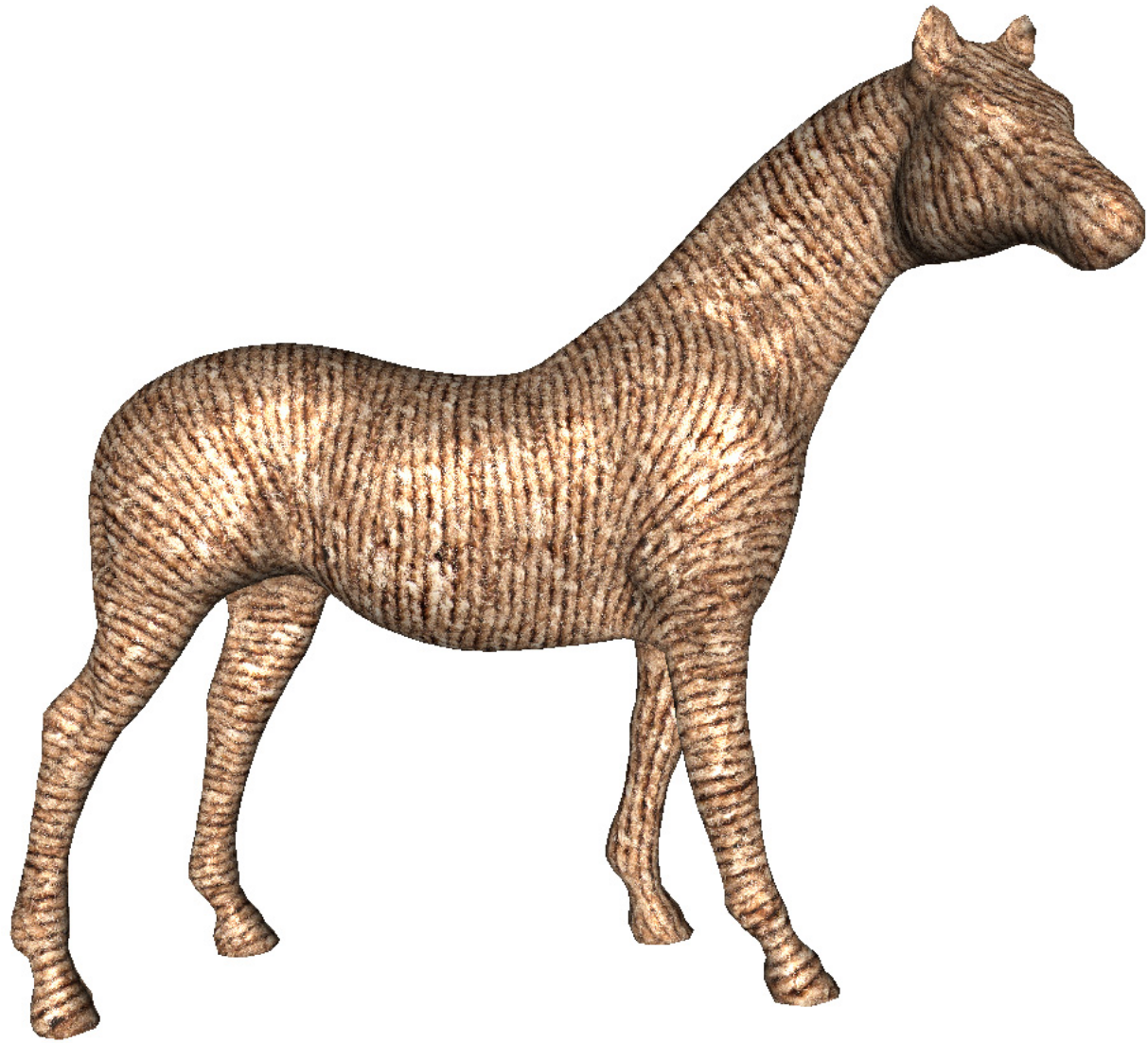


Appearance-Space Texture Synthesis

Supplemental results - SIGGRAPH 2006 submission Paper #0192

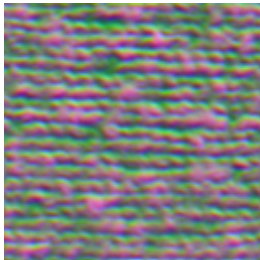
Surface Synthesis



Exemplar



Transformed (3 first channels)



Feature distance (if available)



