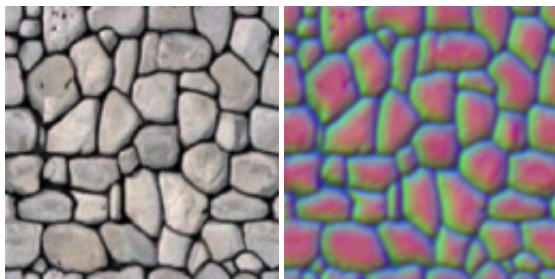
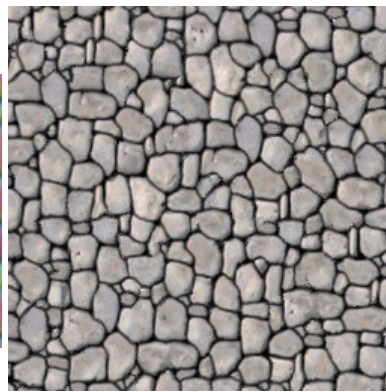
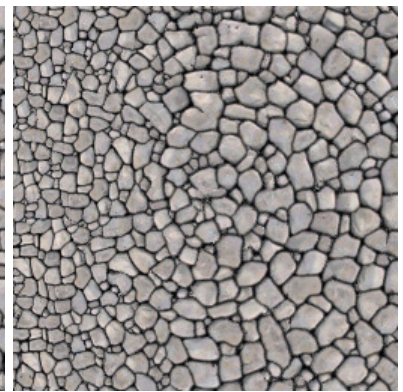


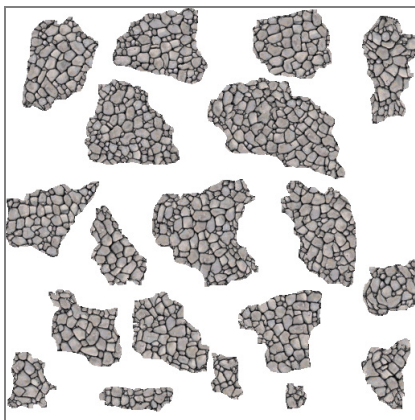
Appearance-Space Texture Synthesis: Figure close-ups

