Abstract

This paper presents representation techniques as the image can be represented in Cubic B-splines that are used to represent the curvilinear features of an image. The algorithm is devised to convert a raster image into vector image. The algorithm first detects the curvilinear features of the image, then based on the curvilinear edges and feature attributes it constructs a triangulation, and finally iteratively optimizes the vertex color attributes and updates the triangulation. The results of the used techniques are presented. Compared with existing vector
representation technique this method provides advantages for various image operations. This method is useful to vectorize the images of fonts, logos, blueprints and maps.

References

- Y. Wang, O. Lee, and A. Vetro, "Use of two-dimensional deformable mesh..."
Scaling of Color Image using B-spline Curves


Index Terms

Computer Science Image Processing

Keywords