Multi-Scale Texture Editing
Supplemental material #4 to
Multi-Scale Label-Map Extraction for Texture Synthesis

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Original images courtesy: Mayang’s Textures (Bubbling_rusty\_metal), www.textures.com (Plaster\_damaged, Concrete\_floor\_damaged), Castle\_wall (“tiverton castle\_wall” by q phia, cropped, licensed under CC BY 2.0), other images taken by authors.
Figure 1: Concrete\_floor\_damaged (1024 × 384). Multi-scale editing. Textures are first edited at large scale and then at a fine scale so as to modify local details.

Figure 2: Bubbling\_rusty\_metal\_5132555 (2048 × 2048). Multi-scale editing. Textures are first edited at large scale and then at a fine scale so as to modify local details.

Figure 3: City\_0563 (2048 × 1024). Multi-scale editing. Textures are first edited at large scale and then at a fine scale so as to modify local details.

Figure 4: Plaster\_damaged (1152 × 1024). Multi-scale editing. Textures are first edited at large scale and then at a fine scale so as to modify local details.
Figure 5: River (1024 × 512). Multi-scale editing. Textures are first edited at large scale and then at a fine scale so as to modify local details.

Figure 6: Castle wall (1280 × 1280). Multi-scale editing. Textures are first edited at large scale and then at a fine scale so as to modify local details.