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(54) **METHOD AND SYSTEM FOR INTERACTIVELY VIEWING IMAGES USING SCALABLE VECTOR GRAPHICS**

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CA 2504569 10/2005

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W3C Recommendation, Scalable Vector Graphics (SVG) 1.1 Specification, Jan. 14, 2003, pp. 1-16.*

(21) Appl. No.: **12/366,496**

* cited by examiner

(22) Filed: **Feb. 5, 2009**

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ABSTRACT

Related U.S. Application Data

(62) Division of application No. 10/958,504, filed on Oct. 5, 2004.

A method for interactively viewing raster images using scalable vector graphics (SVG), including receiving an SVG document, the SVG document including a reference to a raster image within the SVG document, the reference indicating a rectangular portion, a display width and height, and an IP address for a server computer, passing the SVG document to an SVG viewer, rendering the SVG document, including requesting from the server computer a first portion of raster image data corresponding to the rectangular portion, display width and display height, the first portion of raster image data being derived from the raster image, receiving the first portion of raster image data from the server computer, displaying the first portion of raster image data, transmitting a user request for a different portion of the raster image data, receiving a modified SVG document, modified according to the different portion requested by the user, passing the modified SVG document to the SVG viewer for re-rendering. A system and a computer readable storage medium are also described and claimed.

Int. Cl.

G06F 15/00 (2006.01)
G09G 5/00 (2006.01)

(52) **U.S. Cl.** **358/1.13; 358/1.1**

(58) **Field of Classification Search** **358/1.13, 1.15, 1.18, 474, 402; 356/600, 356/666-671; 709/207, 208, 209, 217-219; 707/513; 715/530, 897**

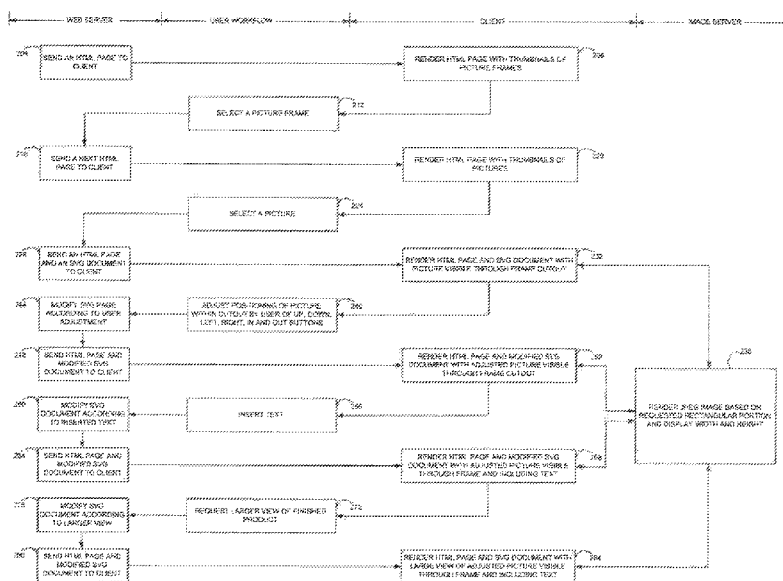
See application file for complete search history.

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6,141,666 A	10/2000	Tobin	707/513
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6,363,418 B1	3/2002	Conboy et al.	709/218