Exemplar E Transformed \tilde{E} 

Isometric synthesis



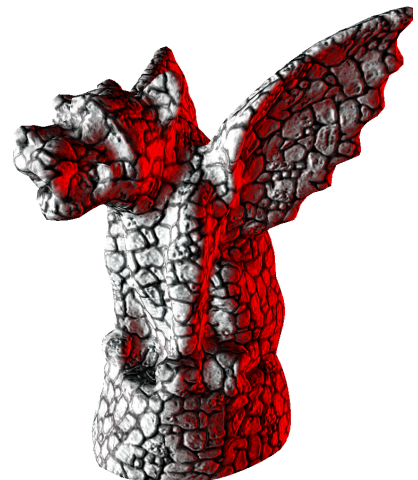
Anisometric synthesis



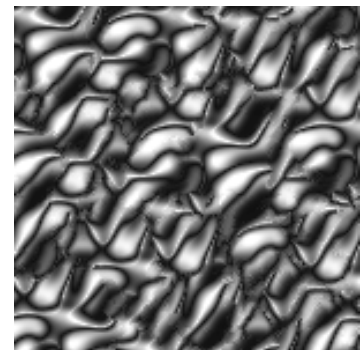
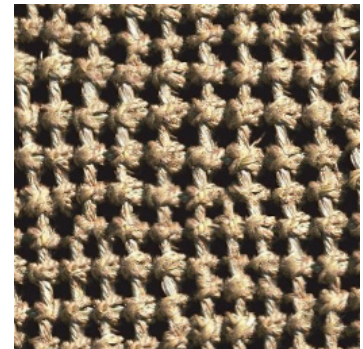
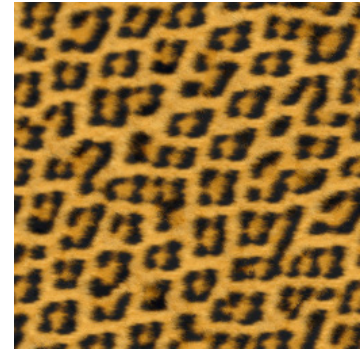
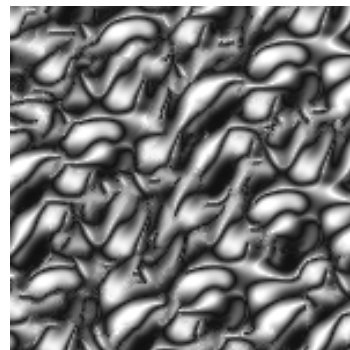
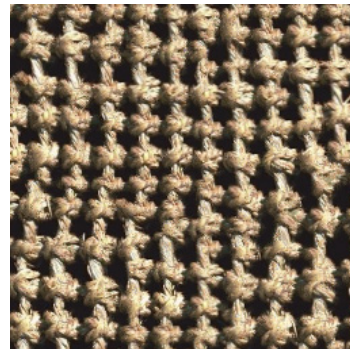
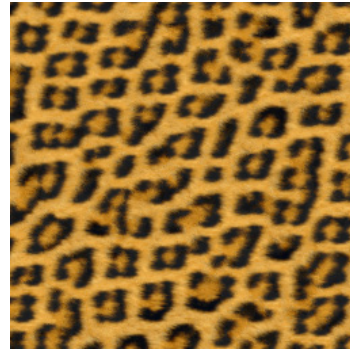
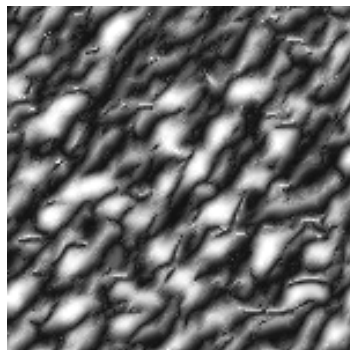
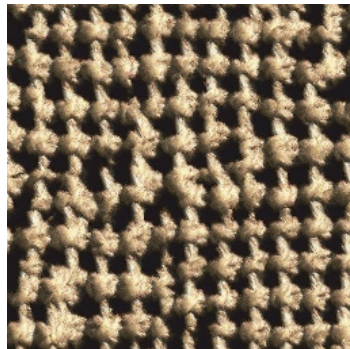
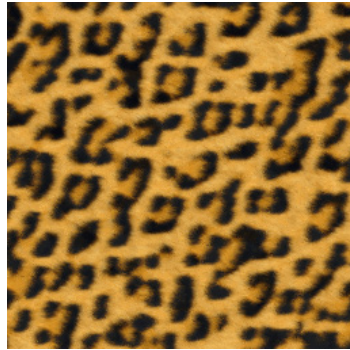
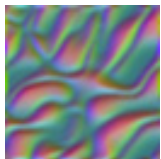
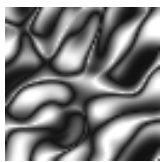
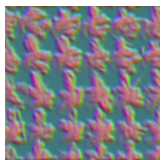
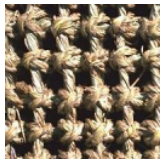
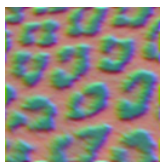
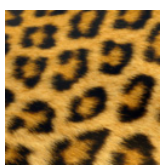
Synthesis in atlas



Textured surface



Radiance-transfer syn.