Domain synthesis result

Parameters

Coarse

-
-
-
-
-
-
-
-

Fine

Coherence threshold

Global texture scale

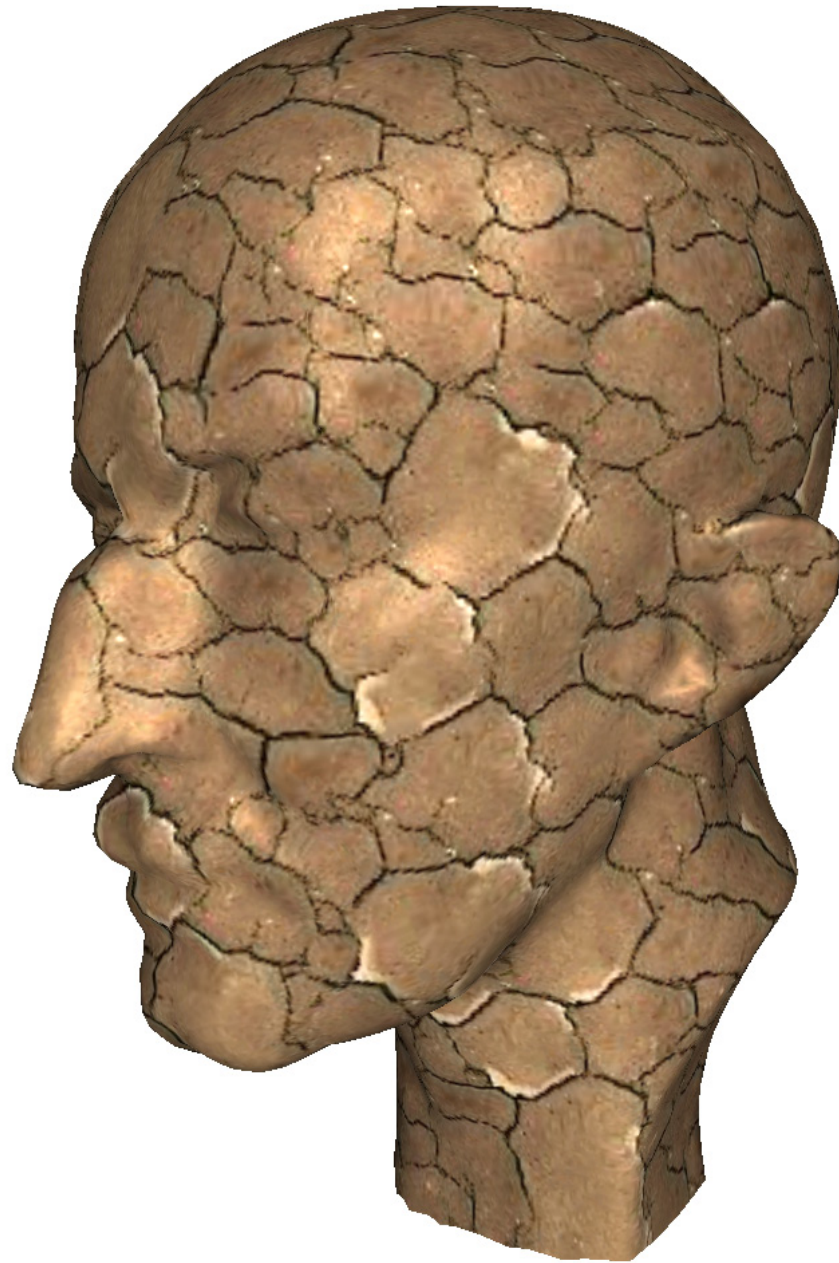
Advert speed

color

2 passes

High res exemplar

Reset



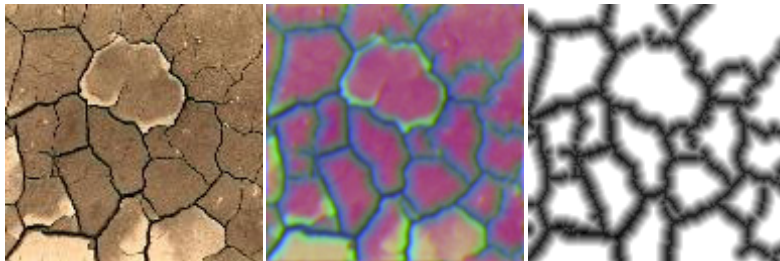
Exemplar

Transformed (3 first channels)