5 Claims, 10 Drawing Sheets



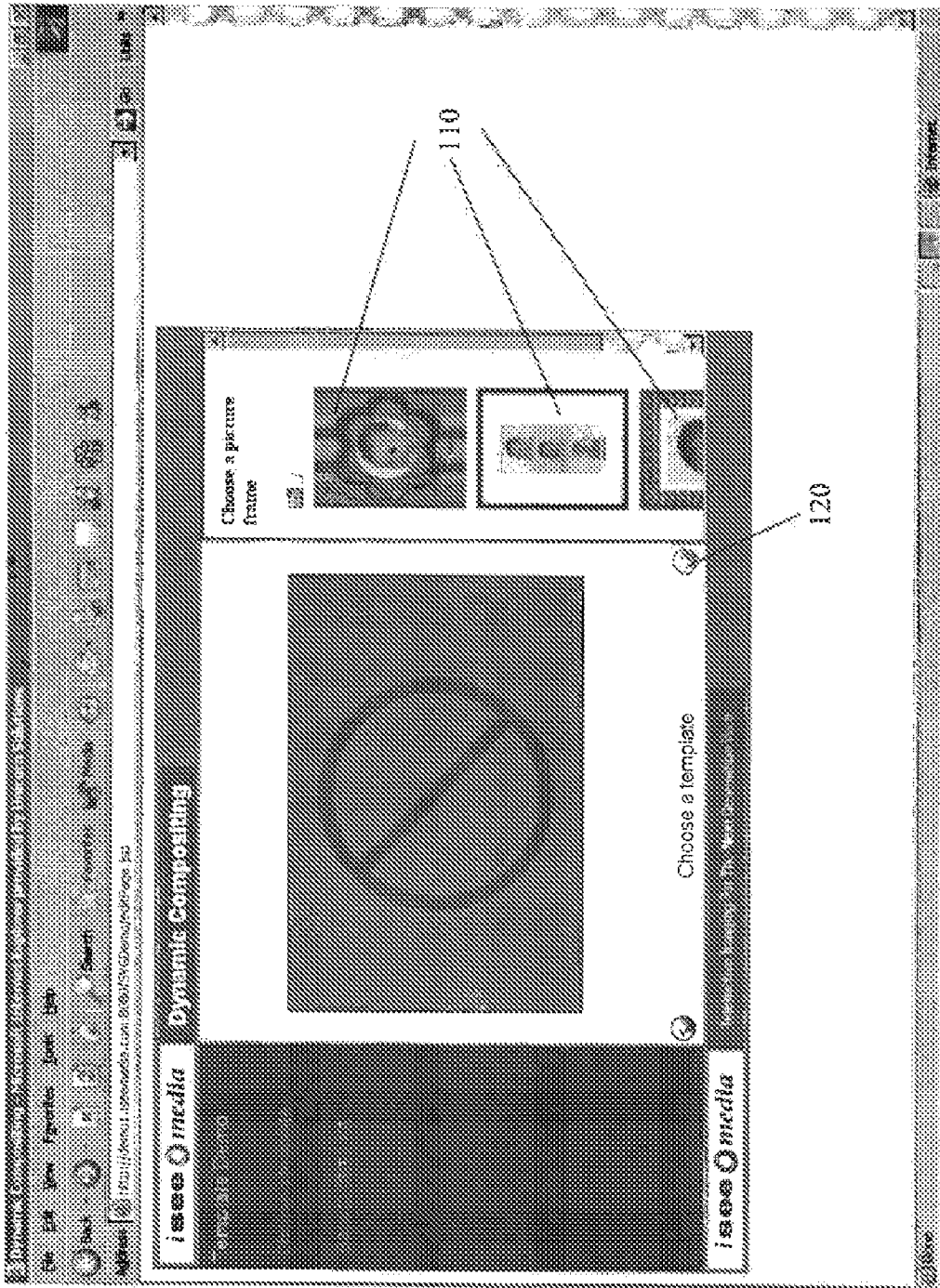


FIG. 1A

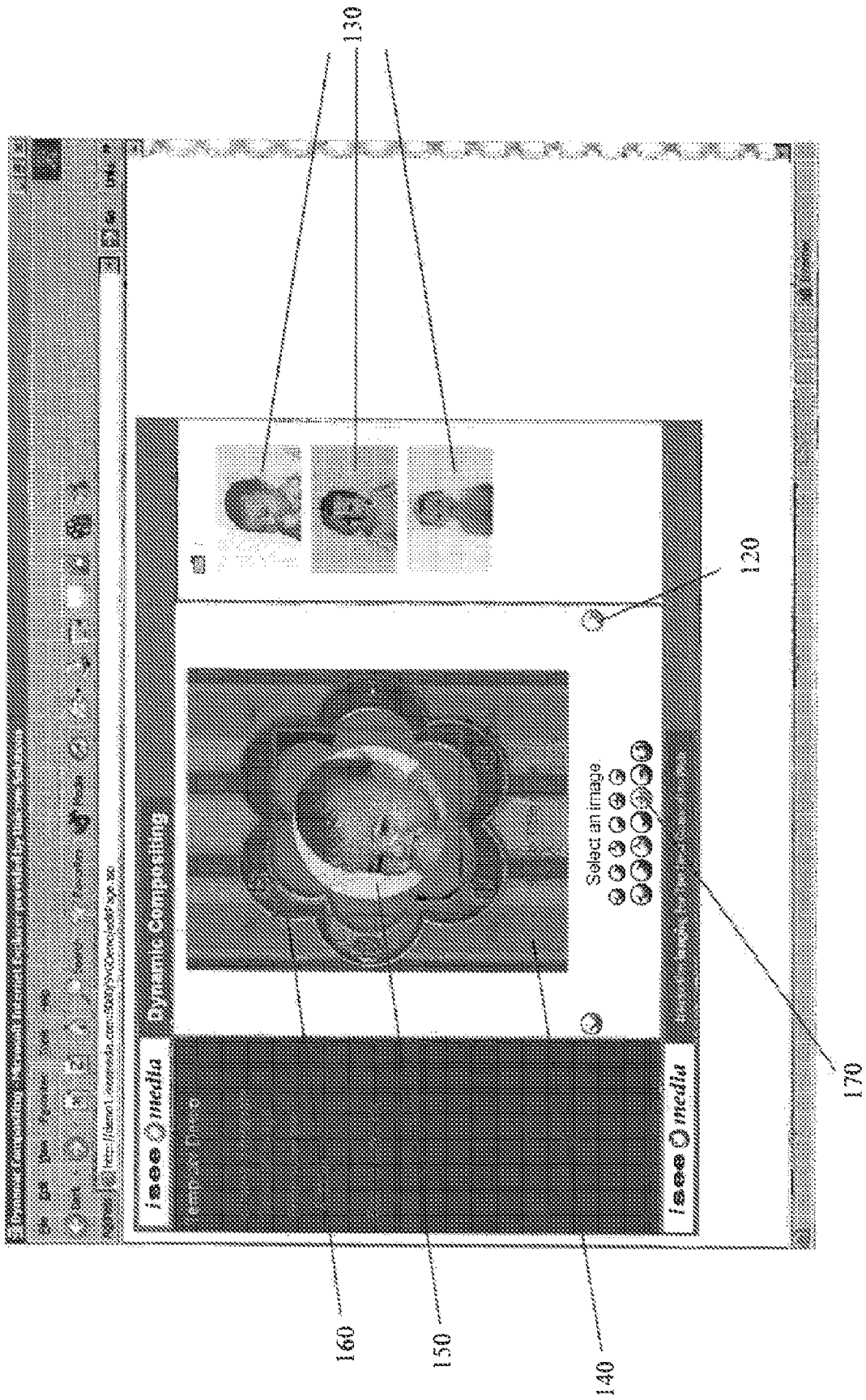


FIG. 1B

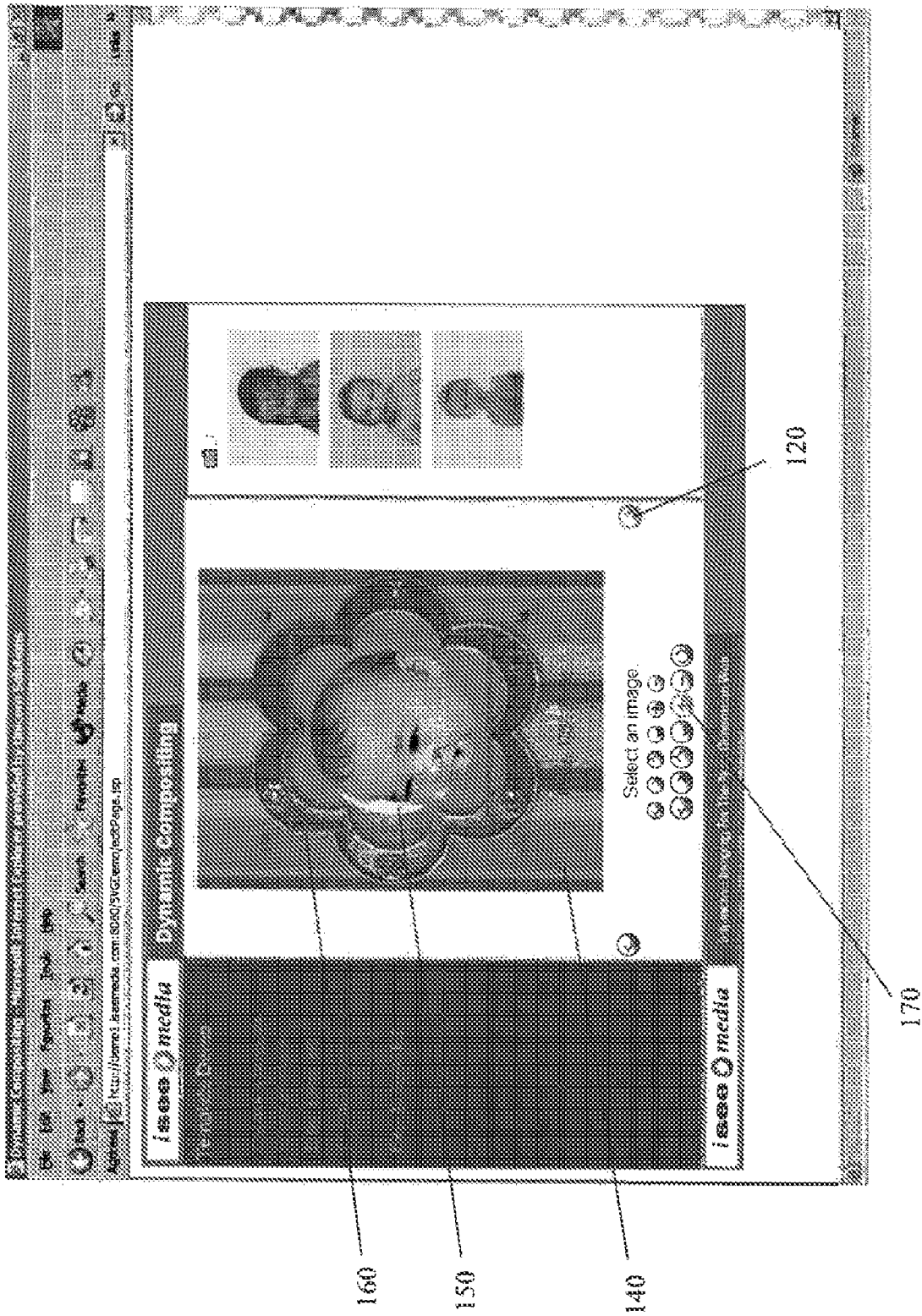


FIG. 1C

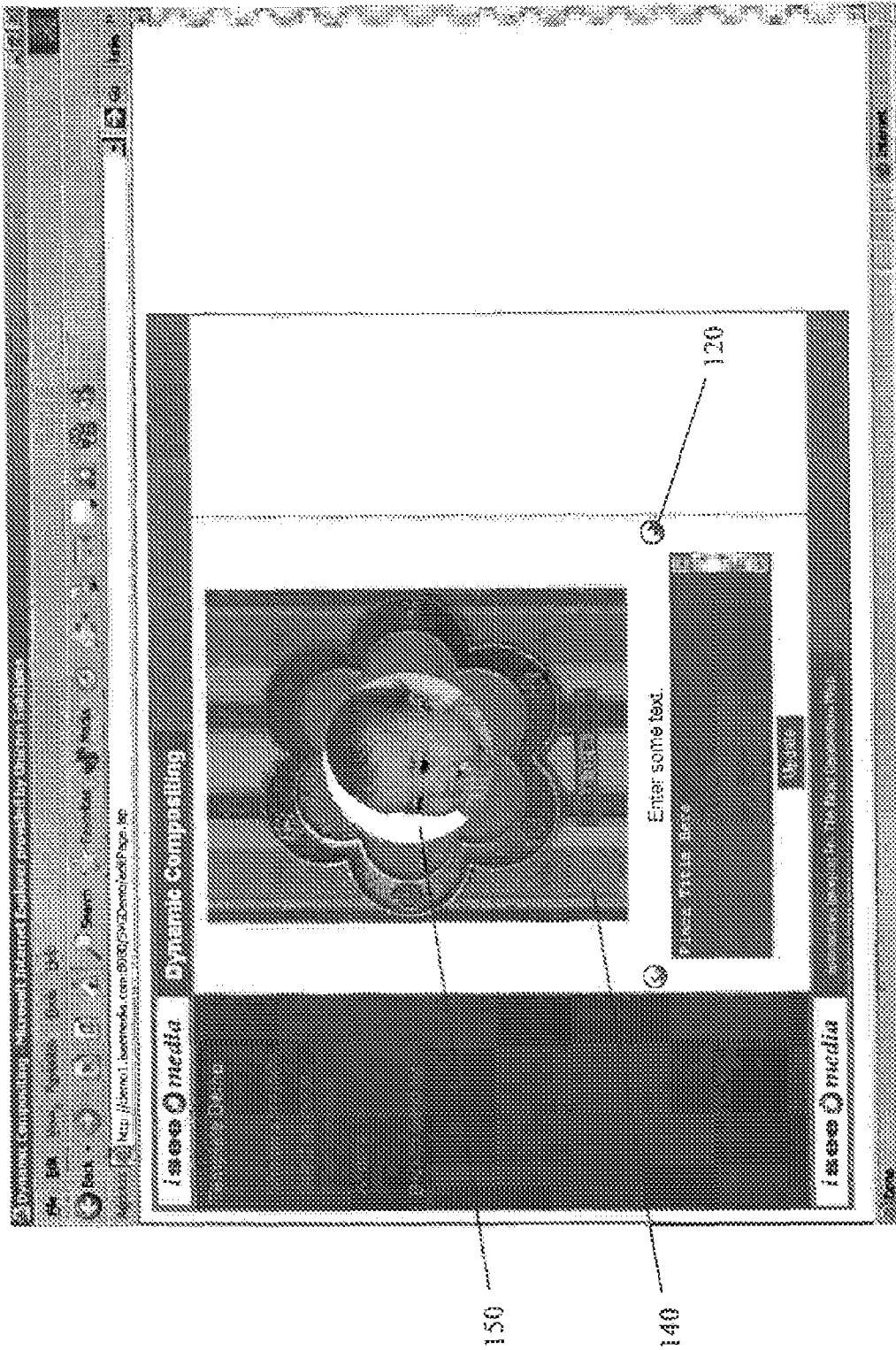


FIG. 1D

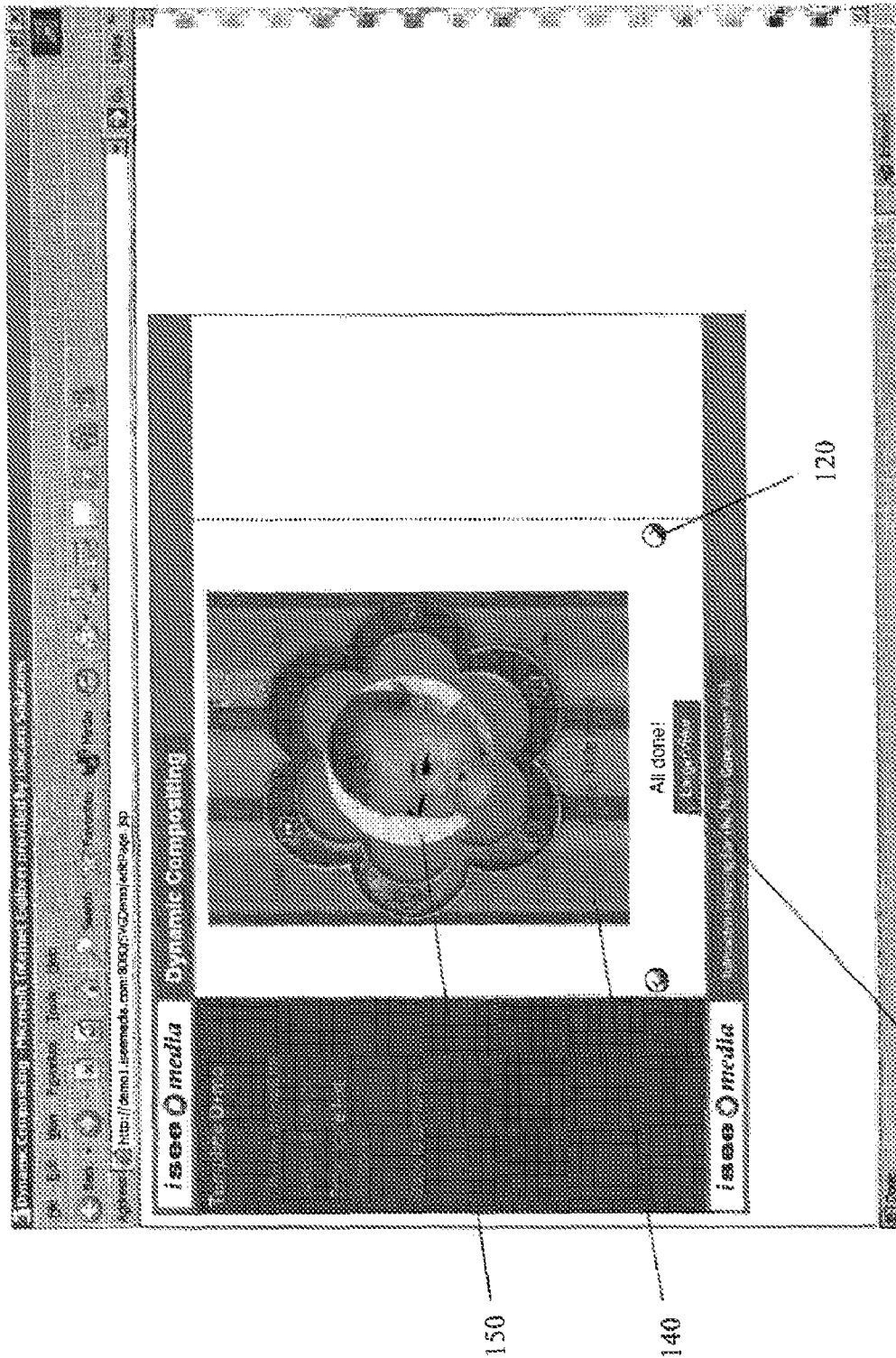


FIG. 1E

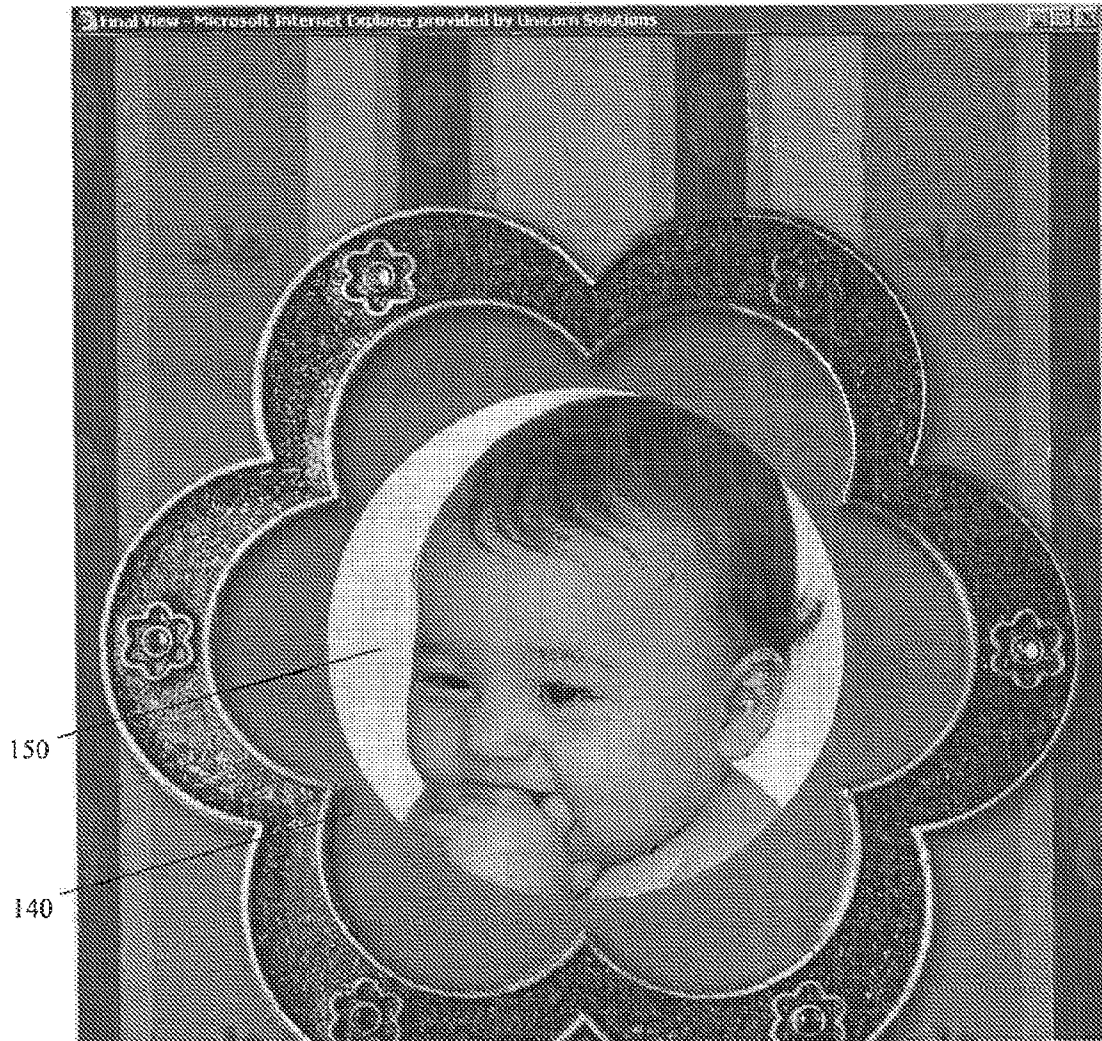


FIG. 1F

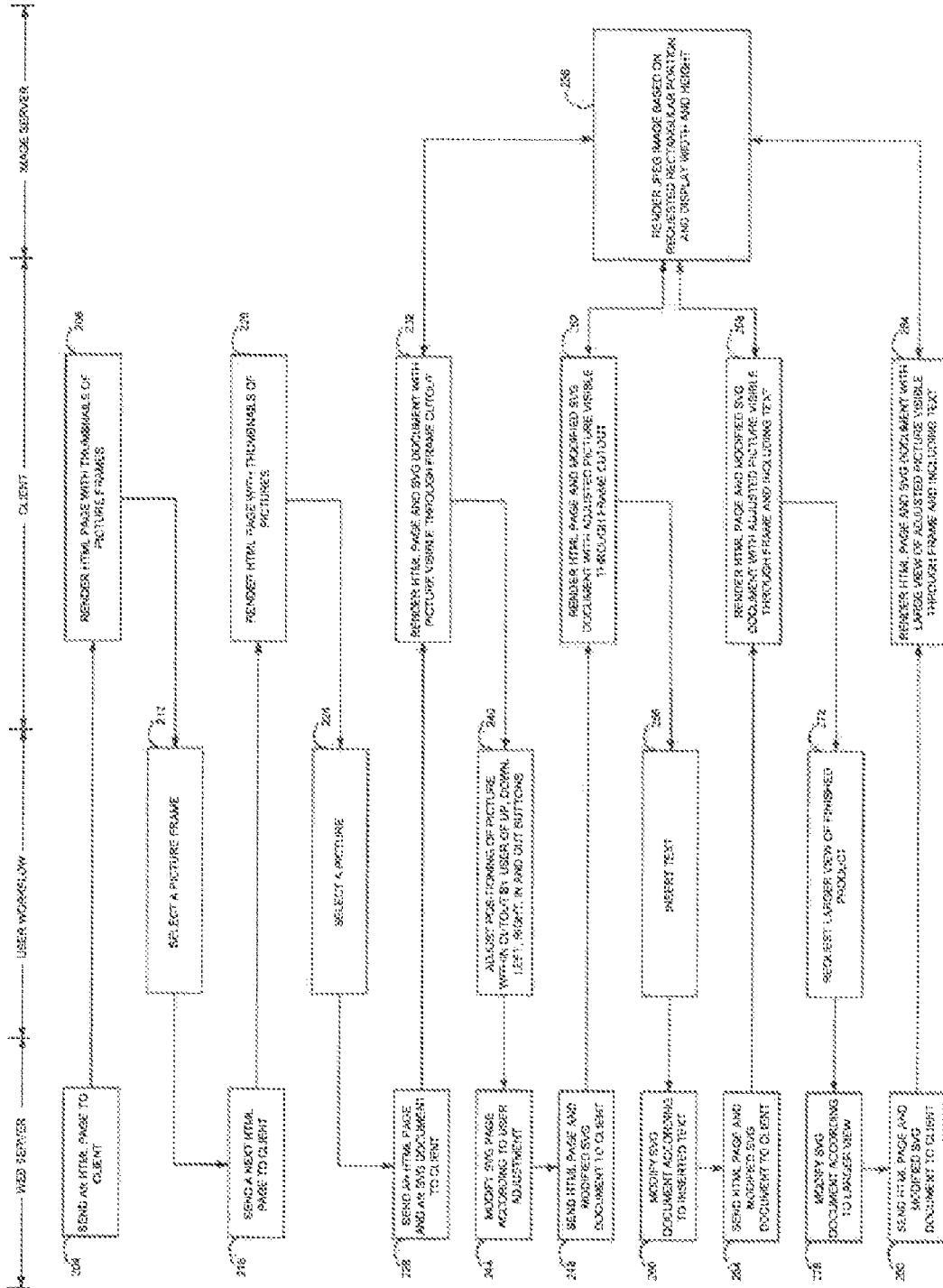


FIG. 2

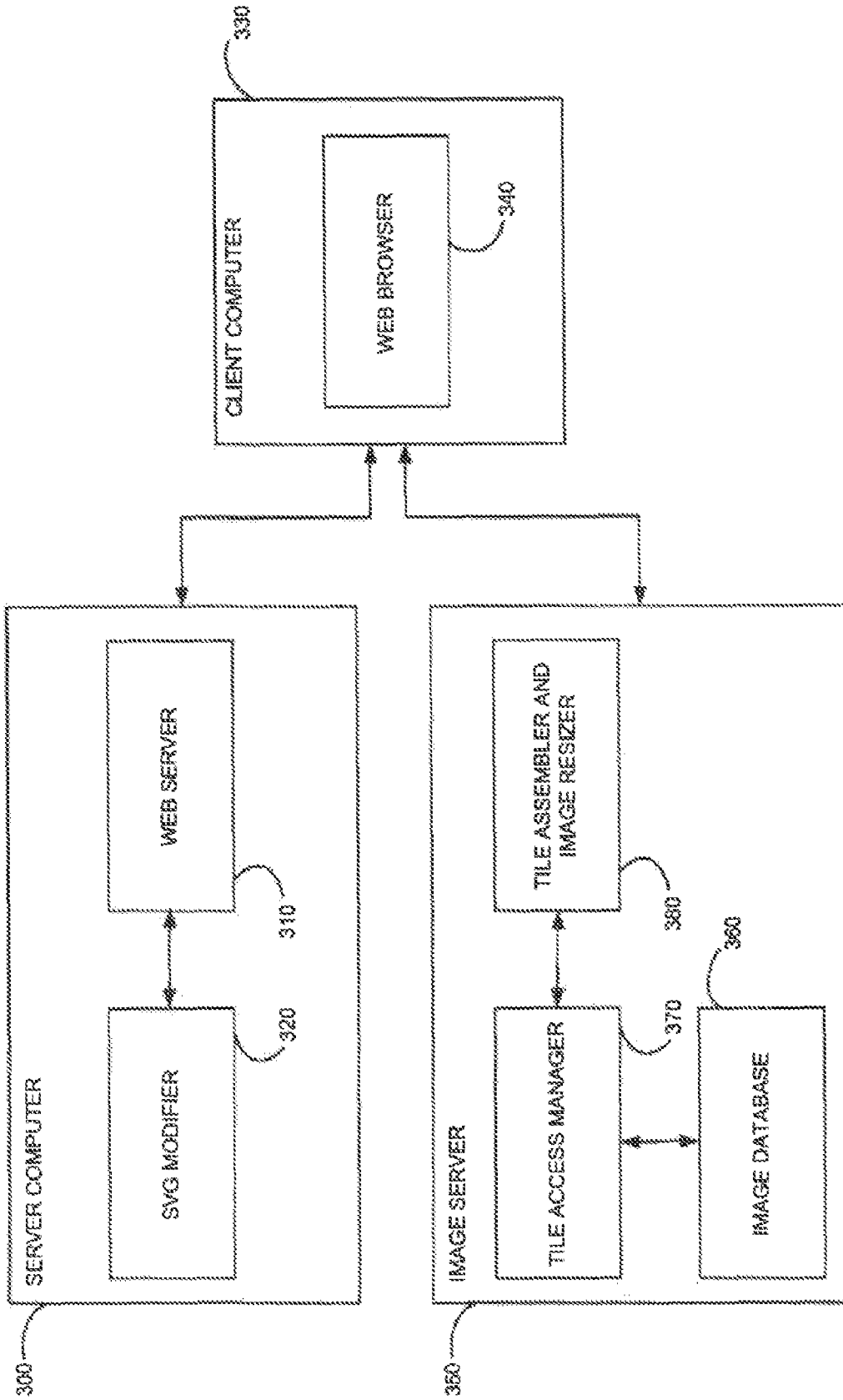


FIG. 3

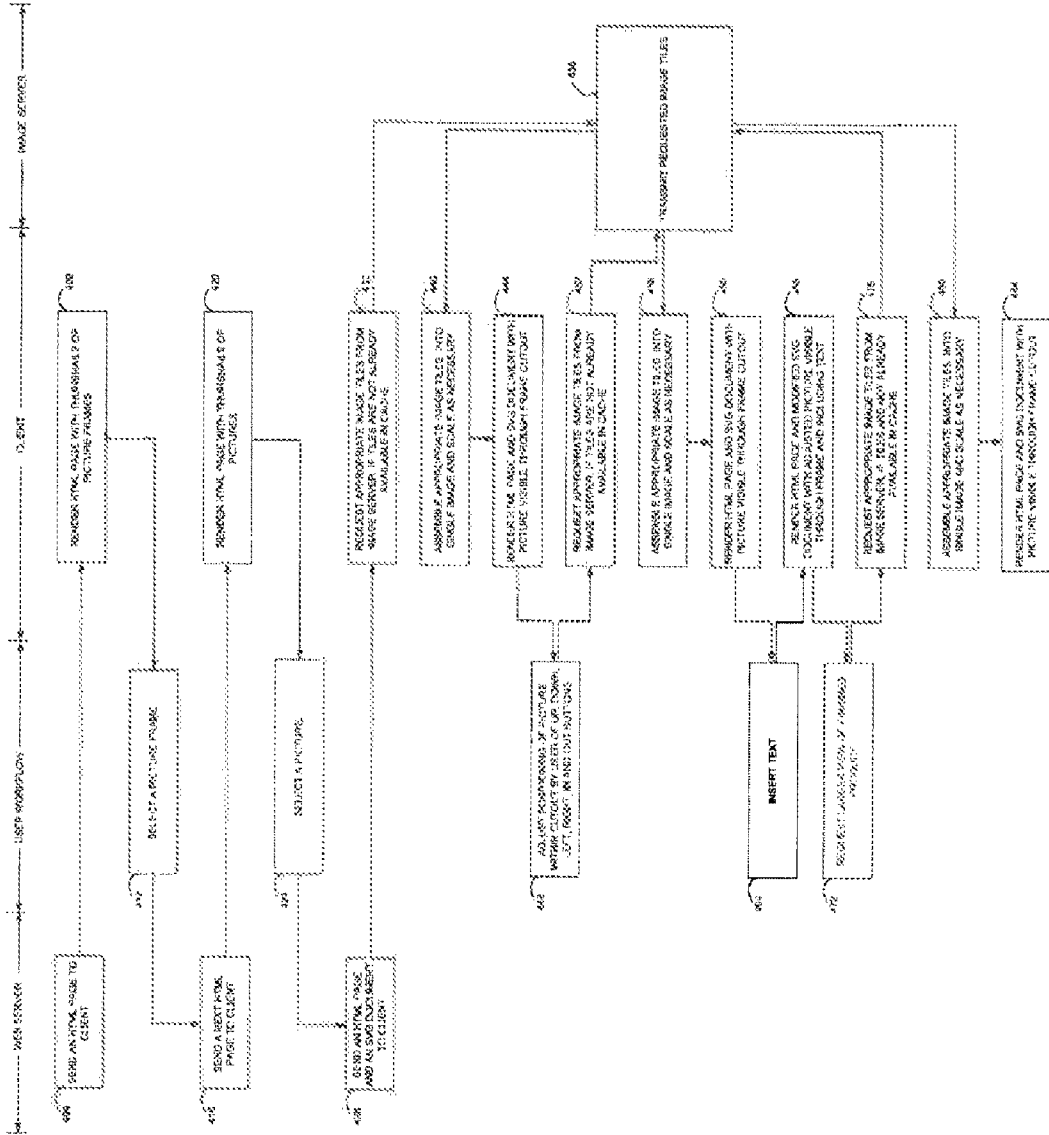


FIG. 4

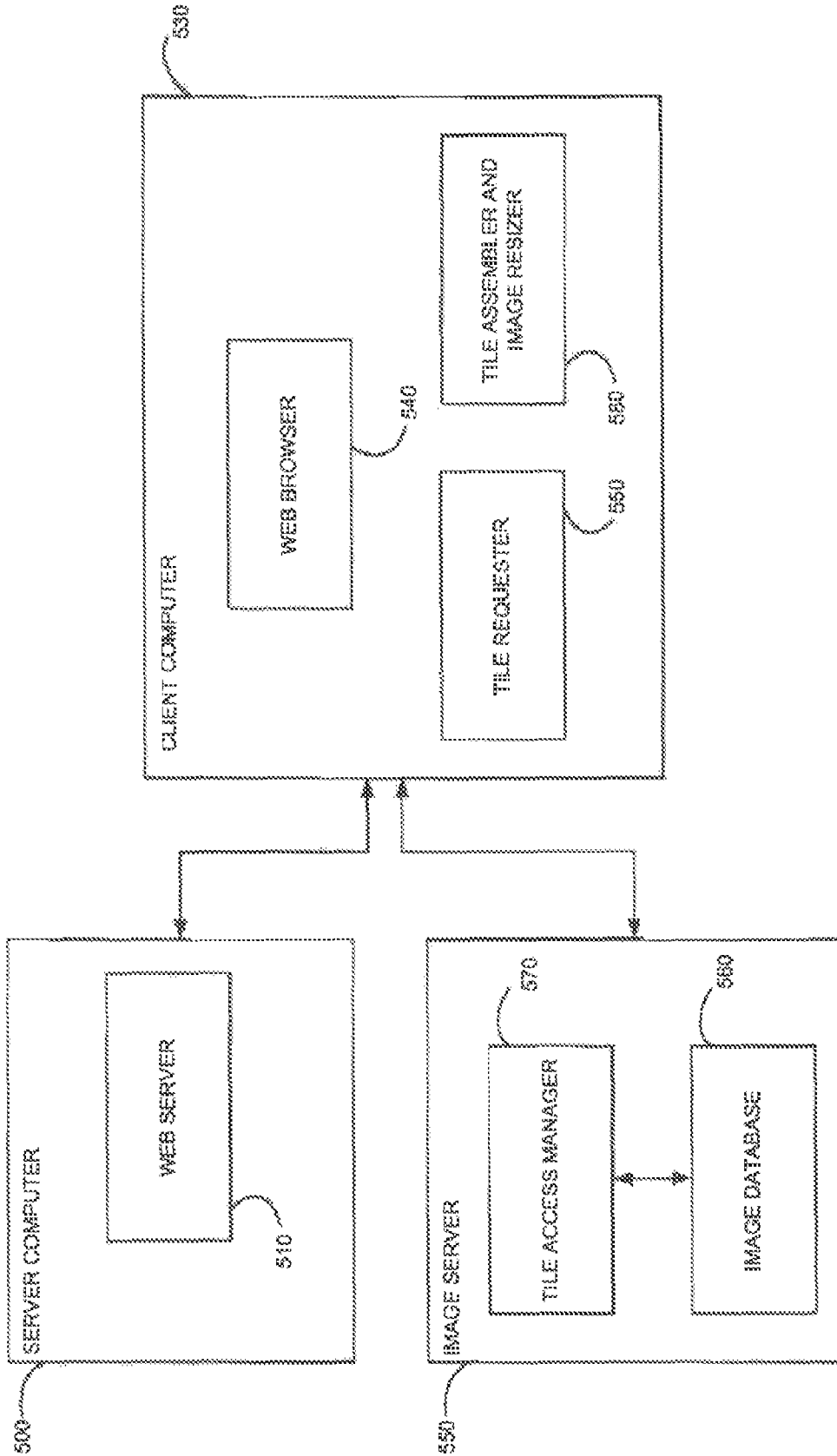


FIG. 5

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METHOD AND SYSTEM FOR INTERACTIVELY VIEWING IMAGES USING SCALABLE VECTOR GRAPHICS

CROSS REFERENCE TO RELATED APPLICATION

This application claims the benefit of 35 U.S.C. §120 as a Divisional Application of U.S. Ser. No. 10/958,504, filed Oct. 5, 2004.

FIELD OF THE INVENTION

The present invention relates to streaming of media, such as images, to wireless devices.

BACKGROUND OF THE INVENTION

Internet streaming is the art of transmitting digital media in such a way that the media can be played at the receiver side as it is being received, without the requirement of saving a media file to disk. Streaming enables live broadcast in the digital world, similar to radio and television broadcasts in the analog world. Conventional streaming is used for time-based media, including digital audio and digital video. A user can listen to music generated from audio data, and can watch movies generated from video data, as the data is being received by his client computer from a server computer, and without the need to save an audio file or a video file on the client computer. As additional data is received at the client, the music and video being played advances in time.

Image streaming is a new paradigm for non-time based media, useful for images and other media that can be interactively viewed and that require large amounts of data for storage. Although an image is a single frame, and not a time-ordered sequence, nevertheless there is great advantage in being able to interactively view the image as image data is being received, without the need to save the image data into a file. A high-quality raster image generally cannot be displayed at its full resolution within a computer display screen. Instead, either a low-resolution version of the image can be displayed in full, or else a high-resolution version can be displayed in part. A user can interactively view different portions of the image by zooming in to a smaller portion of the image at a higher resolution, by zooming out to a larger portion of the image at a lower resolution, or by panning left, right, up and down within a fixed resolution.

