Abstract

Region filling is the way to fill in the missing region based on the information available from remaining part of the image. The occluded area must be rejuvenated in a visibly persuasive style is the main goal.

This paper proposes a methodology for automating patch priority based region filling process. First, patch sizes are decided based on smallest texture of the image. Region filling algorithms fills in the missing region to create numerous region filled image. Finally, single region filled image is created by amalgamating images.

This arrangement will have an edge over the other region filling algorithms such as patch size will be based on the input image which barbarizes the process of region filling and to deal with sensitivity in region filling, algorithm different parameter settings are used.

References
14.

**Index Terms**

Computer Science  Wireless

**Keywords**
Object Removal; Region Filling; Patch Priority; Texture Synthesis, Sparsity Based Priority; Inpainting;