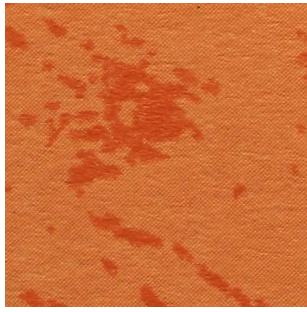


Supplemental material number 1 / 4 for  
Bi-Layer textures: a Model for Synthesis and Deformation of Composite  
Textures

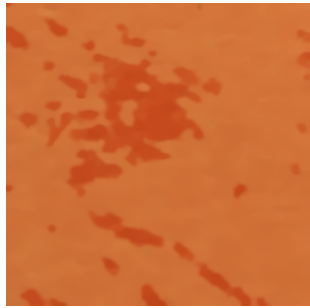
G. Guingo, B. Sauvage, J.-M. Dischler & M.-P. Cani

Published in Eurographics Symposium on Rendering 2017 / Computer Graphics Forum 36(4)

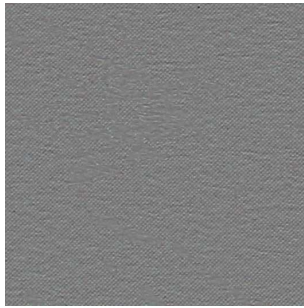
**This document presents all the elements extracted by the analysis for every input**



