

## “SPATIO-TEMPORAL CONSISTENCY MAINTANANCE IN INTELLIGENT OBJECT- BASED VIDEO IN PAINTING: A REVIEW”

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### ABSTRACT

This work proposes a new approach to maintain Spatio-temporal consistency simultaneously. In this approach it reduces search area by converting video sequences into 2D slices. Here method also helps to advance existing Exemplar-Based in painting method as well as Patch Match algorithm for reducing processing time. Method targets the better priority function for video sequence matching. After collecting completed slices, sequences of virtual contours forms to recover for the mostly similar postures among number of available postures. To overcome over-smoothing problem due to averaging of patches, it tries to give the superior outcome in one fourth time to fill/restore the projected target region. Key-posture selection method and indexing method are used to restrain the complexity of method, posture sequence retrieval. To generate fewer amounts of postures Synthetic posture generation method is used and tries to increase number of postures in database. It also tries hard to maintain spatial consistency as well as the temporal motion continuity of an object simultaneously.

**KEYWORDS:** Texture Synthesis, Patch Match Inpainting, Exemplar Based Inpainting, Posture Mapping, Object Completion, Posture Sequence Retrieval, Synthetic Posture, Video Inpainting