Image streaming involves sending image data from a server computer to a client computer in response to a user's interactive viewing requests, in such a way that the client has the necessary data to display the currently requested portion of the image at the currently requested resolution. In distinction to audio and video streaming, which generally push data to the client in a time sequential order, image streaming generally pulls data from the server in an "on demand" order, based on individual user navigation. Thus, while a first user may navigate through the image in his own order, a second user may navigate in a different order. In each case, "just enough data" is streamed to each user in order to satisfy each user's interactive requests.

Image streaming is implemented by generating versions of a raster image at various resolutions, and partitioning the image into rectangular image tiles at each generated resolution. A user request for a specific portion of the image at a specific resolution is satisfied by identifying and transmitting one or more image tiles.

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Image streaming can be implemented using various architectures, including server-side rendering, client-side rendering, and mixed server-side and client-side rendering. Server-side rendering requires the server to assemble together the appropriate image tiles, and crop and re-scale the assembled image as appropriate, to generate a single JPEG image, for each interactive user request. An advantage of server-side rendering is that image streaming is enabled for any client computer that has a conventional web browser running; i.e., it does not require special purpose software on the client side. Client-side rendering shifts the image processing burden from the server to the client. The appropriate image tiles are transmitted from the server to the client as raw unprocessed data, and the client does the work to assemble and process the image tiles. An advantage of client-side rendering is faster performance at the client.

A significant distinction between conventional time-based audio and video streaming and between non-time based image streaming, is recurrence of data that is rendered. Specifically, audio and video sequences are generally rendered in a one-pass forward play order, and the same data is generally not rendered more than once. Image navigation, however, is characteristically recurrent. While zooming in and out, and panning left, right, up and down, a user often returns to the same data over and over again. Typically, image tiles are rendered multiple times while a user is navigating through an image. As such, image streaming performance benefits greatly from tile caching.

