

Supplemental material for submission  
#1378

Seamless Montage for Texturing Models

The models on the bottom row are rendered from about the same point of view as the corresponding images. the rightmost image was not used in the texturing and is used as a leave-one-out test.



Input images (top row) and textured model from the same viewpoint (bottom row).  
The rightmost image was not used in the texturing and is included for evaluation of the result texture.



Input images (top row) and textured model from the same viewpoint (bottom row).  
The rightmost image was not used in the texturing and is included for evaluation of the result texture.



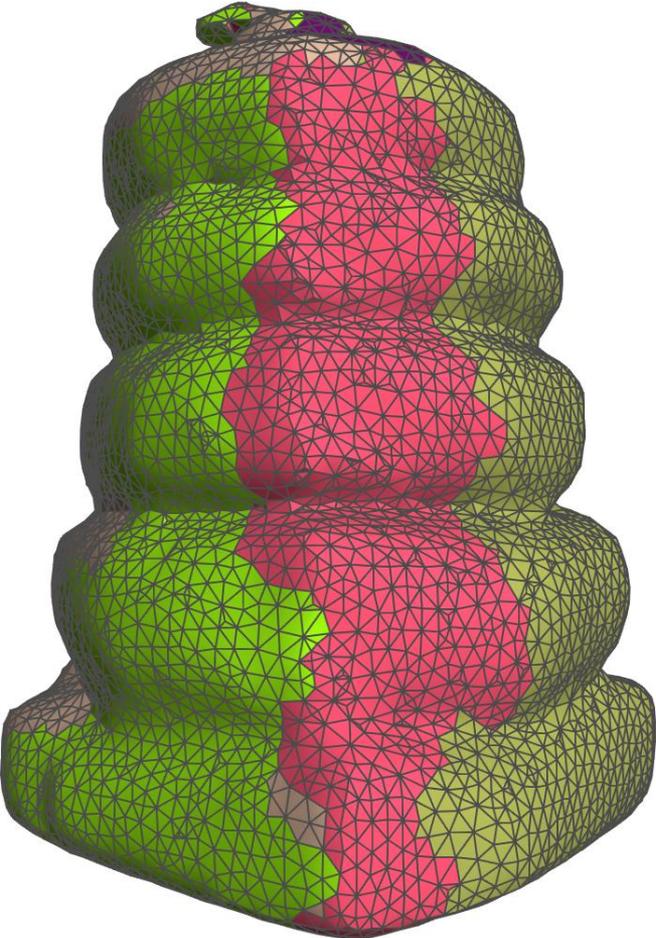
Input images (top row) and textured model from the same viewpoint (bottom row).  
The rightmost image was not used in the texturing and is included for evaluation of the result texture.



A side by side comparison of the input images and the textured model. The modeled geometry differs from the original one, resulting in a seamless texture that resembles the original model and is globally consistent.



Another textured model – comparison between [LI07] and our result. Note the apparent seam.

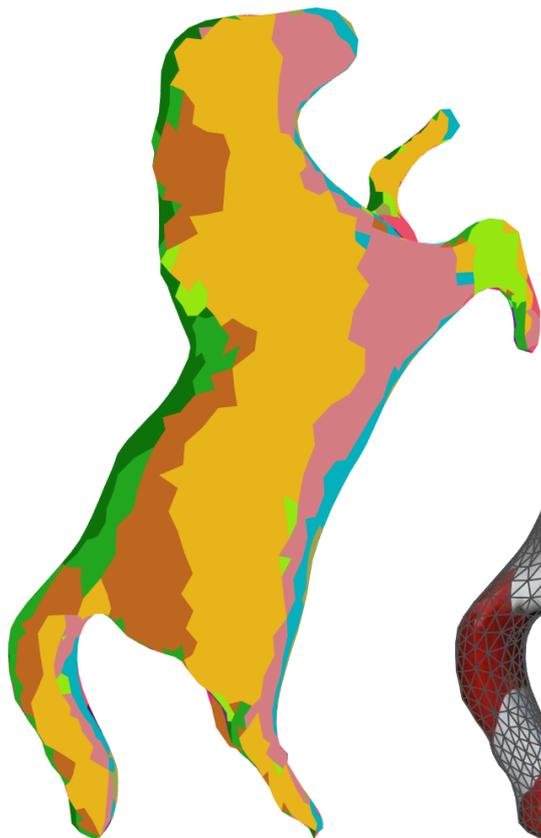


Triangulation + Assignment

Our Result

[LI07]

Another textured model – comparison between [LI07] and our result.



Assignment



Triangulation



Our Result



[LI07]



Terminator Skull: Another example of texturing crude geometry with detailed, globally consistent texture.

Example of over-smoothed geometry that still results in a plausible texture.



Example of texturing a human figure. Note that the fact that the textured geometry does not contain facial details might produce artifacts in some viewpoints (right image).