Feature distance (if available)

Domain synthesis result

Parameters



Coarse

Fine

Coherence threshold

Global texture scale

Advection speed

color

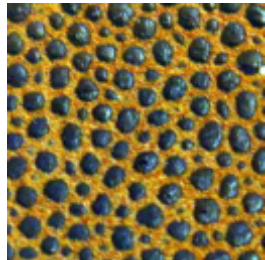
2 passes

High res exemplar

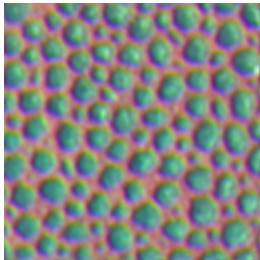
Reset



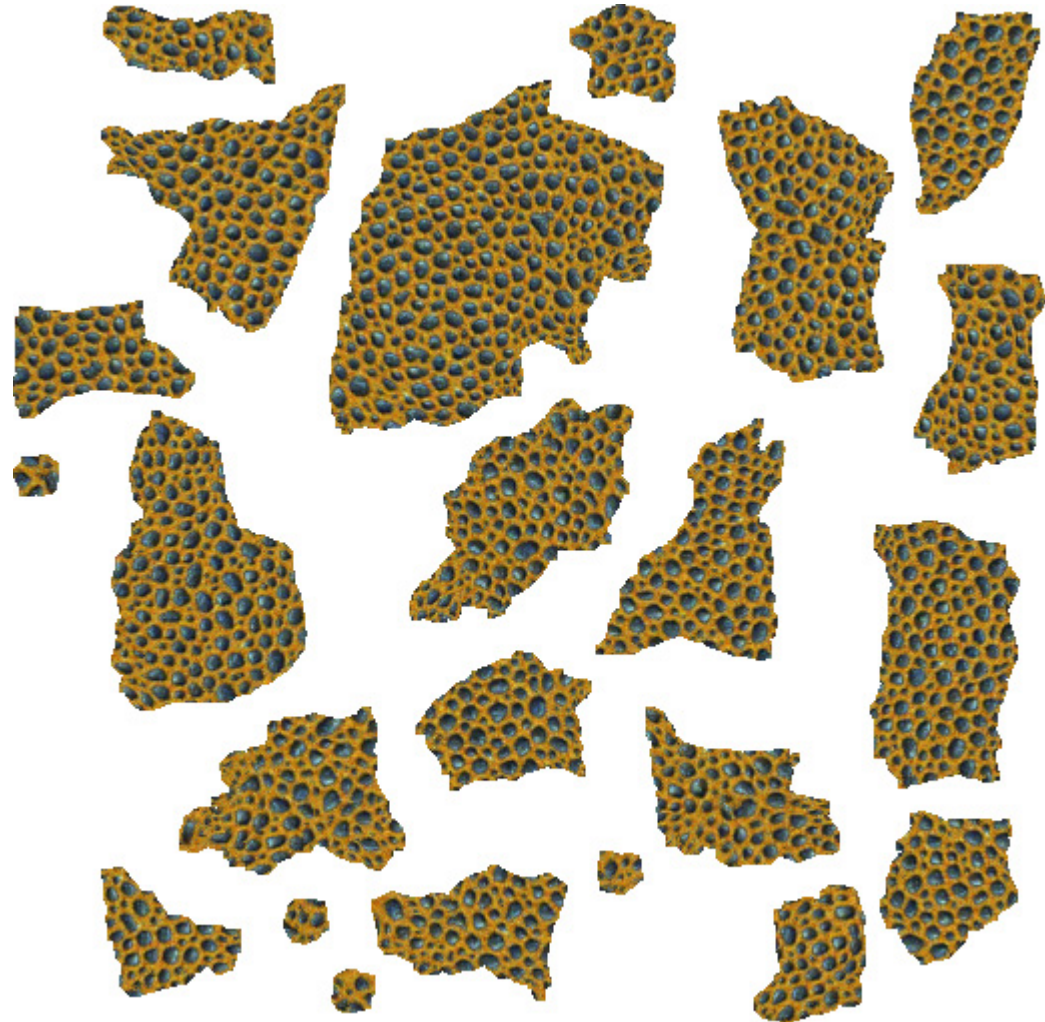
Exemplar



Transformed (3 first channels)



Feature distance (if available)



