Supplementary Results

Patch-Based Optimization for Image-Based Texture Mapping

Results

Comparisons:

- Naïve
- Eisemann et al. [2008]
- Waechter et al. [2014]
- Ours
- Zhou and Koltun [2014]

We place our results between Naïve and Eisemann et al. [2008] as well as between Weachter et al. [2014] and Zhou and Koltun [2014] so that comparisons could be made by flipping back and forth between them.

BUNNY

synthetic data, inaccurate geometry

BUNNY (Inaccurate geometry)Input Images











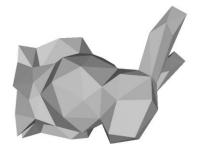


BUNNY (Inaccurate geometry)Mesh













BUNNY (Inaccurate geometry) Naive





BUNNY (Inaccurate geometry)

Waechter et al. [2014]





BUNNY (Inaccurate geometry)Ours





BUNNY (Inaccurate geometry) Zhou and Koltun [2014]





BUNNY

synthetic data, inaccurate camera pose

BUNNY (Inaccurate camera pose) Input Images







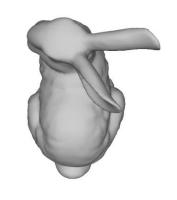


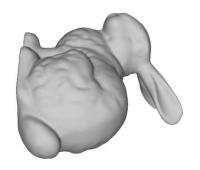


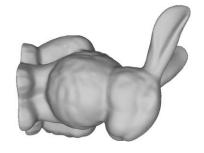


BUNNY (Inaccurate camera pose)Mesh













BUNNY (Inaccurate camera pose)Naive





BUNNY (Inaccurate camera pose)

Waechter et al. [2014]





BUNNY (Inaccurate camera pose)Ours





BUNNY (Inaccurate camera pose) Zhou and Koltun [2014]





TRUCK

TRUCK

Input Images





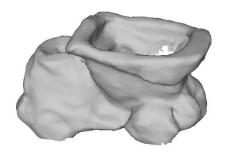


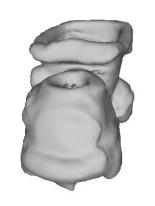


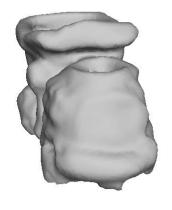


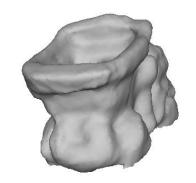


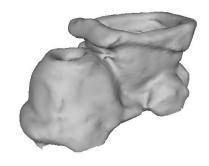
TRUCK Mesh

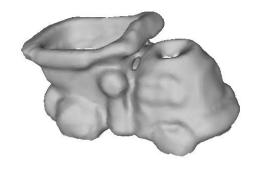












TRUCK Naive





TRUCK Ours





TRUCK Eisemann et al. [2008]





TRUCKWaechter et al. [2014]





TRUCK Ours





TRUCKZhou and Koltun [2014]





BACKPACK

BACKPACK

Input Images













BACKPACK Mesh





BACKPACK

Naive







BACKPACK Ours







BACKPACK Eisemann et al. [2008]





BACKPACKWaechter et al. [2014]





BACKPACK Ours







BACKPACK Zhou and Koltun [2014]







GUN

GUN Input Images













GUN Mesh





GUN Naive



View 1



View 2

GUN Ours



View 1



View 2

GUNEisemann et al. [2008]



View 1



View 2

GUN Waechter et al. [2014]



View 1



View 2

GUN Ours



View 1



View 2

GUN Zhou and Koltun [2014]



View 1



View 2

PILLOW

PILLOW Input Images













PILLOW

Mesh



PILLOW Naive



PILLOW Ours



PILLOW

Eisemann et al. [2008]



PILLOW

Waechter et al. [2014]



PILLOW Ours



PILLOWZhou and Koltun [2014]



HOUSE

HOUSE

Input Images







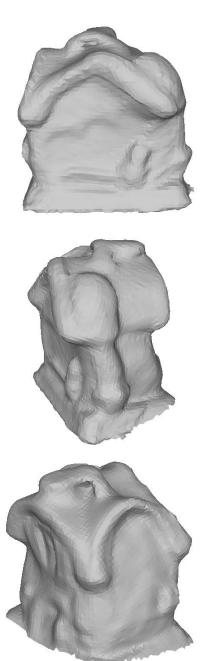


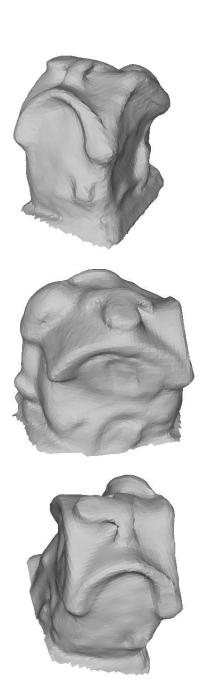




HOUSE

Mesh





HOUSE Naive







View 2

HOUSE Ours







HOUSEEisemann et al. [2008]







View 2

HOUSE Waechter et al. [2014]







View 2

HOUSE Ours







HOUSEZhou and Koltun [2014]







View 2

COW

COW Input Images













COW Mesh





COW Naive





COW Ours





COWEisemann et al. [2008]





COWWaechter et al. [2014]





COW Ours





COW Zhou and Koltun [2014]





HUMAN

HUMAN

Input Images







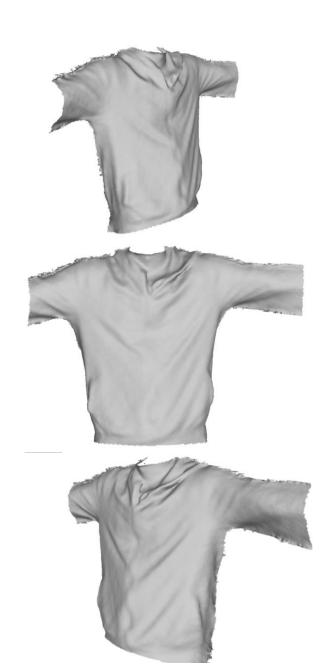






HUMAN Mesh





HUMANNaive





HUMANOurs





HUMANEisemann et al. [2008]





HUMANWaechter et al. [2014]





HUMANOurs





HUMANZhou and Koltun [2014]





Other Applications

Texture Hole-Filling

Texture Hole-Filling Wexler et al. [2007]



Texture Hole-FillingOurs



Texture Hole-Filling Zhou + Wexler



Texture Reshuffling

Texture Reshuffling Wexler et al. [2007]





Texture ReshufflingOurs





Texture Reshuffling Projection





Camouflage

Camouflage Ours



Camouflage Owens et al. [2014]



Camouflage Ours



Camouflage Owens et al. [2014]



Camouflage Ours



Camouflage Owens et al. [2014]



END