Input



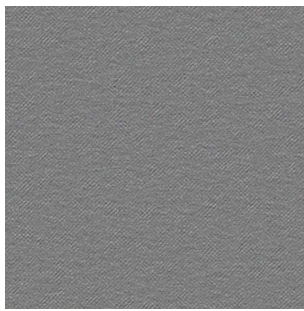
Structure



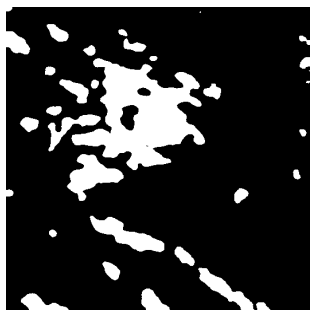
Noise



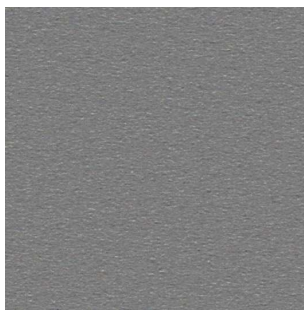
Mask 1



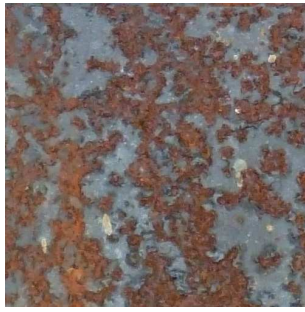
Synthesized noise



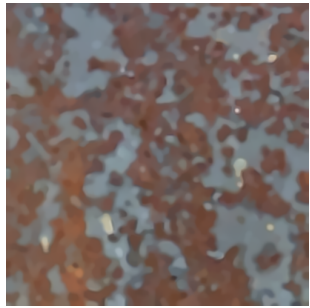
Mask 2



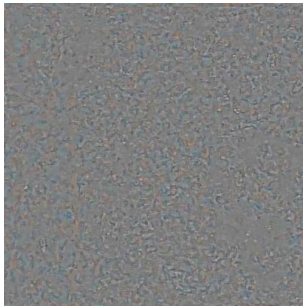
Synthesized noise



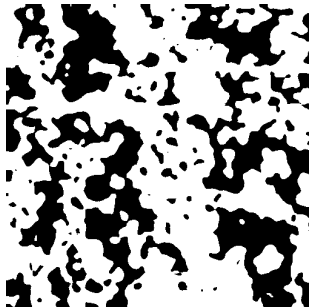
Input



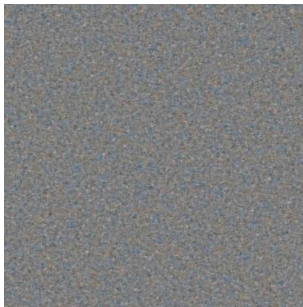
Structure



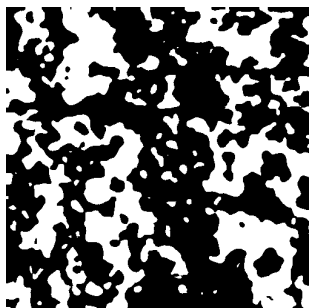
Noise



Mask 1



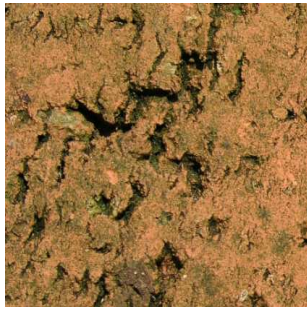
Synthesized noise



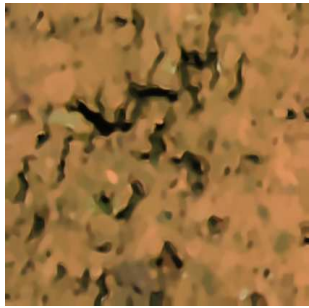
Mask 2



