

## /h/25/grace/csc320/a4-scheme

CSC320H Introduction to Visual Computing  
Assignment 4 Grading by Yan (Grace) Wang

Student-1 Name: \_\_\_\_\_  
CDF-1 Login: \_\_\_\_\_

Student-2 Name: \_\_\_\_\_  
CDF-1 Login: \_\_\_\_\_

Lateness adjustment:

(on time) before 2pm Apr 5  
-15 for each day late  
-100 over 4 days late

Part 4: Extending your code to enable unattended morphing (10 points)  
java Morph -mS1 images/fabio2.gif -mS2 images/fernanda.gif -msrc1 lines1.cmd  
-mdest1 lines2.cmd -frames 10 -mD f

Part 5: Extending UI to enable morphing (10 points)

The interface should provide the following functions:

- 5.1 Selecting two source images
- 5.2 Buttons, menus, or dialog boxes that control the parameters of the morph algorithm
- 5.3 An interface for drawing lines in the source and destination images and for interactively re-positioning their endpoints
- 5.4 Drawing/re-positioning interface should not be very slow
- 5.5 Saving of the line pairs into two .cmdf files
- 5.6 Allow users to specify a single value for the warpfraction parameter
- 5.7 Warp button to allow the computation of a single intermediate morph that corresponds to that parameter
- 5.8 Allow users to view the results of each stage of process

Part 3. Implementing the Beier-Neely Algorithm (70 points)

- 3.1 Field warping from a single line pair (25 points)
- 3.2 Field warping from multiple line pairs (15 points)
- 3.3 Creating in-between field warps from two images (10 points)
- 3.4 Creating the intermediate morphs by adding a cross-dissolve step (5 points)
- 3.5 Anti-aliased field warping (15 points)

Part 6: Creating your portion of the class video (10 points)

- 6.1 Video directory of 30 images for each partner
- 6.2 Visual quality of the morph  
common problem: "double-image" effect