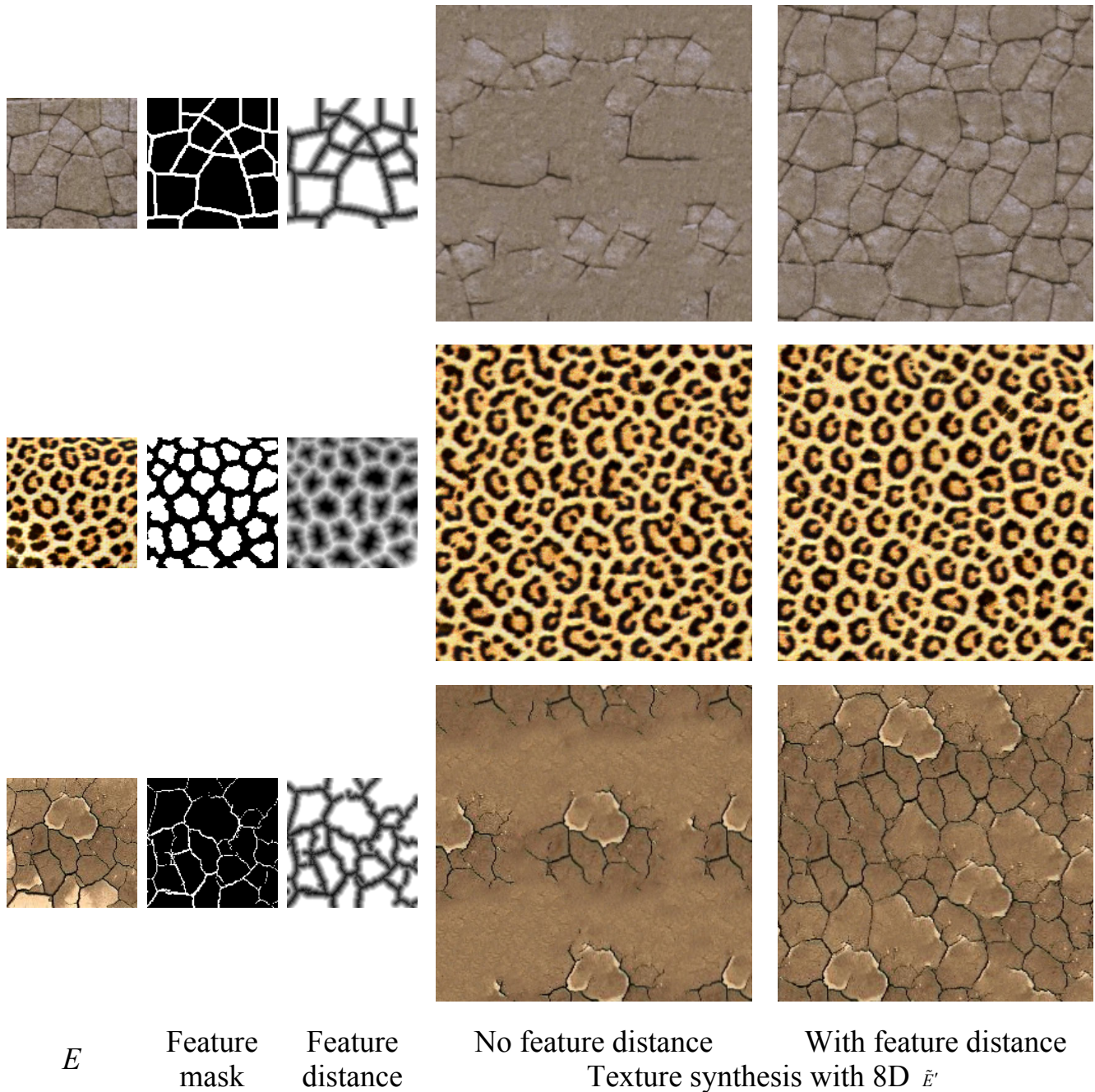


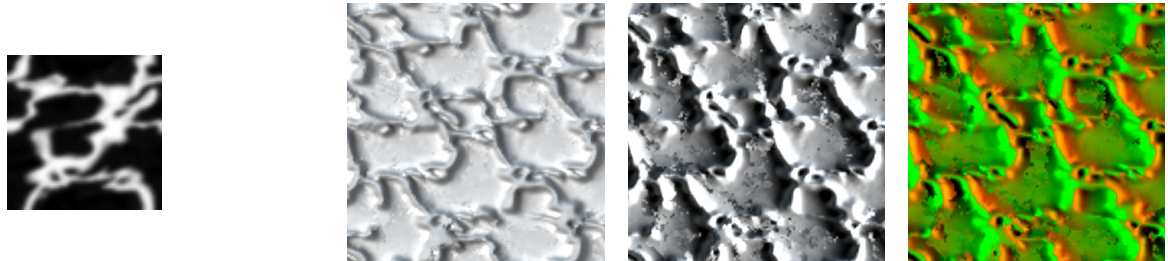
E &
 $3D \tilde{E}$

Using $3D E$

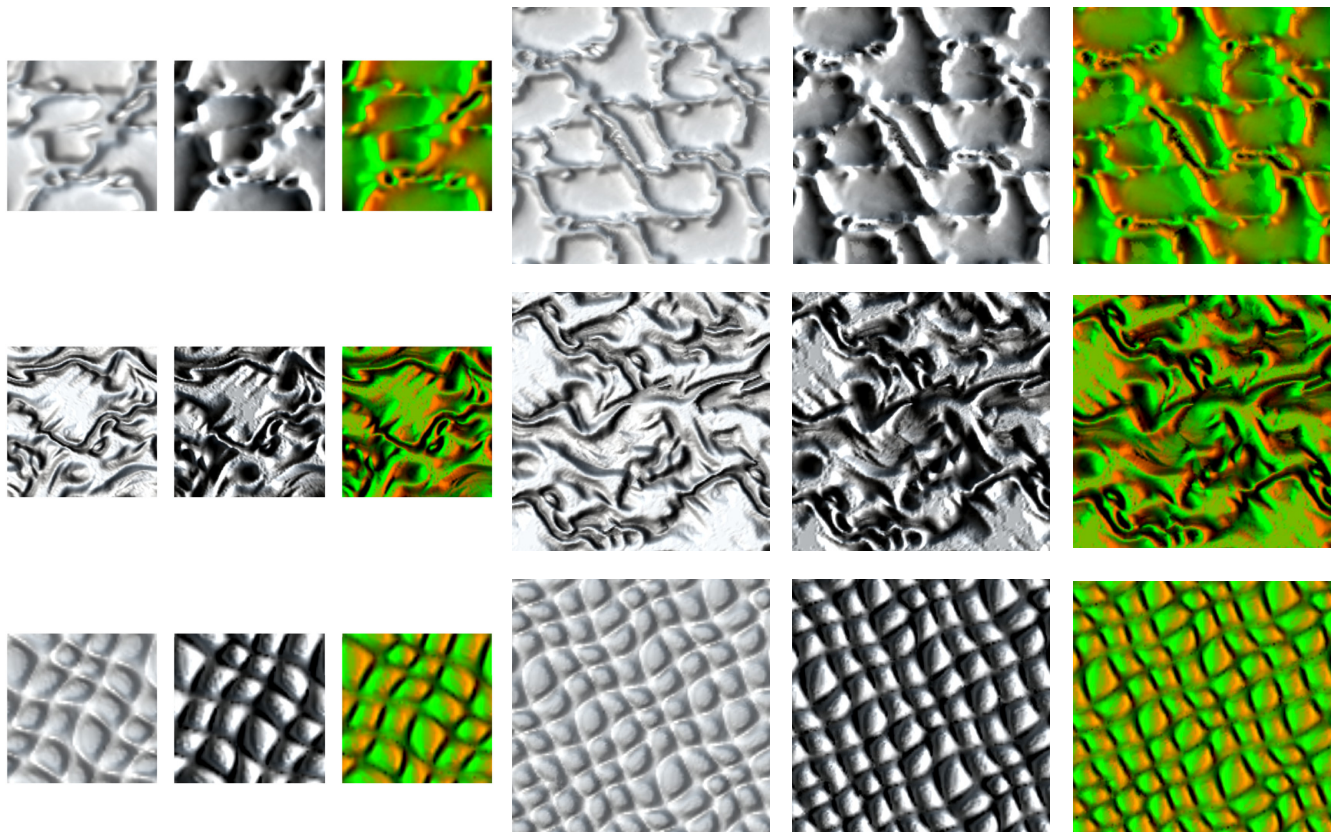
Using $3D \tilde{E}$
Result of texture synthesis