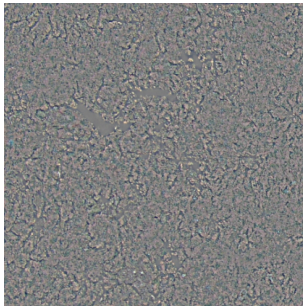
Synthesized noise



Input



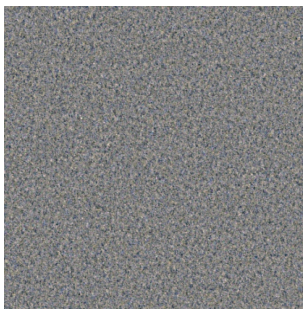
Structure



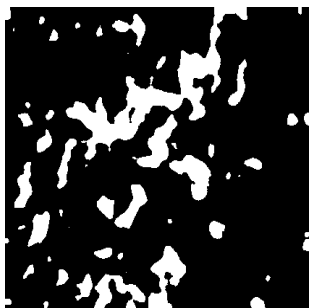
Noise



Mask 1



Synthesized noise

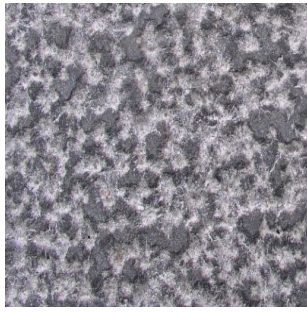


Mask 2

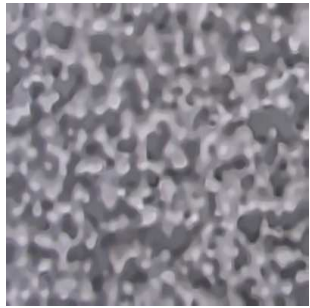


Synthesized noise

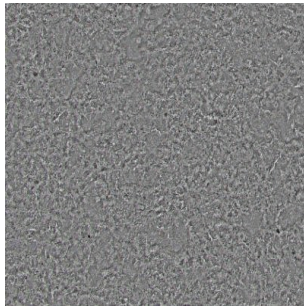




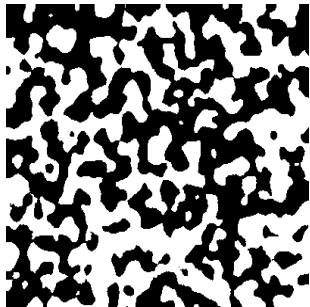
Input



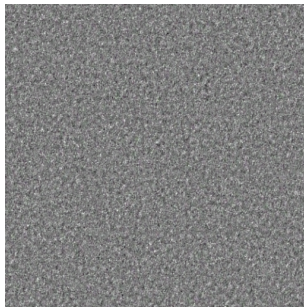
Structure



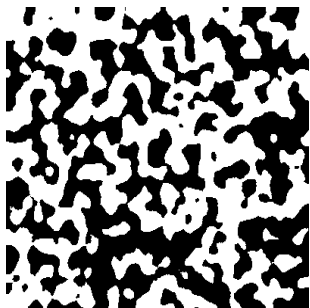
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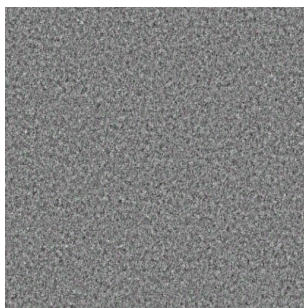
Mask 1