U.S. Pat. No. 5,968,120 to Guedalia describes image streaming by transmitting image tiles. U.S. Pat. Nos. 6,121,970 and 6,356,283 to Guedalia describe embodiments of server-side image streaming that operate by modifying references to image files within HTML pages, using the Internet Imaging Protocol.

U.S. Pat. No. 6,536,043 to Guedalia and U.S. Pat. No. 6,721,952 to Guedalia et al. describe progressive image streaming, in which successive chunks of image data are transmitted, each successive chunk serving to upgrade the quality of the rendered image.

U.S. Pat. No. 6,745,226 to Guedalia describes a push-pull method and system for transmitting image data, in which data for a low quality version of an image is pushed to a user's desktop, and data for upgrading the quality of the image is pulled on demand by a user.

SUMMARY OF THE DESCRIPTION

The present invention provides a method and system for streaming raster images within SVG documents. The method and system of the present invention can be implemented using a variety of software and hardware architectures, including inter-alia server-side rendering and client-side rendering, and are particularly advantageous for efficiently streaming images to wireless devices.

There is thus provided in accordance with a preferred embodiment of the present invention a method for a method for interactively viewing raster images using scalable vector graphics (SVG), including receiving an SVG document, the SVG document including a reference to a raster image within the SVG document, the reference indicating a rectangular portion, a display width and height, and an IP address for a server computer, passing the SVG document to an SVG viewer, rendering the SVG document, including requesting from the server computer a first portion of raster image data corresponding to the rectangular portion, display width and display height, the first portion of raster image data being derived from the raster image, receiving the first portion of

raster image data from the server computer, displaying the first portion of raster image data, transmitting a user request for a different portion of the raster image data, receiving a modified SVG document, modified according to the different portion requested by the user, passing the modified SVG document to the SVG viewer for re-rendering.

There is further provided in accordance with a preferred embodiment of the present invention a method for interactively viewing raster images using scalable vector graphics, including transmitting an SVG document to a client computer, the SVG document including a reference to a raster image, the reference indicating a rectangular portion and a display width and height, receiving an HTTP request from the client computer, modifying the SVG document based on the HTTP request, and transmitting the modified SVG document to the client computer.