Domain synthesis result

Parameters

Coarse

Fine

Coherence threshold

Global texture scale

Advection speed

color

2 passes

High res exemplar



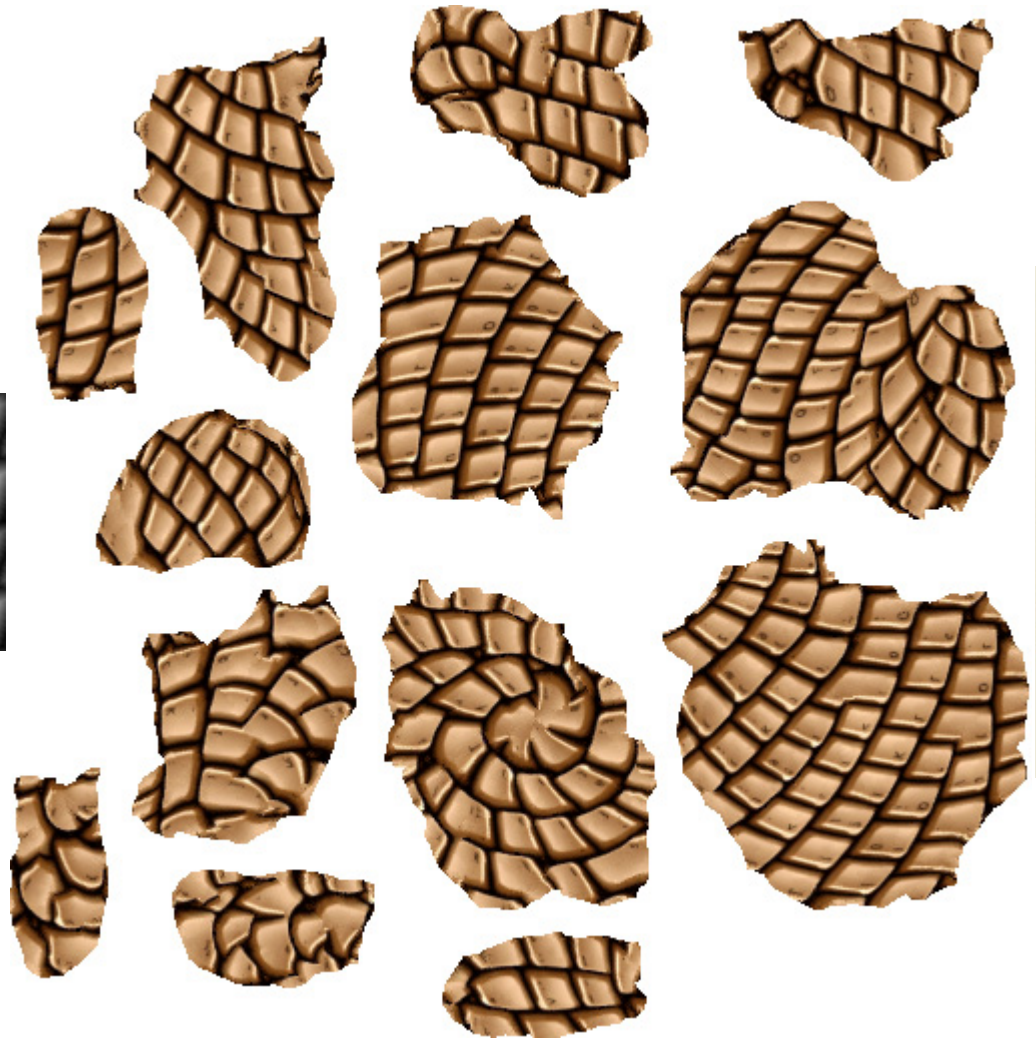
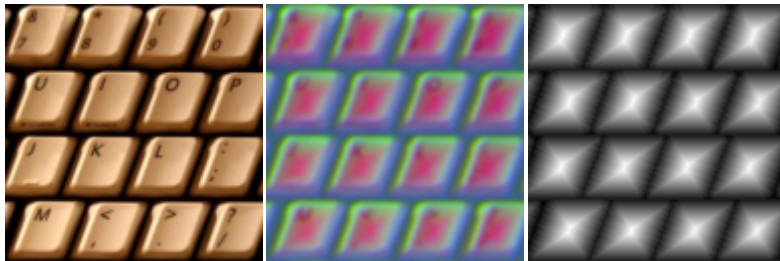
Exemplar