Synthesized noise



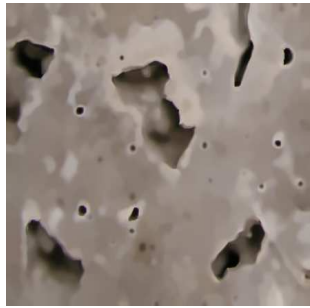
Mask 2



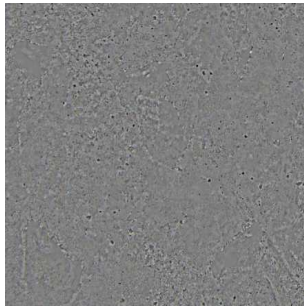
Synthesized noise



Input



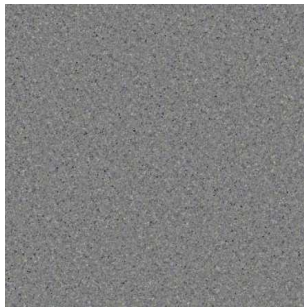
Structure



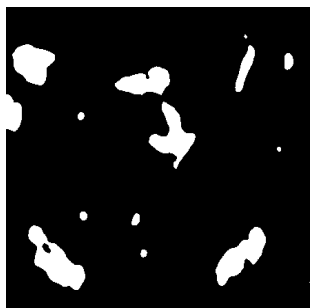
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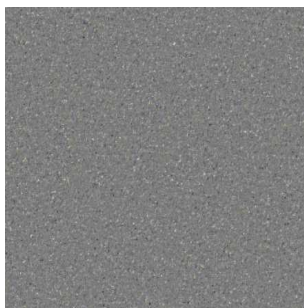
Mask 1



Synthesized noise



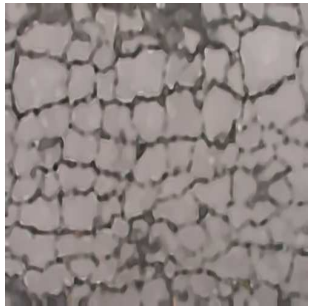
Mask 2



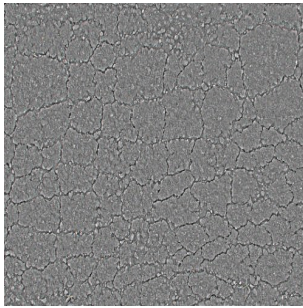
Synthesized noise



Input



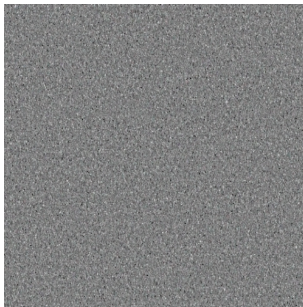
Structure



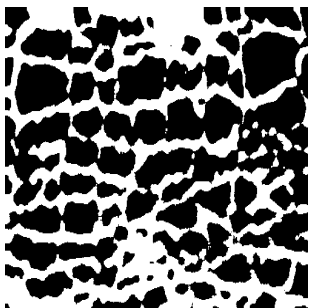
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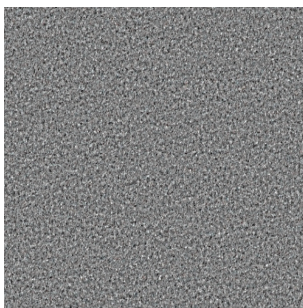
Mask 1



Synthesized noise



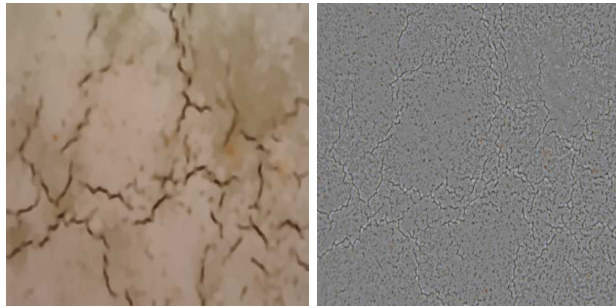
Mask 2



Synthesized noise

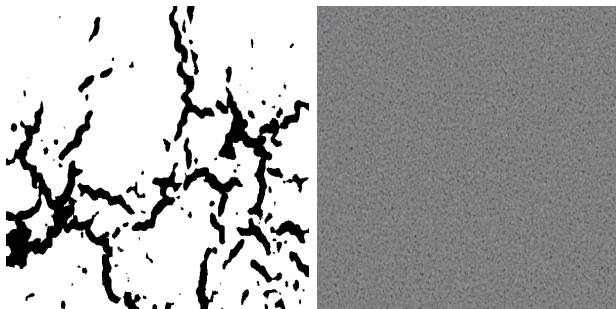


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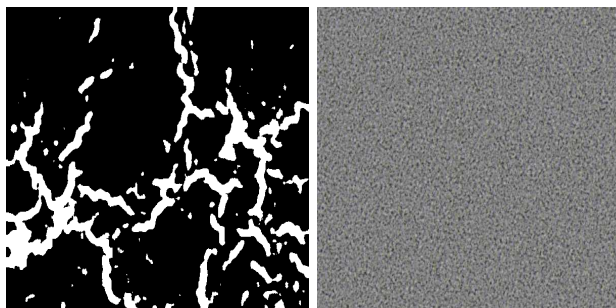
Structure

