Video url: http://parosa2.web.egr.illinois.edu/cs445/proj5/proj5.mp4

1. Compute local motion
   a. Compute reprojection difference
   b. Blur + Thresh
   c. Fill holes

   ![Image of local motion result]

   d. 

   e. Issue: suffers from ghosting

2. Compute global motion
   a. Use bg_mask to prevent selecting moving features

3. Compute Median background
   a. Remove the last bit
   b. Issue with this: very large number of colors.
   c. 

4. Compute masked mean background
   a. Use the median image to fill in missing values.
   b. Make frame based on confidence.
   c. Using wavelet decompositions to blur.

Bg Image from the key frames. Uses smart fg removal, but can’t function with so little data.

Linear confidence blending.
Linear confidence blending.

Per channel artifacts

Extras!
1. Smooth blending [up to 30 pts]
   a. Did a wavelet fusion.
   b. High frequency components are taken from the current frame.
2. Insert an unexpected object in the video [15 pts]
   a. Did a Laplace transfer.
3. Generate a wide video [10 pts]
   a. Just changed the size of re projection.
4. Remove camera shake [20 pts]
   a. Done with a trivial linear approach because it looks right, and we don't have 3d data.
5. Process two more videos [up to 40 points]