

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.

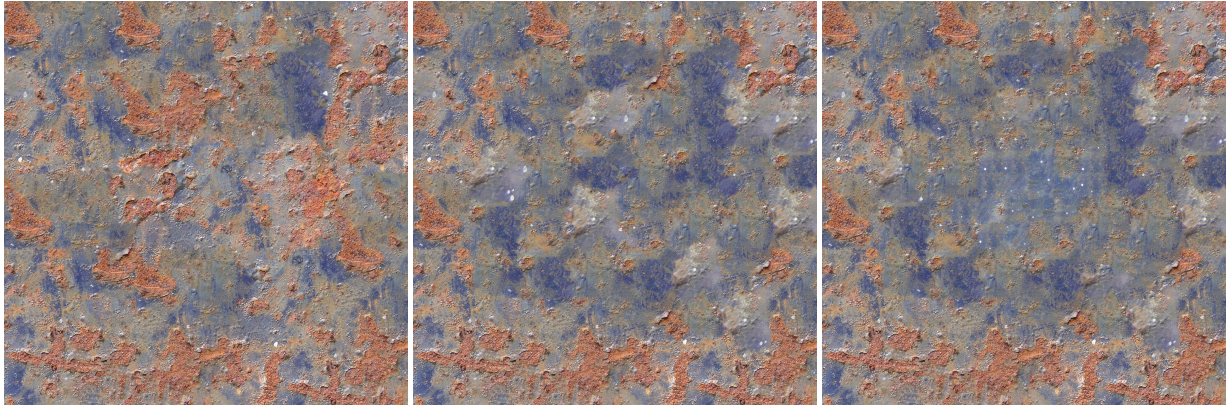


Figure 2: *Bubbling_rusty_metal_5132555* (2048×2048). Multi-scale editing. Textures are first edited at large scale and then at a fine scale so as to modify local details.



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.

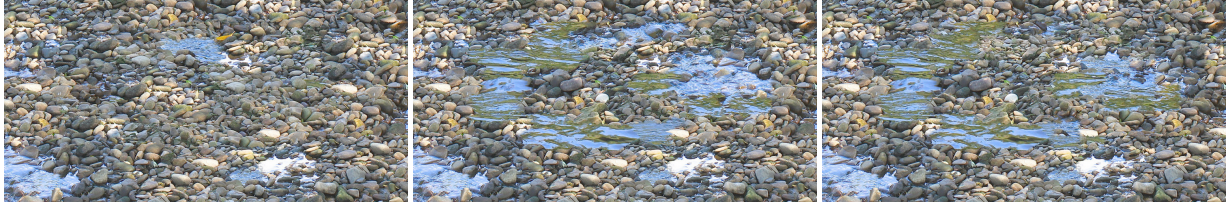


Figure 5: *River* (1024×512). Multi-scale editing. Textures are first edited at large scale and then at a fine scale so as to modify local details.



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.