Noise



Mask 1

Synthesized noise



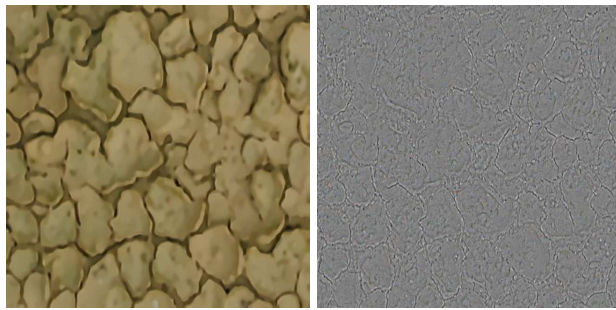
Mask 2

Synthesized noise



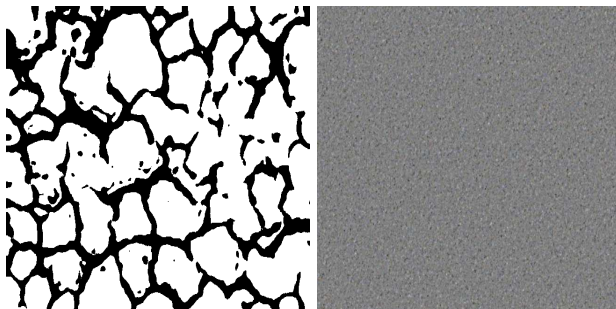


Input



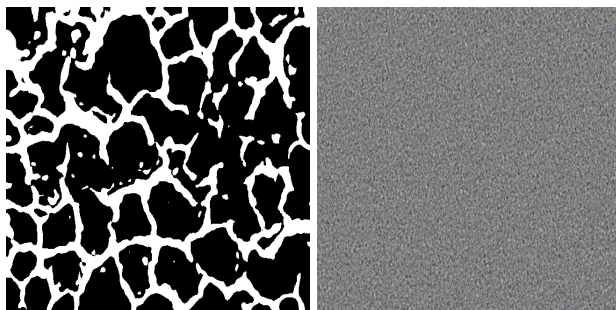
Structure

Noise



Mask 1

Synthesized noise

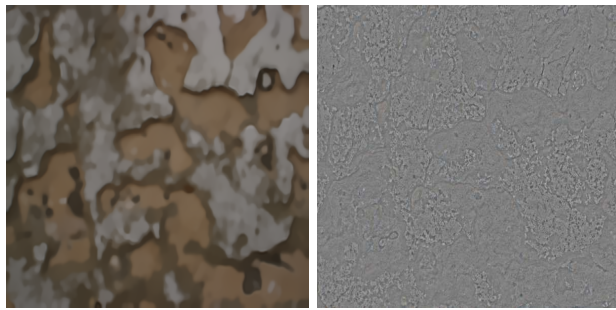


Mask 2

Synthesized noise

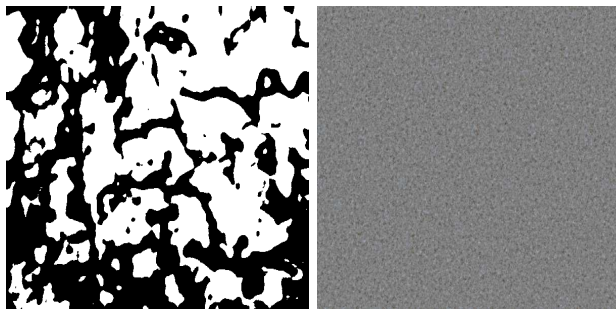


Input



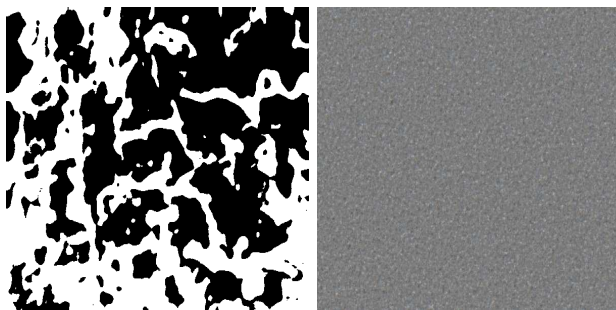
Structure

Noise



Mask 1

Synthesized noise



Mask 2

Synthesized noise

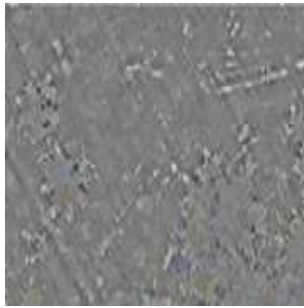




Input



Structure



Noise



Mask 1



Synthesized noise



Mask 2



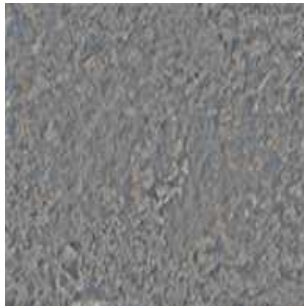
Synthesized noise



Input



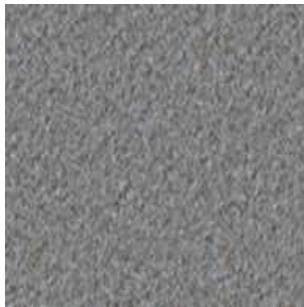
Structure



Noise



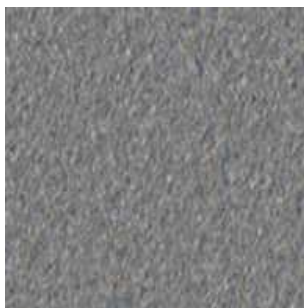
Mask 1



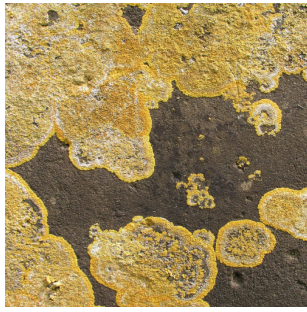
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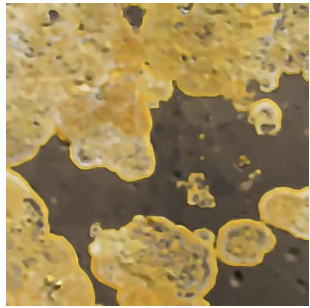
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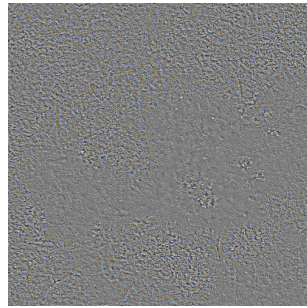
Synthesized noise



