combined score:
 S_i = min(C'_i, P'_i) + λmax(C'_i, P'_i) with tradeoff parameter 0 < λ < 1.
 - To balance two potentially conflicting criteria, the final score gives greater weight to the lower z-score over the higher z-score, with the tradeoff λ parameter dictating how high the higher z-score must be to dominate the influence of the lower z-score.

Geometric Rendering Styles

Geometric subdivision refines the image mesh, defines the colors of the new vertices, and uses various shading styles.





Delaunay Triangulation





Procedural Rendering Styles

Parametric procedural textures reconstruct the image from filter functions centered on the sample sites.







Voronoi Diagram

Procedural Rendering Style 2% = 3,200 Samples





Evolving Rendering Styles

- Using genetic programming, novel rendering styles are evolved in response to the user's aesthetic judgment.
 - The parameters and functions that define the symbolic expression of a procedural style are randomly mutated and recombined.
 - The resulting variations are presented to the user who selects which one should survive for further refinement.





Perspectives for Research

- When images communicate ideas or illustrate narratives, stylized expression could be both more appropriate and more efficient than photorealistic reproduction.
- Sy shaping the viewer's impression of an image, deliberate stylized rendering could allow for visual artifacts to play a constructive role in visual communication.
- The perceived visual quality of a highly compressed image could be improved by shifting the viewer's expectation from a photographic reproduction to an artistic rendition.
- Stylized rendering could help make abstraction and simplification appear legitimate, encouraging the viewer's imagination to complete the picture.

Any Questions?