Using $8D \tilde{E}$



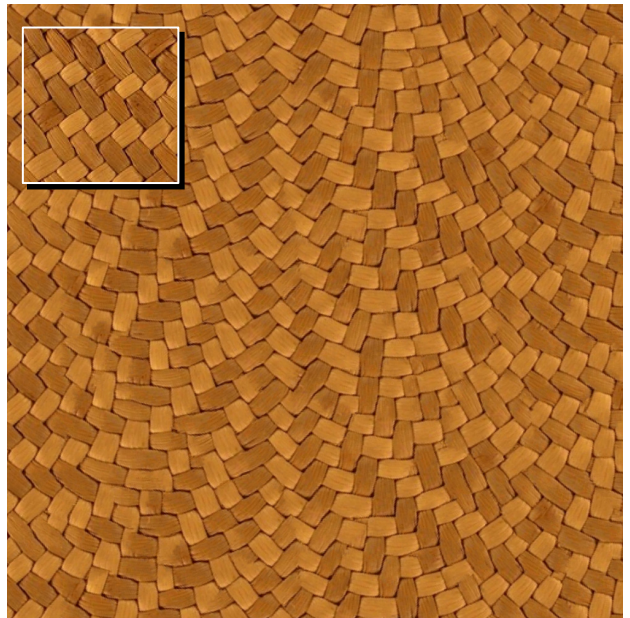
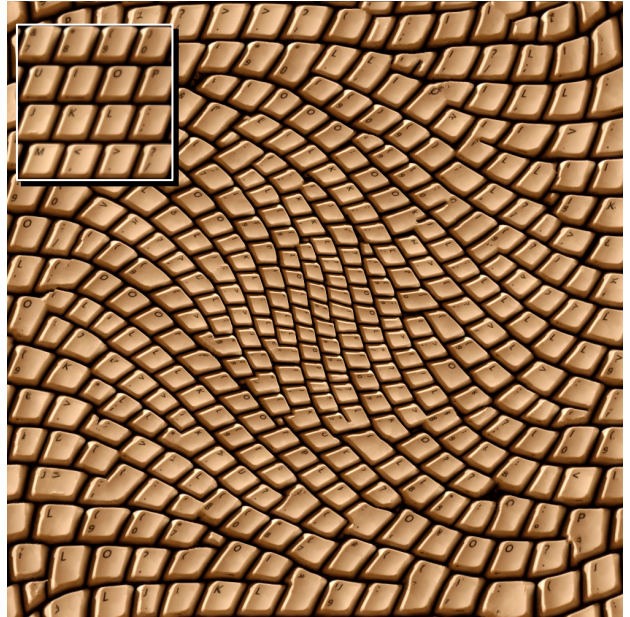
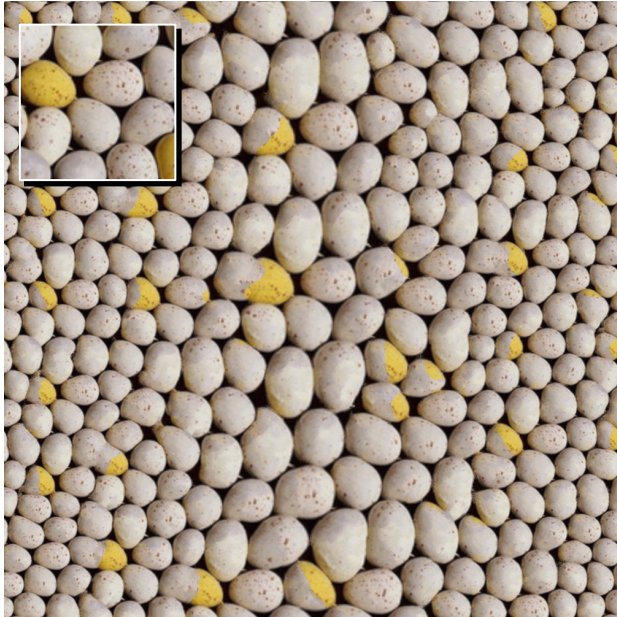