There is yet further provided in accordance with a preferred embodiment of the present invention a method for streaming raster images as scalable vector graphics (SVG), including receiving an SVG document, parsing the SVG document, recognizing a reference to a raster image within the SVG document, the reference indicating a file and an IP address for a server computer, requesting a first portion of raster image data from the server computer, the first portion of raster image data being derived from the raster image, receiving the first portion of raster image data from the server computer, displaying the first portion of raster image data, receiving a user request for viewing a different portion of the raster image data, requesting a second portion of raster image data from the server computer, the second portion of raster image data being derived from the raster image, receiving the second portion of raster image data from the server computer, and displaying the second portion of raster image data.

There is moreover provided in accordance with a preferred embodiment of the present invention a method for streaming raster images as scalable vector graphics, including transmitting an SVG document to a client computer, the SVG document including a reference to a raster image, receiving a request for a first portion of raster image data from the client computer, transmitting the first portion of raster image data to the client computer, receiving a request for a second portion of raster image data from the client computer, and transmitting the second portion of raster image data to the client computer.

There is additionally provided in accordance with a preferred embodiment of the present invention a system for interactively viewing raster images using scalable vector graphics (SVG), including a receiver for (i) receiving an SVG document from a server computer, the SVG document including a reference to a raster image within the SVG document, the reference indicating a rectangular portion, a display width and height, and an IP address for a server computer, (ii) receiving a modified SVG document from the server computer, modified according to a different portion, and (iii) receiving a portion of raster image data from the server computer, a transmitter for (i) requesting from the server computer a first portion of raster image data corresponding to the rectangular portion, display width and display height, the first portion of raster image data being derived from the raster image, and (ii) requesting a different portion of the raster image data, and an SVG renderer operatively coupled with the receiver and the transmitter for rendering an SVG document, comprising a raster image processor for displaying a portion of raster image data.