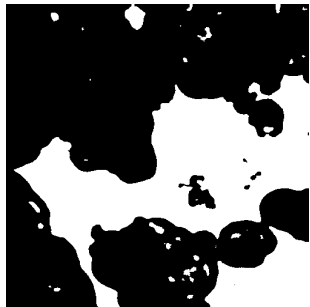
Input



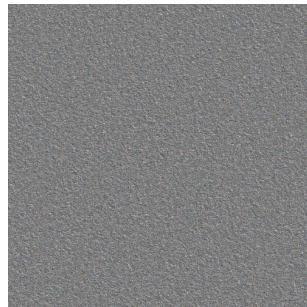
Structure



Noise



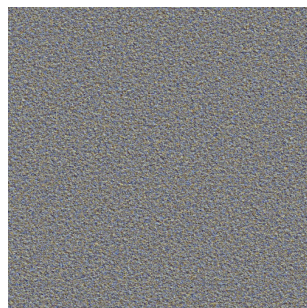
Mask 1



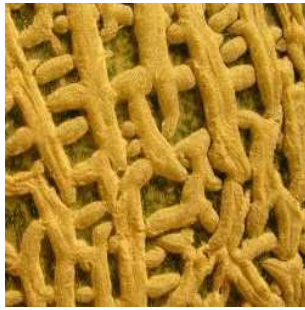
Synthesized noise



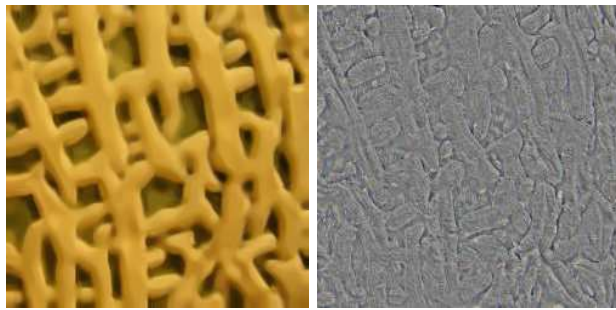
Mask 2



Synthesized noise

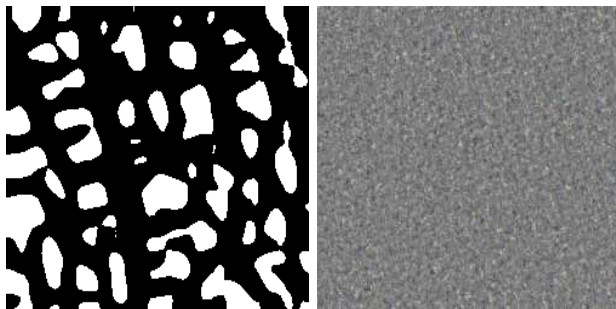


Input



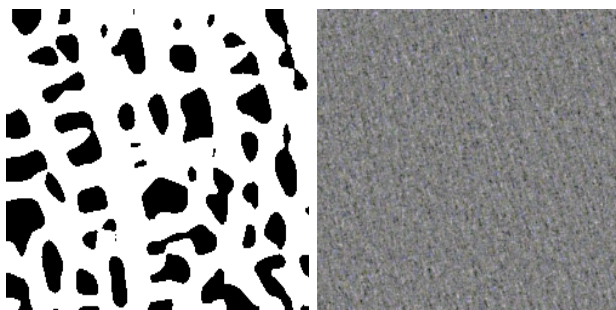
Structure

Noise



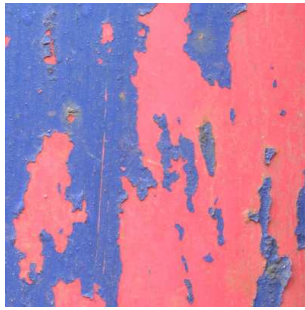
Mask 1

Synthesized noise

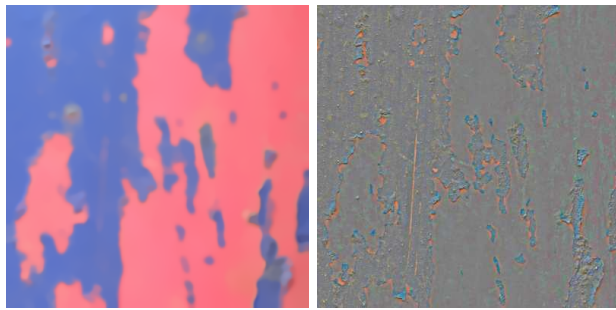


Mask 2

Synthesized noise

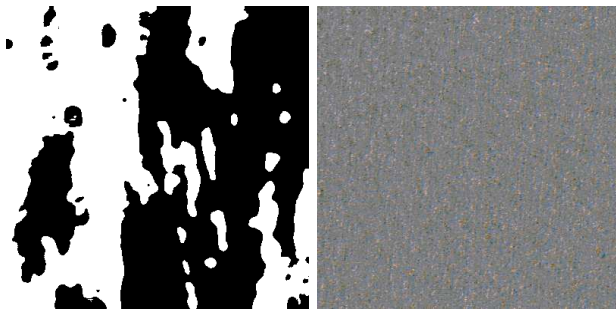


Input



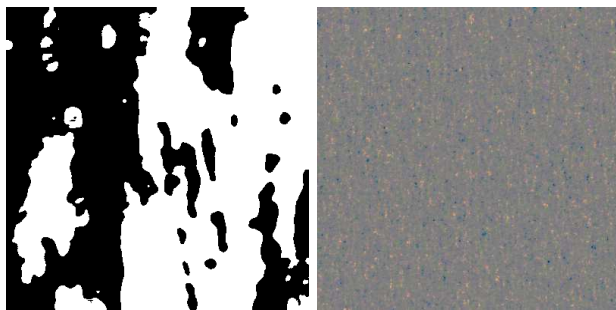
Structure

Noise



Mask 1

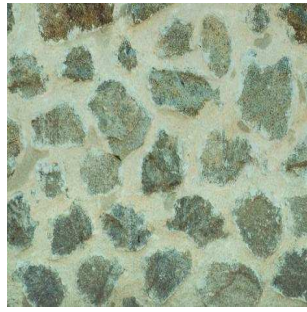
Synthesized noise



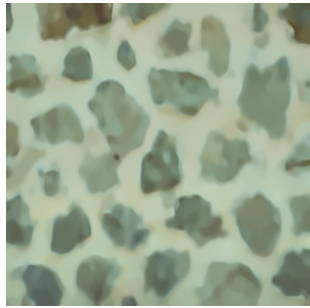
Mask 2

Synthesized noise