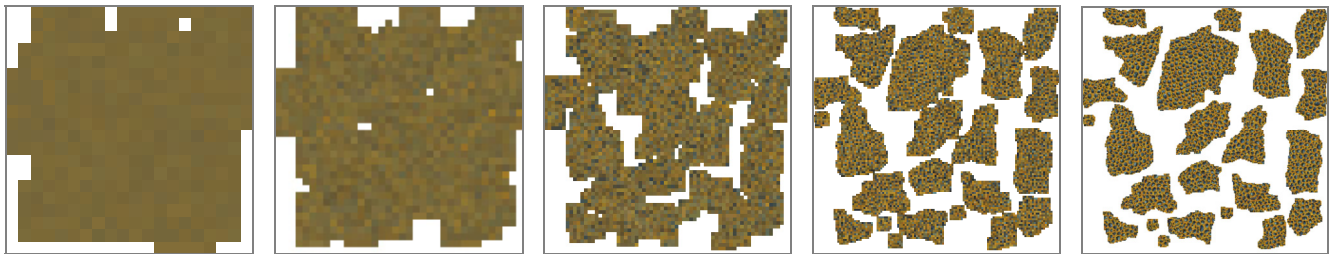
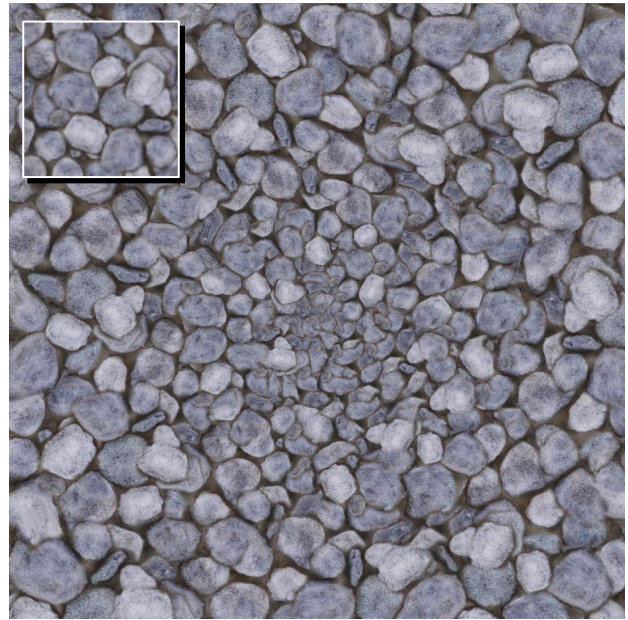
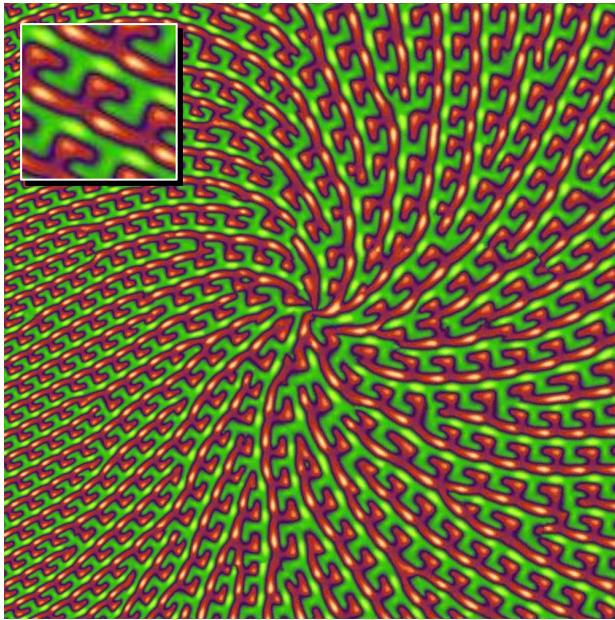
Using a height-field as exemplar results in inconsistent RTT shading



Shadings of RTT exemplar

Shadings of RTT synthesis (and close-up)

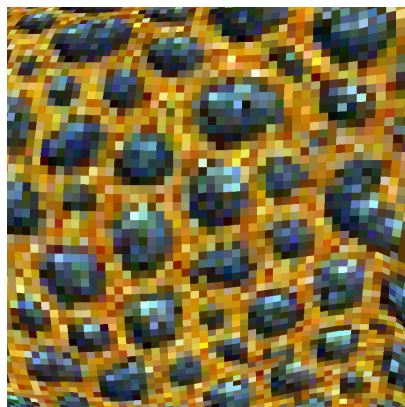




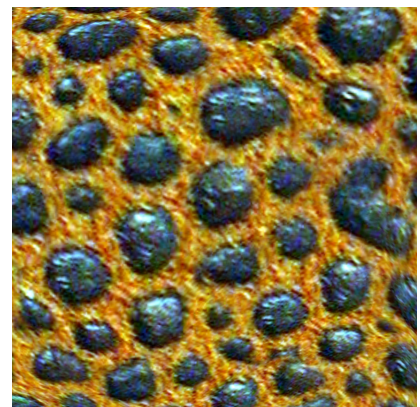
Levels 2-6 of the multiresolution synthesis pyramid.