There is further provided in accordance with a preferred embodiment of the present invention a system for interactively viewing raster images using scalable vector graphics,

including a transmitter for transmitting an SVG document to a client computer, the SVG document including a reference to a raster image, the reference indicating a rectangular portion and a display width and height, a receiver for receiving an HTTP request from the client computer, and an editor coupled to the transmitter and the receiver for modifying an SVG document based on the HTTP request.

There is yet further provided in accordance with a preferred embodiment of the present invention a system for streaming raster images as scalable vector graphics (SVG), including a receiver for (i) receiving an SVG document, and (ii) receiving a portion of raster image data, a transmitter for (i) requesting a first portion of raster image data from the server computer, the first portion of raster image data being derived from the raster image, an SVG parser coupled to the receiver for (i) parsing an SVG document, and (ii) recognizing a reference to a raster image within the SVG document, the reference indicating a file and an IP address for a server computer, a renderer coupled to the receiver for displaying the first portion of raster image data, and an input processor coupled to the transmitter for receiving a user request for viewing a second portion of raster image data that is different than the first portion.

There is moreover provided in accordance with a preferred embodiment of the present invention a system for streaming raster images as scalable vector graphics, including a receiver for receiving a request for a portion of raster image data from a client computer, and a transmitter for (i) transmitting an SVG document to a client computer, the SVG document including a reference to a raster image, and (ii) transmitting a first portion of raster image data to the client computer.

There is additionally provided in accordance with a preferred embodiment of the present invention a computer-readable storage medium storing program code for causing a computer to perform the steps of a computer-readable storage medium storing program code for causing a computer to perform the steps of receiving an SVG document, the SVG document including a reference to a raster image within the SVG document, the reference indicating a rectangular portion, a display width and height, and an IP address for a server computer, passing the SVG document to an SVG viewer, rendering the SVG document, including requesting from the server computer a first portion of raster image data corresponding to the rectangular portion, display width and display height, the first portion of raster image data being derived from the raster image, receiving the first portion of raster image data from the server computer, displaying the first portion of raster image data, transmitting a user request for a different portion of the raster image data, receiving a modified SVG document, modified according to the different portion requested by the user, passing the modified SVG document to the SVG viewer for re-rendering.

There is further provided in accordance with a preferred embodiment of the present invention a computer-readable storage medium storing program code for causing a computer to perform the steps of transmitting an SVG document to a client computer, the SVG document including a reference to a raster image, the reference indicating a rectangular portion and a display width and height, receiving an HTTP request from the client computer, modifying the SVG document based on the HTTP request, and transmitting the modified SVG document to the client computer.

There is yet further provided in accordance with a preferred embodiment of the present invention a computer-readable storage medium storing program code for causing a computer to perform the steps of receiving an SVG document, parsing the SVG document, recognizing a reference to a raster image

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within the SVG document, the reference indicating a file and an IP address for a server computer, requesting a first portion of raster image data from the server computer, the first portion of raster image data being derived from the raster image, receiving the first portion of raster image data from the server computer, displaying the first portion of raster image data, receiving a user request for viewing a different portion of the raster image data, requesting a second portion of raster image data from the server computer, the second portion of raster image data being derived from the raster image, receiving the second portion of raster image data from the server computer, and displaying the second portion of raster image data.

There is moreover provided in accordance with a preferred embodiment of the present invention a computer-readable storage medium storing program code for causing a computer to perform the steps of transmitting an SVG document to a client computer, the SVG document including a reference to a raster image, receiving a request for a first portion of raster image data from the client computer, transmitting the first portion of raster image data to the client computer, receiving a request for a second portion of raster image data from the client computer, and transmitting the second portion of raster image data to the client computer.

BRIEF DESCRIPTION OF THE DRAWINGS

The present invention will be more fully understood and appreciated from the following detailed description, taken in conjunction with the drawings in which:

FIG. 1A illustrates a web page which enables a user to select a picture frame from among a selection of picture frame thumbnails, in accordance with a preferred embodiment of the present invention;

FIG. 1B illustrates a web page which enables a user to select a picture from among a selection of picture thumbnails, in accordance with a preferred embodiment of the present invention;

FIG. 1C illustrates a smaller portion of the selected picture within a circular cutout of the selected frame, in accordance with a preferred embodiment of the present invention;

FIG. 1D illustrates a page for a next stage following FIG. 1B, when the user clicks on a "Next" button from FIG. 1B, in accordance with a preferred embodiment of the present invention;

FIG. 1E illustrates a page for a next stage following FIG. 1D, when the user clicks on a "Next" button from FIG. 1D, in accordance with a preferred embodiment of the present invention;

FIG. 1F illustrates an enlargement of the selected picture within the cutout of the selected frame, after the user clicks on a "Larger View" button from FIG. 1E, in accordance with a preferred embodiment of the present invention;

FIG. 2 is a simplified flow chart of a server-side method for implementing the workflow described in FIGS. 1A-1F, in accordance with a preferred embodiment of the present invention;

FIG. 3 is a simplified block diagram of a server-side system for implementing the workflow described in FIGS. 1A-1F, in accordance with a preferred embodiment of the present invention;

FIG. 4 is a simplified flow chart of a client-side method for implementing the workflow described in FIGS. 1A-1F, in accordance with a preferred embodiment of the present invention; and

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FIG. 5 is a simplified block diagram of a client-side system for implementing the workflow described in FIGS. 1A-1F, in accordance with a preferred embodiment of the present invention.

LIST OF APPENDICES

Appendix A1 is a listing of an HTML document used to generate the page illustrated in FIG. 1A, and Appendix A2 is an SVG document used to generate the template illustrated in FIG. 1A, in accordance with a preferred server-side embodiment of the present invention;

Appendix B is a listing of an SVG document used to generate the template illustrated in FIG. 1B, in accordance with a preferred server-side embodiment of the present invention; and

Appendix C is a listing of an SVG document used to generate the template illustrated in FIG. 1C, in accordance with a preferred server-side embodiment of the present invention.

DETAILED DESCRIPTION

The present invention concerns a method and system for streaming raster images from a server computer to a plurality of client computers using SVG documents.

The present invention is preferably implemented within a network of conventional client and server computers, wherein the server computers distribute media to the client computers. The server and client computers may be conventional computing devices, each including a central processing unit, memory units for storing programs and data, input devices including a mouse and keyboard, and an output display device. Preferably, the central processing unit, memory units, and device drivers for the mouse, keyboard and display are coupled communicatively together using a conventional data bus. Preferably the server computers run web server software, and the client computers run web browser software.

It may be appreciated from the description hereinbelow, that the present invention may be implemented within mobile computing devices including inter alia personal data assistants (PDAs), mobile media players and cell phones, as long as such devices include processing means, program and data storage means, and input and display means that inter-communicate.

Reference is now made to FIGS. 1A-1F, which illustrate stages of a workflow within a graphics software application that uses image streaming through which a user generates a custom graphic by compositing a selected picture frame, a selected picture and custom text, in accordance with a preferred embodiment of the present invention. A plurality of design picture frames for a user to choose from are preferably resident on a server computer, and a plurality of photographs for a user to choose from are preferably resident on a server computer or on the user's client computer.

The workflow illustrated in FIGS. 1A-1F is architecture independent, and may be embodied in a variety of ways using image streaming, as described hereinbelow with reference to FIGS. 2-5 and Appendices B and C.

FIG. 1A illustrates a displayed web page that enables a user to select a picture frame from among a selection of picture frame thumbnails 110, in accordance with a preferred embodiment of the present invention. The user selects a specific frame by clicking on a mouse button while a mouse pointer is positioned over one of the picture frame thumbnails

110. Thereafter, the user clicks on a “Next” button **120**, to proceed to the next stage, to select a picture to be placed within the selected frame.

FIG. 1B illustrates the next web page, after the user clicks on the “Next” button **120** of FIG. 1A, which enables a user to select a picture from among a selection of picture thumbnails **130**, in accordance with a preferred embodiment of the present invention. The pictures corresponding to thumbnails **130** may be personal to the user, or supplied by stock image owners. The user selects a specific picture by clicking on a mouse button while a mouse pointer is positioned over one of the picture thumbnails **130**.

Reference is also made to Appendix A1, which is listing of an HTML document used to generate the page illustrated in FIG. 1B, and Appendix A2, which is a listing of an SVG document used to generate the template illustrated in FIG. 1B, in accordance with a preferred server-side embodiment of the present invention. Various lines of text in the appendices are underlined for emphasis. The underlined text in Appendix A1 `<EMBED SRC=“Template” class=“template” id=“templateView” type=“image/svg+xml” width=“350” height=“350”></EMBED>` is used to embed the SVG document listed in Appendix A2, which includes the source for rendering a template that includes a selected picture frame **140** and a selected picture **150**.

The underlined text in Appendix A2 `xlink:href=“http://demo1.iseemedia.com:80/?OBJ=IIP,1.0& FIF=/svg-Demo/smallDemo/babies/baby01.fpx& WID=171&HEI=171&RGN=0.16648138,0.0,0.66703725,1.0&CVT=jpeg”` is used to request a JPEG image corresponding to a portion of a Flashpix image file, baby01.fpx, for picture **150**, subsampled for display at a width of 171 pixels and a height of 171 pixels. The portion requested is designated in the RGN parameter as a rectangular region with lower left coordinates (0.16648138, 0), width 0.66703725 and height 1.0, using normalized coordinates; i.e., coordinates scaled so that the entire baby picture has a width and a height of 1.0. Thus the requested portion is centered and extends the entire height of the baby picture, and from 1/5 of its width to 3/5 of its width. The entire baby picture **150** has a 3:2 aspect ratio, so the requested portion is a square pixel array. The above request is formatted according to the Internet Imaging Protocol.