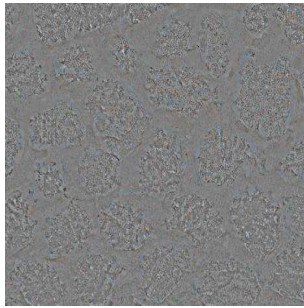




Input



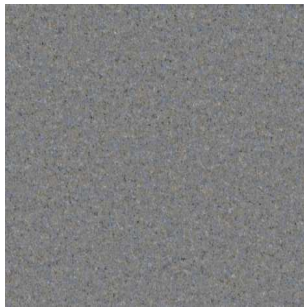
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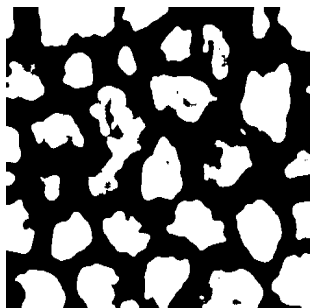
Noise



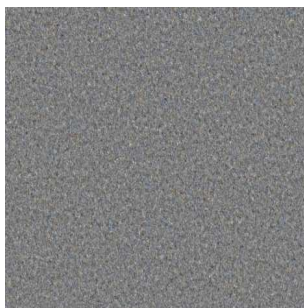
Mask 1



Synthesized noise



Mask 2

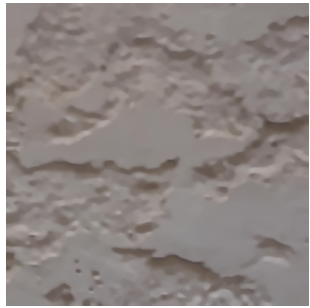


Synthesized noise

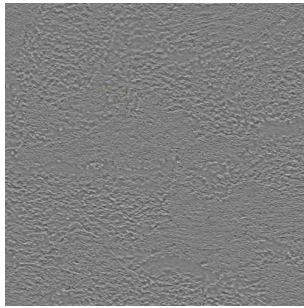




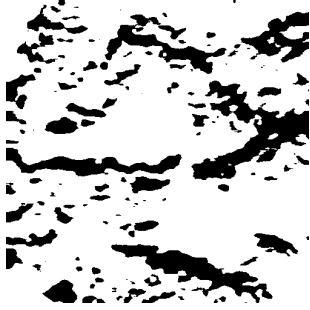
Input



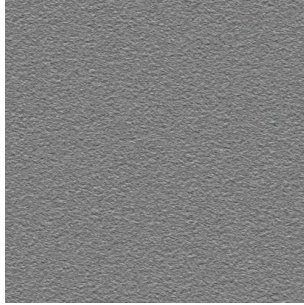
Structure



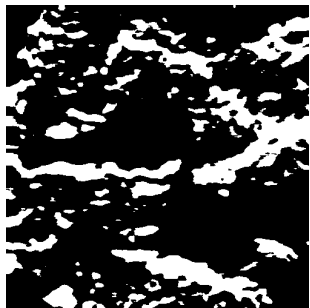
Noise



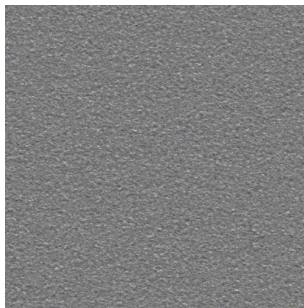
Mask 1



Synthesized noise



Mask 2



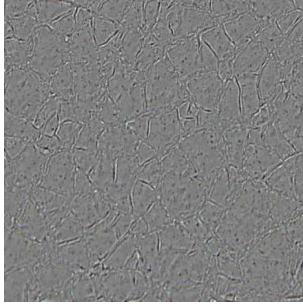
Synthesized noise



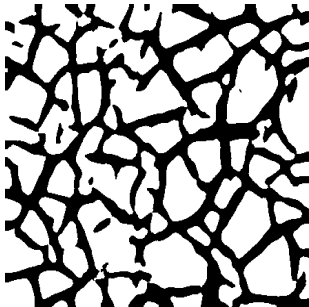
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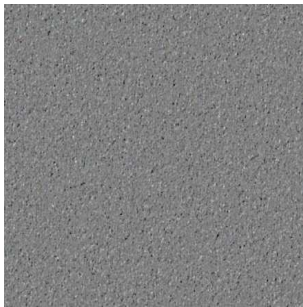
Structure