Textured surface



No magnif.; 12.3 fps

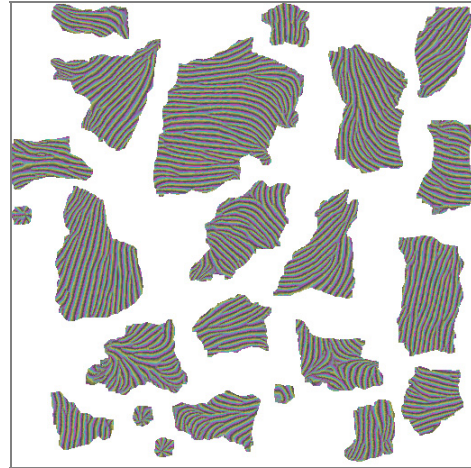
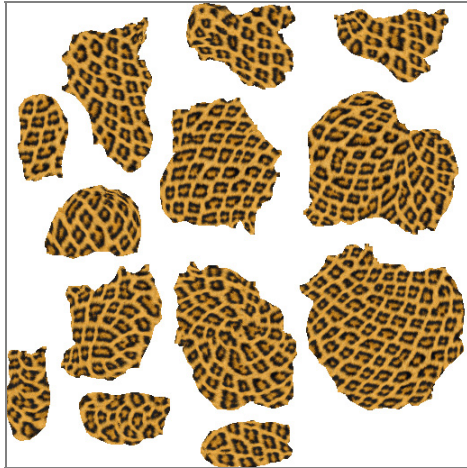
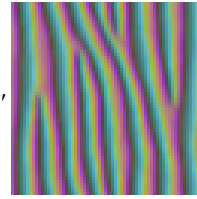


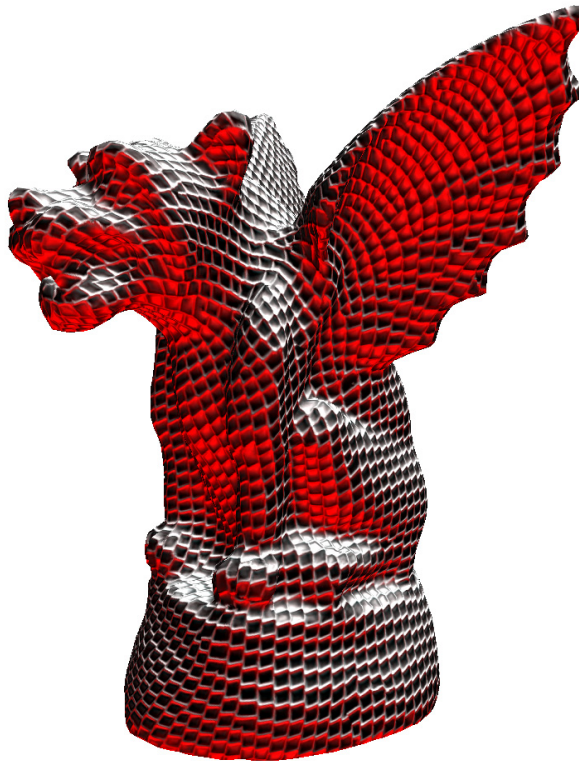
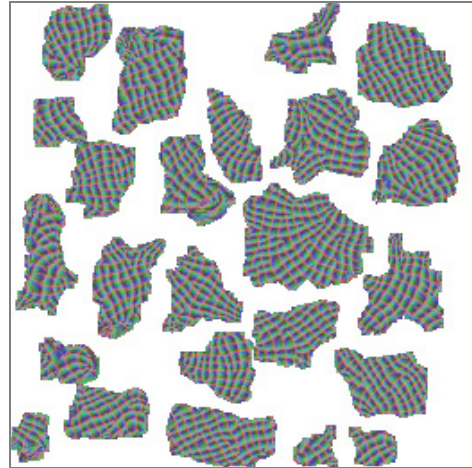
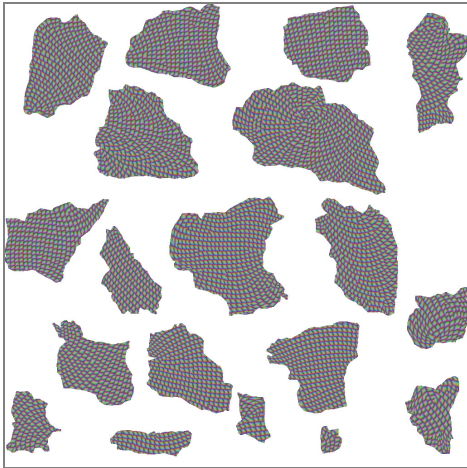
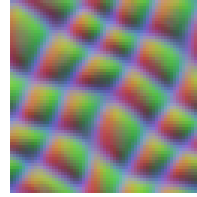
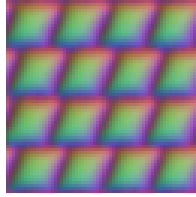
With magnif.; 11.7 fps

