# Paint by Numbers:Abstract Image Representation 

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## Impressionism

- 19th Century art movement
- Emphasizes light movement with visible brush strokes
- Use of fewer strokes and primary colors, concentrate on "Impression" of a scene
- Communicate abstract image scenes to the viewer



## Introduction

- Computer graphics are photorealistic images of objects
- Alternative is to create abstract images which looks like impressionist art
- Goal: Take realistic image abstract impressionist art.

Images usually realistic... what if we want to create artistic renditions.

## Simple Technique

- Take a regular photo image and convert into impressionist image
- Want to make it easy for the user to create many different representations
- Create brush strokes to represent the original image
- Art image is an ordered set c strokes.


## Different

representations based on the size, color, brush pattern etc.

## Our Goal



## Creation

- Pixel color under mouse pointe continuously sampled
- User selects brush shape, direction, size.
- Brush size also decided by speed of mouse movement. Fast = larger brush size.
- On Mouse click, an image of the brush stroke is drawn
- Smaller brush strokes used for detailing


## Detailing

- Shape and size of brush strokes heavily influences the final image



## Advanced Operations

- Advanced effects can be applied to paintings
- Map brush strokes to light gradient directions for greater realism
- Create own brush stroke from a real brush stroke
- Ray Painting: Represent Ray Tracing

Images using brush strokes

## Using a light gradient



## Sampled Brush Stroke



## Ray Painting



## Conclusions

- Goal: Not to make photo realistic images, instead abstract art representations
- Image programs effects extrapolate upon this basic technique
- Techniques also used as filters and tools e.g. Brush Stroke filters in Photoshop ${ }^{\circledR}$ and clone brush tool.


## Photoshop Brush Filters