Similarly, the underlined text in Appendix A2 `xlink:href=“http://demo1.iseemedia.com:80/?OBJ=IIP,1.0& FIF=/svgDemo/lpImages/20001073.fpx& WID=280&CVT=jpeg”` is used to request a JPEG image corresponding to an entire Flashpix image file, 20001073.fpx, for picture frame **140**, subsampled for display at a width of 280 pixels and a corresponding height based on the aspect ratio of the Flashpix image.

The portion of baby picture **150** designated by the above RGN parameter is only partially visible through the cutout of frame **140**. This is clear by comparing thumbnail picture **130** with the portion of baby picture **150** that shows through the cutout. In fact, a wire frame **160** surrounding the cutout corresponds to the area occupied by the entire portion of picture **150** designated by the RGN parameter. Thus, referring to the RGN parameters above, wire frame **160** encloses 2/3 of the width and all of the height of picture **150**. The underlined text in Appendix A2 `d=“M874.665,28.8506C1188.21,28.8506 1442.39,283.031 1442.39,596.577C1442.39,910.124 1188.21,1164.3 874.665,1164.3C561.118,1164.3 306.938,910.124 306.938,596.577C306.938,283.031 561.118,28.8506 874.665,28.8506”` within the clip path having `id=def3`, specifies the cutout area in frame **140**. Identical

cutout areas are specified in Appendices B and C. The various matrices in Appendices A2, B and C are uniform scale and shift transformations.

A user viewing the page of FIG. 1B, can click on one of the buttons shown below frame **140**, to adjust the portion of picture **150** that shows through the cutout. Thus, by clicking on a button **170** the user can magnify picture **150**. In response, when the server receives such a user request, it modifies the SVG document accordingly, in accordance with a preferred embodiment of the present invention. Button **170** corresponds to the underlined text ``, which uses the icon image in.gif to display button **170**, and which invokes the function `updateTemplateImage ()` with parameter “IN”, when the user clicks on button **170**. As shown in Appendix A1, the thirteen adjustment buttons shown in FIG. 1B beneath frame **140** correspond to parameters “left”, “right”, “up”, “down”, “in”, “out”, “LEFT”, “RIGHT”, “UP”, “DOWN”, “IN”, “OUT” and “reset”.

FIG. 1C shows a smaller portion of picture **150** within the circular cutout of frame **140**, generated after the user clicks on button **170** of FIG. 1B, in accordance with a preferred embodiment of the present invention. Reference is also made to Appendix B, which is a listing of an SVG document used to generate the template illustrated in FIG. 1C, in accordance with a preferred server-side embodiment of the present invention. Preferably, the server, upon receiving the user request corresponding to button **170**, modifies the SVG document in Appendix A2, to generate the SVG document shown in Appendix B. The underlined text in Appendix B `xlink:href=“http://demo1.iseemedia.com:80/?OBJ=IIP,1.0& FIF=/svgDemo/smallDemo/babies/baby01.fpx& WID=171&HEI=171&RGN=0.30098295,0.20164026,0.39803413,0.5967195&CVT=jpeg”` is used to request a JPEG image corresponding to a different portion of the Flashpix image file baby01.fpx, subsampled for display at the same width of 171 pixels and a height of 171 pixels. The portion requested is a rectangular region with lower left coordinates (0.30098295, 0.20164026), width 0.39803413 and height 0.5967195; i.e., centered roughly from 30% to 70% of the width, and from 20% to 80% of the height. It is noted that the rectangular region in Appendix B is smaller than the corresponding rectangle in Appendix A2, since a smaller portion of picture **150** shows through the cutout of frame **140**. It is further noted that the two rectangular regions have the same ratio of width to height.

As in Appendix A2, the underlined text in Appendix B `xlink:href=“http://demo1.iseemedia.com:80/?OBJ=IIP1.0& FIF=/svgDemo/lpImages/20001073.fpx& WID=280&CVT=jpeg”` is used to request the same JPEG image corresponding to the entire Flashpix image file, 20001073.fpx, for picture frame **140**, subsampled for display at a width of 280 pixels and a corresponding height based on the aspect ratio of the Flashpix image.

FIG. 1D illustrates a page for a next stage following FIG. 1B, after the user clicks on “Next” button **120** from FIG. 1B, in accordance with a preferred embodiment of the present invention. The page illustrated in FIG. 1D enables the user to embed custom text within the template being composited.

FIG. 1E illustrates a page for a next stage following FIG. 1D, after the user clicks on “Next” button **120** from FIG. 1D, in accordance with a preferred embodiment of the present invention. At the stage illustrated in FIG. 1E, the user has finished generating his graphic and composited the selected picture frame, the selected picture with the user’s adjust-

ments, and custom text. A “Larger View” button **180** enables the user to view a larger version of his composite graphic.

FIG. 1F illustrates an enlargement of picture **150** within the cutout of frame **140**, after the user clicks on the “Larger View” button **180** from FIG. 1E, in accordance with a preferred embodiment of the present invention. Reference is also made to Appendix C, which is a listing of an SVG document used to generate the template illustrated in FIG. 1F, in accordance with a preferred server-side embodiment of the present invention. The underlined text in Appendix C `xlink:href="http://demo1.iseemedia.com:80/?OBJ=IIP,1.0&FIF=/svg-Demo/smallDemo/babies/baby01.fpx&WID=440&HEI=440&RGN=0.16648138,0.0,0.66703725,1.0&CVT=jpeg"` is used to request a JPEG image corresponding to the same portion of the Flashpix image `baby01.fpx` as in FIG. 1A, subsampled for display at a width of 440 pixels and a height of 440 pixels. The requested JPEG image for picture **150** is $440/171=2.57$ times as large as the corresponding images for the photograph in FIGS. 1A and 1B.

The underlined text in Appendix C `xlink:href="http://demo1.iseemedia.com:80/?OBJ=IIP,1.0&FIF=/svg-Demo/lpImages/20001073.fpx&WID=720&CVT=jpeg"` is used to request a JPEG image corresponding to the entire Flashpix image file, `20001073.fpx`, for frame **140**, subsampled for display at a width of 720 pixels and a corresponding height based on the aspect ratio of the image. As with picture **150**, the requested JPEG image for frame **140** is also $720/280=2.57$ times as large as the corresponding image for the frame in FIGS. 1B-1E.

It may thus be appreciated that in accordance with the server-side embodiment listed in Appendices A2, B and C, the server modifies the SVG document that it sends to the client, based on user requests it receives. Table I summarizes the rectangular regions and display pixel dimensions for FIGS. 1B, 1C and 1F.

TABLE I

RGN parameters in three versions of an SVG document			
	Rectangular Portion	Display Width	Display Height
FIG. 1B, Appendix A2	Width: $\frac{1}{6}$ to $\frac{1}{6}$ Height: 0 to 1	171	171
FIG. 1C, Appendix B	Width: 30%-70% Height: 20%-80%	171	171
FIG. 1F, Appendix C	Width: $\frac{1}{6}$ to $\frac{1}{6}$ Height: 0 to 1	440	440

As mentioned hereinabove, the workflow stages illustrated in FIGS. 1A-1F can be implemented in a variety of software and hardware architectures. FIGS. 2-5 describe two such implementations; namely, a server-side implementation and a client-side implementation. The listings in Appendices A2, B and C relate to the server-side implementation described in FIGS. 2 and 3, as explained hereinbelow.

Reference is now made to FIG. 2, which is a simplified flowchart of a server-side method for implementing the workflow described in FIGS. 1A-1F, in accordance with a preferred embodiment of the present invention. FIG. 2 is divided into four columns. The left-most column indicates steps performed by an HTTP web server computer, which stores HTML and SVG documents, and transmits the documents to client computers upon request. The second column from the left indicates stages of actions performed by a user while following the workflow illustrated in FIGS. 1A-1F for preparing a composite graphic. The third column from the left

indicates steps performed by the user's client computer. The right-most column indicates steps performed by an image server computer, which stores images and image tiles. It may be appreciated by those skilled in the art that the web server computer may also function as the image server computer, although this is not necessary.

At step **204**, the web server sends an HTML document to the client computer, in response to an HTTP request. For example, the user may request the HTML document by entering the URL for the HTML document within his web browser. At step **208** the client computer renders the HTML document, and displays thumbnail images of picture frames for the user to select from. Such a display is illustrated in FIG. 1A.

At step **212** the user selects a specific picture frame from among the various thumbnail images, and preferably activates a button, such as “Next” button **120** in FIG. 1A, to proceed to the next workflow stage. At step **216** the web server sends a next HTML document to the client computer. At step **220** the client computer renders the HTML document, and displays thumbnail images of pictures for the user to select from. Such a display is illustrated in FIG. 1B.

At step **224** the user selects a specific picture, to be inserted into the selected picture frame, and preferably activates a button, such as “Next” button **120** in FIG. 1B, to proceed to the next workflow stage. At step **228** the web server sends a next HTML document and an SVG document to the client computer. At step **232** the client computer renders the HTML document and the SVG document, and displays the selected picture composited with the selected frame, in such a way that part of the picture shows through a cutout in the picture frame. Such a display is illustrated in FIG. 1C. The data for the picture and picture frame themselves are not included within the SVG document. Instead, only references to the picture and picture frame are included, as shown in Appendix A2. In order to render the picture and picture frame, the client computer must retrieve the required pixel data.

The embodiment shown in FIG. 2 is a server-side embodiment and, as such, the client computer has no special client software other than a standard operating system and a standard web browser. Thus in order for the client to be able to render the picture and picture frame, it must retrieve the required pixel data in the form of a conventional image file, such as a JPEG or TIF file, which the web browser can interpret.

As shown in FIG. 2, at step **236** the client requests pixel data from the image server. The image server preferably processes the request by (i) identifying the image tiles required to fulfill the request; (ii) assembling the image tiles into a single image; and (iii) re-sizing and cropping the image as appropriate. Step **236** typically involves significant image processing for the image server. The response of step **236** is a single image file in a conventional format, which is sent to the client for rendering.

