Interactive Artistic Rendering

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The authors of this paper present the reader a new technique for rendering artistic effects within a coherent framework. Like previous papers, the authors bring of the difference between computer generated output and human generated output. Computers being extremely efficient computational devices, can produce very high quality and very accurate images. Humans, on the other hand, are not capable of such accuracy and instead rely on specific techniques to reproduce this accuracy.

Before reading this paper, I never really noticed the full potential of simple textures on an image. In one of the examples, the authors use Dr. Seuss' truffula trees, from the Lorax. While only containing two or three colors per tree, the tree convey much of its character through its texture. Trying to reproduce this artistry within a computer algorithm is a pretty significant task. While their results definitely bare some resemblance, I'm not sure if an algorithm will ever be able to reproduce what a true artist can create.
This article was very similar to the one done by Hertzmann that we critiqued last week, so I am going to only add a few things to my critique of that one.

First of all, I was very excited to see that Hertzmann actually applied his work in the previous paper to video. In the previous critique, seeing how one could apply these techniques to video seemed like a very exciting possibility. The progression from his first paper to this one only seemed natural.

Additionally, I really enjoyed the idea of the "living painting". I could only imagine methods like this being used in museums to show "paintings" of the crowds of people in the room. Given this paper is a little dated, I would be interested to see if his visualization could be run at a realistic frame rate given today's technology (instead of the 1-4 frames per second). Overall, I think Hertzmann's visualizations have been some of my favorite this semester.
Telemurals: Linking Remote Spaces with Social Catalysts
Karrie Karahalios, Judith Donath

The visualization discussed in this paper was Telemural, a visualization which connected students in common areas of two different MIT dormitories. The authors of the study modified the interface several times based on their observations of the interactions that took place between students in the two dorms. At first, students were put off by the idea of their images being videotaped and transmitted via internet to another place. They were more comfortable once the images were abstracted into cartoons.

While I can see how this change would make the space more inviting and playful, I found the level of abstraction somewhat distracting. If I were to try and talk to the person on the other side of the Telemural, I would want to have a better idea of what they looked like, how their face was responding, etc. Other than that, I thought the intents behind the visualization were very sound. A visualization like this would certainly create a sort of connection between two separate locations.