Additional comparison results of [Rubinstein et al. 2008], [Wolf et al. 2007] and our method. It can be observed that warp-based algorithms like [Wolf et al. 2007] and our method achieve smoother results than the discrete method of [Rubinstein et al. 2008]. Comparing with [Wolf et al. 2007], our method better preserves the aspect ratios of prominent objects by propagating distortion to all spatial directions.
Changing the aspect ratio of images with only little homogeneous regions inevitably produces distortion. We highlight the distortion with green boxes in this figure.