At step **240** the user can adjust the size and positioning of the picture relative to the cutout in the picture frame, such as by use of buttons like those displayed in FIG. 1C. At step **244** the web server modifies the SVG document according to the user's adjustments. Preferably, the SVG document is modified by changing the reference to the picture, as described hereinabove with reference to Appendices A2 and B. At step **248** the HTML document and modified SVG document are transmitted to the client. At step **252** the client renders the HTML document and the modified SVG document, using its web browser, and displays the adjusted picture and the picture frame. Such a display is illustrated in FIG. 1D. As above, at step **236** the picture and picture frame pixel data are returned

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from the image server in a conventional image file format that can be interpreted by the web browser.

At step **256** the user can insert text into his graphics. At step **260** the web server preferably modifies the SVG document according to the text inserted by the user. At step **264** the web server sends the HTML document and modified SVG document to the client computer, and at step **268** the client computer renders the HTML page and SVG document, and displays the final graphic with the picture frame and with the picture as adjusted by the user at step **240**, and with the text inserted by the user at step **256**. Such a display is illustrated in FIG. 1E.

At step **272** the user requests a larger view of his graphics, for example, by clicking on the “Larger View” button **180** shown in FIG. 1E. At step **276** the web server again modifies the SVG document, preferably by modifying the references to the pictures and the picture frame according to the dimensions of the larger view, as described hereinabove with reference to Appendices A2 and C. At step **280** the web server sends the HTML document and modified SVG document to the client. At step **284** the client renders the larger view of the picture and picture frame and text. The pixel data for the larger picture and picture frame is retrieved from the image server at step **236** as conventional image files.

The server-side nature of the flowchart of FIG. 2 is evident through step **236** at the image server, and steps **244**, **260** and **276** at the web server.

Reference is now made to FIG. 3, which is a simplified block diagram of a server-side system for implementing the workflow stages described in FIGS. 1A-1F, in accordance with a preferred embodiment of the present invention. Shown in FIG. 3 is a server computer **300** that includes a conventional web server **310** and an SVG modifier **320**. Preferably, SVG modifier changes references to image data within SVG documents, as indicated in Appendices A2, B and C.

A client computer **330** running a web browser **340** preferably communicates with server computer **300** using the HTTP protocol. Specifically, client computer **330** requests HTML documents and SVG documents using an HTTP GET request, and server computer **300** sends the requested documents in an HTTP POST response.

Also shown in FIG. 3 is an image server computer **350** that includes a database of images **360** that stores images and image tiles. Image server **350** also includes a tile access manager **370** for retrieving requested image tiles, and a tile assembler and image re-sizer **380** for assembling image tiles into a single image and for re-sizing and cropping the resultant image. Preferably, references to image data within the SVG documents that server computer **300** sends to client computer **330** include an address to image server **350**. Thus when client computer **330** parses the SVG documents and encounters such a reference, it sends a request for image data directly to image server **350**. It may be appreciated by those skilled in the art that image server **350** may be housed in the same computer as server computer **300**, although this is not required.

The server-side nature of the system of FIG. 3 is evident through the presence of tile assembler and re-sizer **380** within image server **350**, the presence of SVG modifier **320** within server computer **300**, and the absence of a special purpose module within client computer **330**.

Reference is now made to FIG. 4, which is a simplified flowchart of a client-side method for implementing the workflow described in FIGS. 1A-1F, in accordance with a preferred embodiment of the present invention. As in FIG. 2, the flowchart of FIG. 4 is divided into four columns; the leftmost column indicating steps performed by a web server, the sec-

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ond column from the left indicating stages of actions taken by a user within a workflow for designing a composite graphic, the third column from the left indicating steps performed by the user’s client computer, and the rightmost column indicating steps performed by an image server. As distinct from FIG. 2, where the client has no special software other than a standard operating system and web browser, the flowchart of FIG. 4 corresponds to a client-side implementation of the present invention. Thus in this implementation the client computer preferably includes special purpose client software for receiving image tiles, assembling the tiles into a single image, and re-sizing and cropping the image as appropriate.

At step **404** the web server sends an HTML document to the client, in response to a client request. At step **408** the client renders the HTML document, and displays thumbnails of picture frames from which the user can choose. Such a display is shown in FIG. 1A. At step **412** the user selects a specific picture frame to incorporate within his graphic.

At step **416** the web server sends a next HTML document to the client, after the user has selected a picture frame. At step **420** the client renders the HTML page, and displays thumbnails of pictures from which the user can choose. Such a display is shown in FIG. 1B. At step **424** the user selects a specific picture to incorporate within his graphic.

At step **428** the web server sends an HTML document and an SVG document to the client computer, after the user has selected his picture. At step **432** the client, in order to render the SVG document, preferably determines from the references to image data within the SVG document, which image tiles are required. The client further checks to see if some or all of the required image tiles are already available in a client cache. The client requests those required image tiles that are not available in its cache from the image server. At step **436** the image server transmits the requested image tiles to the client. Step **436** is generally much simpler than the corresponding step **236** from FIG. 2, since the image server does not need to process the image tiles—only to transmit them to the client as raw unprocessed tiles.

At step **440** the client processes the required tiles by assembling them into a single image and re-sizing and cropping the assembled image as necessary. Thus, the intensive processing that was carried out by the image server in FIG. 2 at step **236** has been shifted to the client computer in FIG. 4. At step **444** the client computer renders the HTML document and SVG document, and displays the picture showing through a cutout in the picture frame. Such a display is illustrated in FIG. 1C.

At step **448** the user adjusts the size and position of the picture relative to the picture frame, by use of buttons such as those illustrated in FIG. 1C. At steps **452**, **456** and **460** the client again determines the required image tiles to render the picture as adjusted by the user, checks to see which of the required image tiles are already in its cache, receives the necessary image tiles from the image server, processes the tiles to generate a single image, and renders the HTML document and SVG document to display the picture now adjusted according to the user’s adjustment. Such a display is illustrated in FIG. 1D.

At step **464** the user inserts custom text into his graphic, and at step **468** the client displays the graphic with the selected picture frame and picture, as adjusted by the user, and with a layer of user’s text. Such a display is illustrated in FIG. 1E.

At step **472** the user requests a larger view of his graphic, for example by clicking on “Larger View” button **180** as shown in FIG. 1E. At steps **476**, **480** and **484** the client again determines the required image tiles, retrieves them as necessary,

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and processes them to display the large view of the picture, the picture frame and the user's text. Such a display is illustrated in FIG. 1F.

The client-side nature of the flowchart of FIG. 4 is evident through steps 432, 440, 452, 456, 476 and 480 at the client, and step 436 at the image server.

Reference is now made to FIG. 5, which is a simplified block diagram of a client-side system for implementing the workflow described in FIGS. 1A-1F, in accordance with a preferred embodiment of the present invention. Shown in FIG. 5 is a server computer 500 including a conventional web server 510. A client computer 330 communicates with server computer 300 by requesting and receiving HTML and SVG documents. Client computer 330 includes a conventional web browser 340. In addition, client computer 330 includes two special purpose modules: a tile requester 350, for requesting image tiles, and a tile assembler and image re-sizer 580, for processing image tiles to generate a desired image.

The image tiles themselves preferably reside at an image server computer 550, which includes a database of images 560 and a tile access manager 570.

The elements of FIG. 5 are numbered analogously to the elements in FIG. 3, so as to emphasize the differences between the server-side system of FIG. 3 and the client-side system of FIG. 5. Specifically, (i) server computer 500 does not require an SVG modifier; (ii) the tile assembler and re-sizer, which performs the intensive image processing work, is resident at client computer 530 and not at image server computer 550; and (iii) client computer 550 includes tile requester 550 for specifying the image tiles required by client computer to fulfill a user's request.

In reading the above description, persons skilled in the art will realize that there are many apparent variations that can be applied to the methods and systems described.

In the foregoing specification, the invention has been described with reference to specific exemplary embodiments thereof. It will, however, be evident that various modifications and changes may be made to the specific exemplary embodiments without departing from the broader spirit and scope of the invention as set forth in the appended claims. Accordingly, the specification and drawings are to be regarded in an illustrative rather than a restrictive sense.

What is claimed is:

1. A method for interactively viewing raster images using scalable vector graphics, comprising:

transmitting an SVG document to a client computer, the SVG document including an SVG group element comprising an SVG clip-path property that references an SVG clipPath element, and an SVG image element with

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an href reference to a raster image, the href reference indicating a rectangular portion and a display width and height;

receiving an HTTP request from the client computer; modifying the SVG document comprising modifying at least one of the rectangular portion or the display width or the display height in the href reference, based on the HTTP request; and transmitting the modified SVG document to the client computer.

2. The method of claim 1 wherein said modifying at least one of the rectangular portion or the display width or the display height is based on display characteristics of the client computer.

3. A system for interactively viewing raster images using scalable vector graphics, comprising:

a transmitter for transmitting an SVG document to a client computer, the SVG document including an SVG group element comprising an SVG clip-path property that references an SVG clipPath element, and an SVG image element with an href reference to a raster image, the href reference indicating a rectangular portion and a display width and height;

a receiver for receiving an HTTP request from the client computer; and

an SVG editor coupled to said transmitter and said receiver for modifying the SVG document by modifying at least one of the rectangular portion or the display width or the display height in the href reference, based on the HTTP request.

4. The system of claim 3 wherein said SVG editor modifies at least one of the rectangular portion or the display width or the display height based on display characteristics of the client computer.

5. A computer-readable storage medium storing program code for causing a computer to perform the steps of:

transmitting an SVG document to a client computer, the SVG document including an SVG group element comprising an SVG clip-path property that references an SVG clipPath element, and an SVG image element with an href reference to a raster image, the href reference indicating a rectangular portion and a display width and height;

receiving an HTTP request from the client computer; modifying the SVG document comprising modifying at least one of the rectangular portion or the display width or the display height in the href reference, based on the HTTP request; and

transmitting the modified SVG document to the client computer.

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