The article *Painterly Rendering for Video and Interaction* by Aaron Hertzmann and Ken Perlin explains the concept of non-photorealistic animations and aspects of painterly video processing. The article describes various techniques used, such as the different brush strokes used. Another technique encompasses the point of “painting over” animations and adding paint only where there are changes in source video. The benefit of non-photorealistic animations seem to provide a sense of creating convincing interactive visual experiences.

At first I did not understand the main concept of the paper, however, as I read through the painting-over technique I got more interested. I found it interesting that the painting-over technique helped improve the video frame. Specifically, the painting-over effects allows for temporal coherence to improve. However, I wonder how the future of painting-over will improve problems such as flickering and video noise. The article describes a way to improve sloppiness of an image by applying difference masking. Difference masking is a technique that only paints over areas that comprise of significant motion.

Furthermore, I found it intriguing how the techniques were applied to a jazz music video. Various painting styles were encompassed to “changing mood and intensity of music.” It was so interesting how larger brush strokes were used for intense passages and smaller strokes used during translational passages. The excerpts in fig.4 show how the combination of camera movement and various techniques used all made a smooth view from one image to the next.
Telemurals: Linking Remote Spaces with Social Catalysts by Karahalios and Donath

This paper is about various methods one can use to connect different spaces. It is about innovating interesting ways to connect people in remote spaces. These innovative interaction points are not meant to facilitate professional communication, but are simple created for fun, amusing communication.

This paper introduces a topic we talked about in class called Telemurals. Telemurals is basically an audio-video connection that can connect two spaces abstractly. The main idea behind this video wall is to evolve the space, show more of the person, as the two people communicate. These interactions were videotaped and this footage is used to annotate patterns of use for the study.

As was mentioned in the article, I think it would be beneficial to use many microphones as more people would feel comfortable speaking in front of the wall. It would be interesting for the video wall to start of by showing a cartoon figure. The cartoon figure would resemble the person on the other side of the wall, and emerge slowly as the two groups interacted through movement and voice. If the two people have invested enough time in the interaction, then the cartoon figure would become the real person.
Non Photorealistic Rendering by Gooch and Gooch

As I first read the abstract of this paper, I felt like I should be saying “Wow!”.
The authors make it sound like their solution is best thing in the market for photorealistic rendering techniques. The method described is called “Geograftals”. It basically describes the action of using different shape brush strokes to produce a variety of artistic effects. It was incredible to read about the intricate textures that can be drawn on an image. Computer’s can definitely create better textures than humans.

It was interesting, however, to note that the authors mention Dr. Seuss’s truffula trees, from the Lorax. This tree conveys its character through its texture even though there is only a simple two or three color per tree. A computer can never reproduce such intricate artistry. This shows how humans may always have the upper hand against computers.