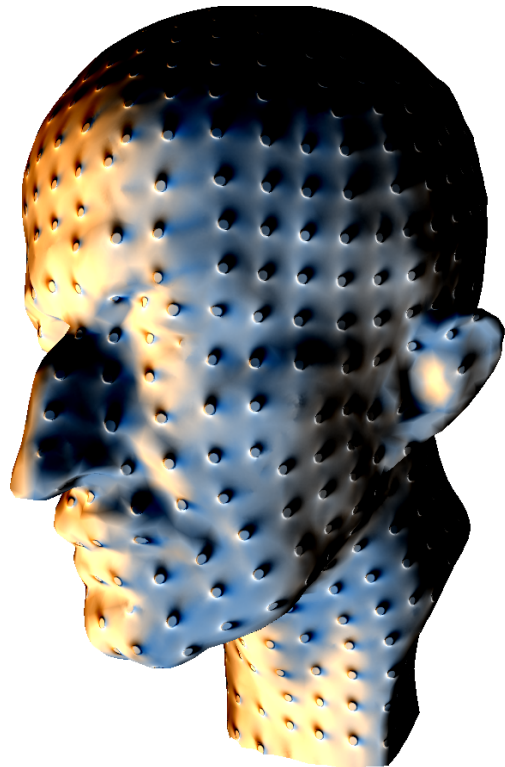
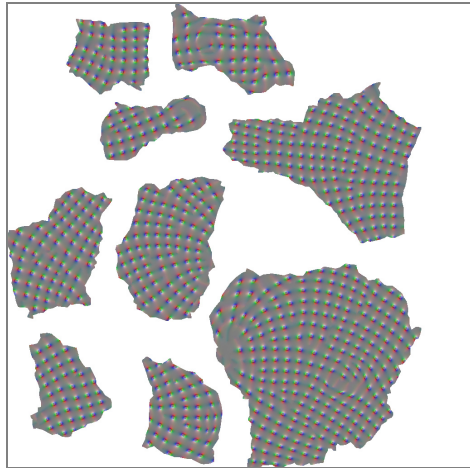
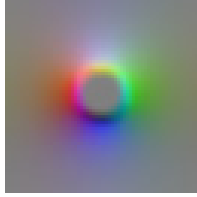
color

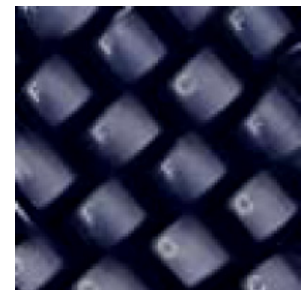
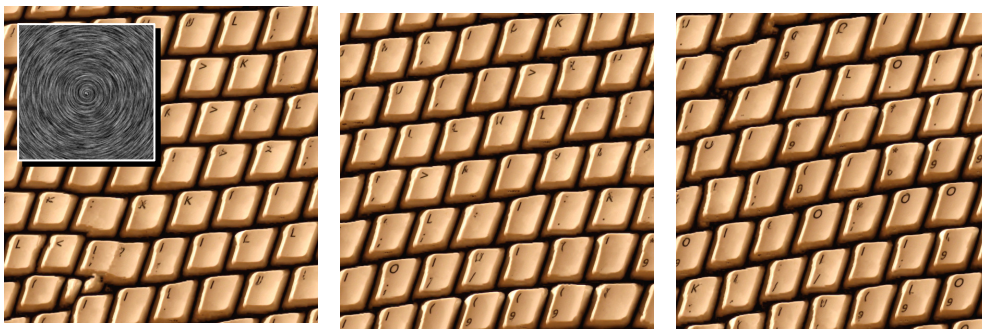
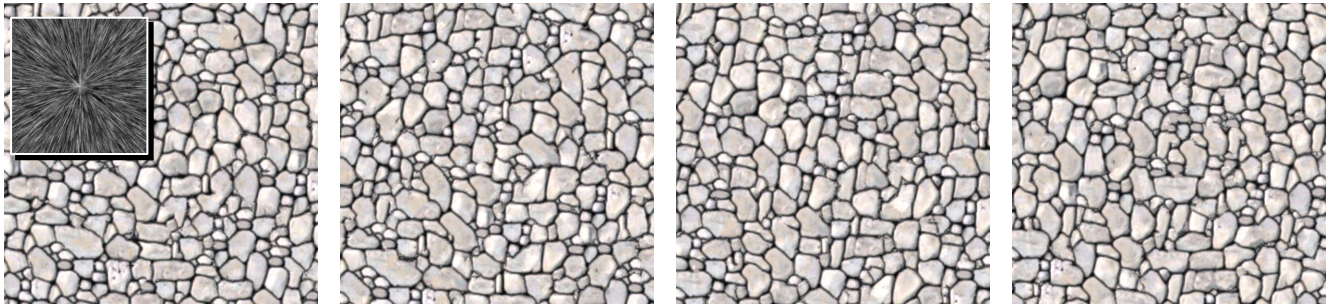