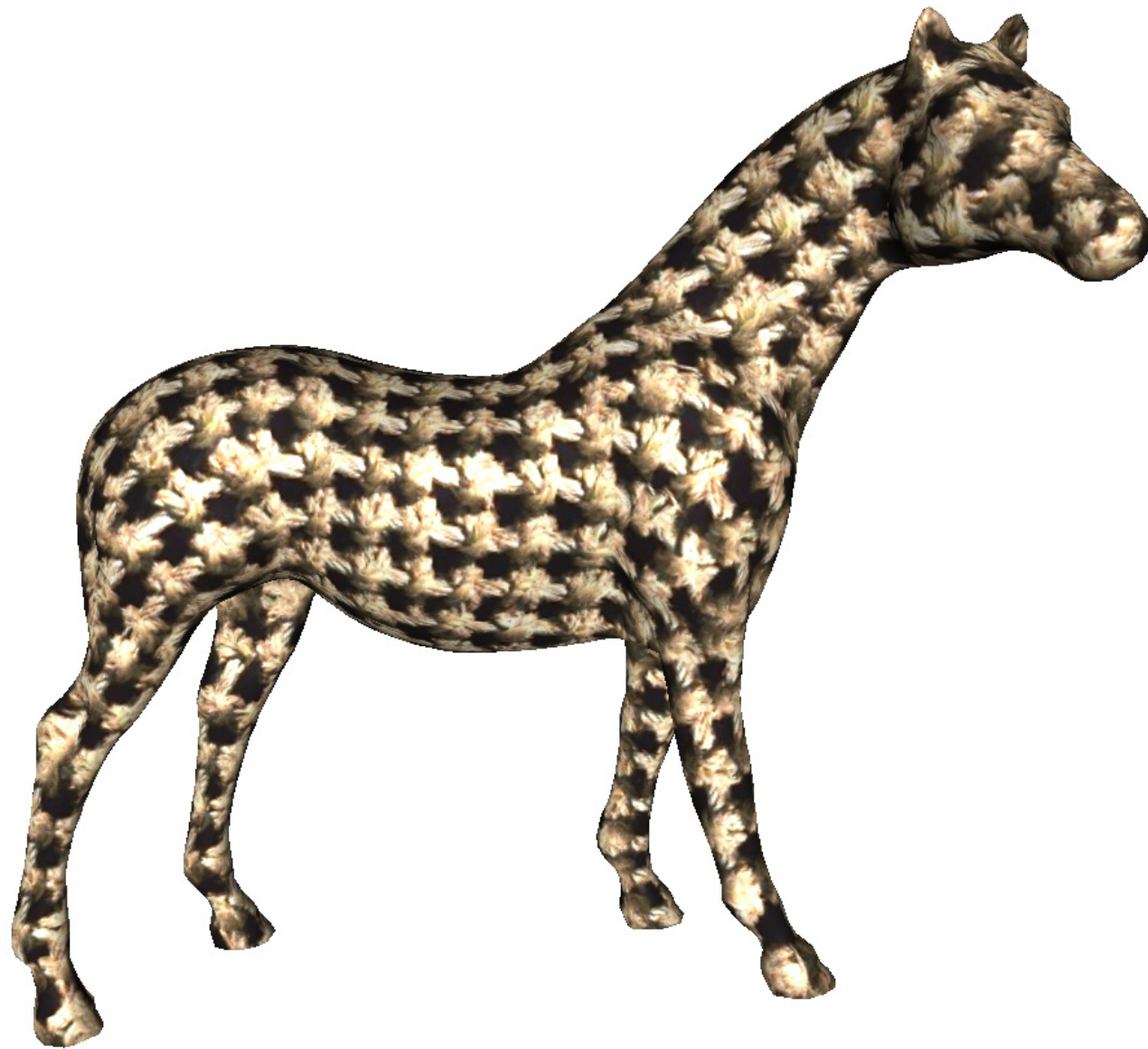
Transformed (3 first channels)

Feature distance (if available)

Domain synthesis result

Parameters

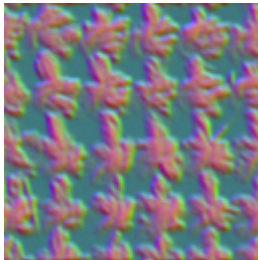




Exemplar



Transformed (3 first channels)



Feature distance (if available)



Domain synthesis result

Parameters

Coarse

Fine

Coherence threshold

Global texture scale

Advert. speed

color

2 passes

High res exemplar

Reset



Exemplar

Transformed (3 first channels)

Feature distance (if available)

Domain synthesis result

Parameters



Course

Fine

Coherence threshold

Global texture scale

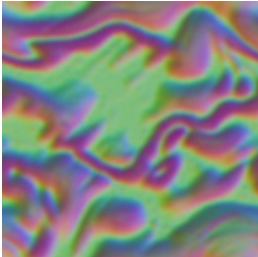
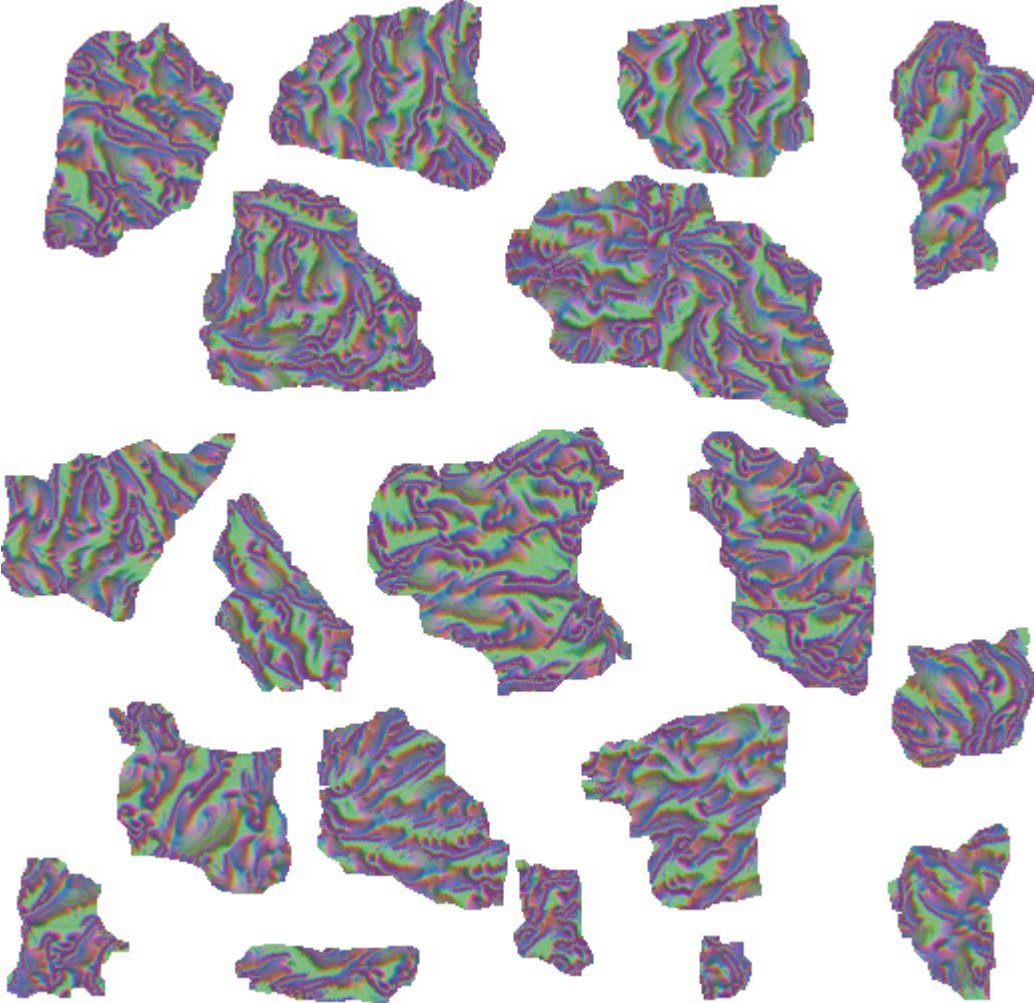
Advert. speed

color

2 passes

High res exemplar



Exem- plar	Transformed (3 first chan- nels)	Feature distance (if available)	Domain synthesis result	Parame- ters
				<p>Coarse</p> <ul style="list-style-type: none"><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <p>Fine</p> <p>Coherence threshold <input type="checkbox"/></p> <p>Global texture scale <input type="checkbox"/></p> <p>Advection speed <input type="checkbox"/></p> <p>color <input type="text" value="color"/></p> <p>2 passes <input type="text" value="2 passes"/></p> <p><input type="checkbox"/> High res exemplar</p> <p><input type="button" value="Reset"/></p>