RTT \vec{E}'

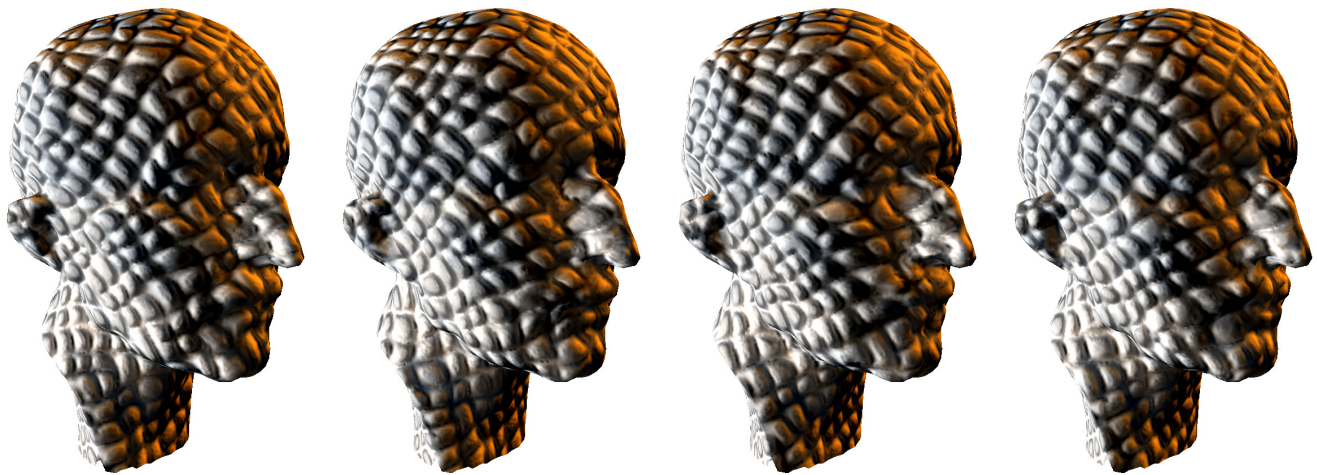




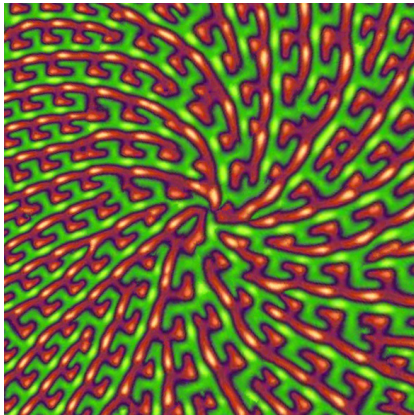
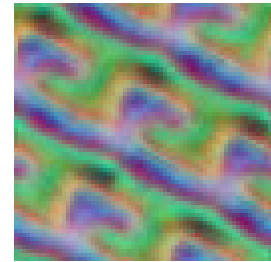
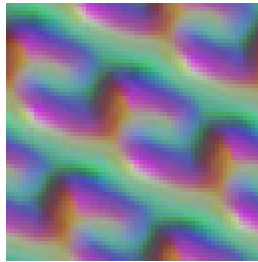
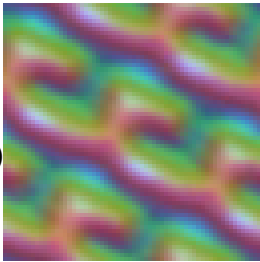




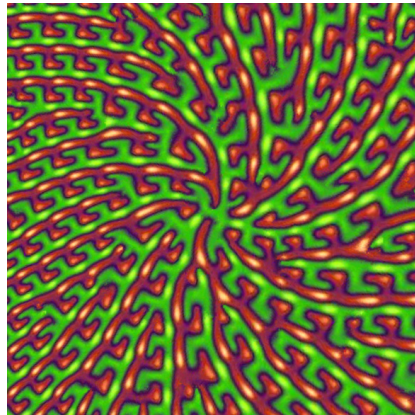
[Kwatra 2005]



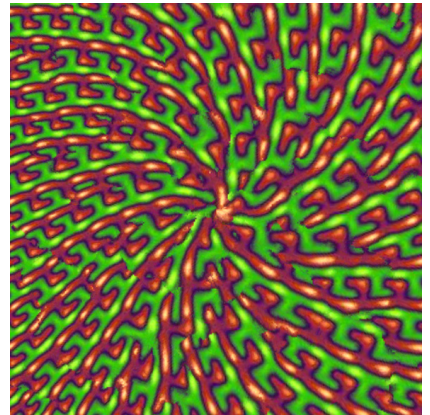
\tilde{E}
(4D)



PCA



isomaps



LLE