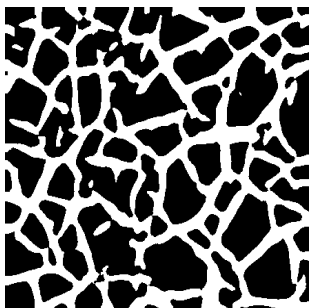
Noise



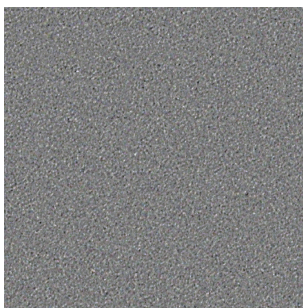
Mask 1



Synthesized noise



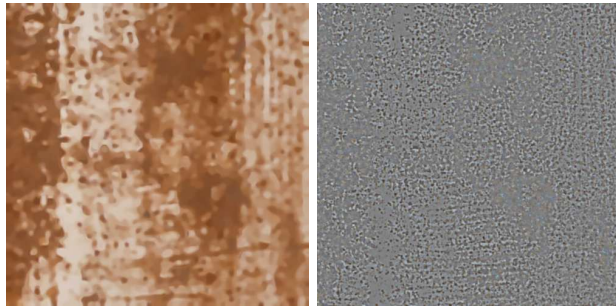
Mask 2



Synthesized noise

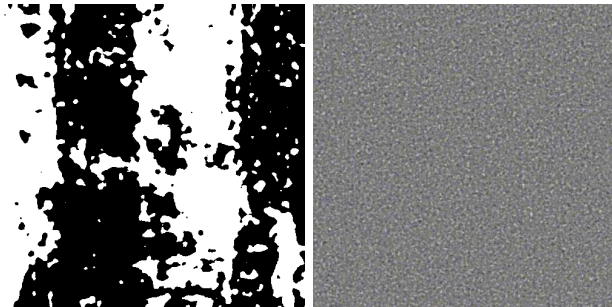


Input



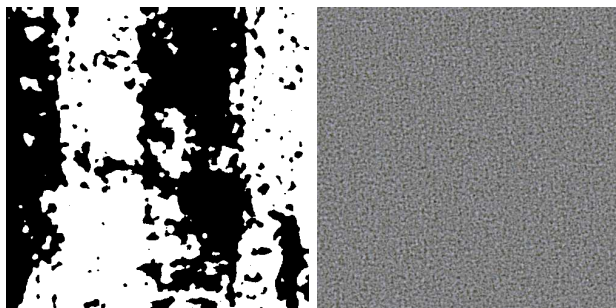
Structure

Noise



Mask 1

Synthesized noise

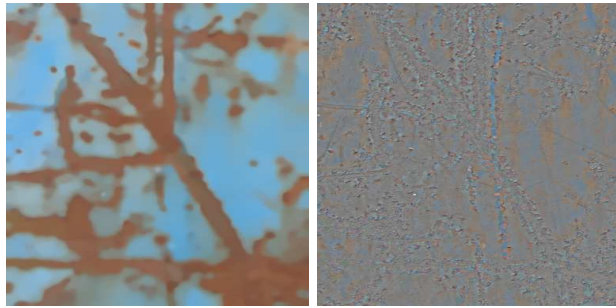


Mask 2

Synthesized noise

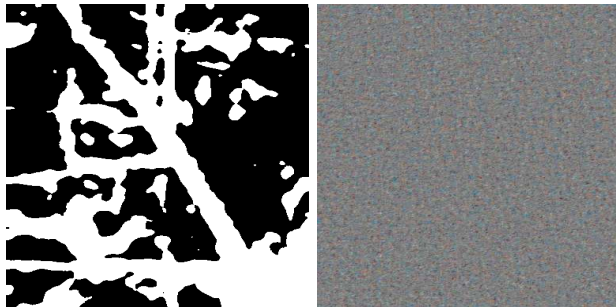


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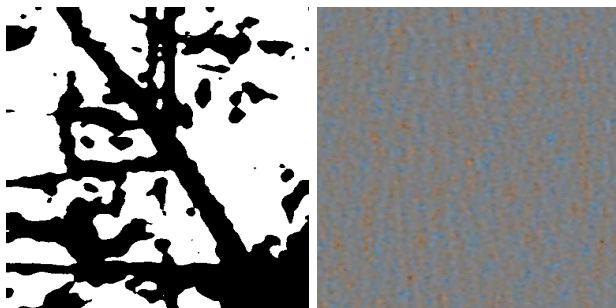
Structure

Noise



Mask 1

Synthesized noise



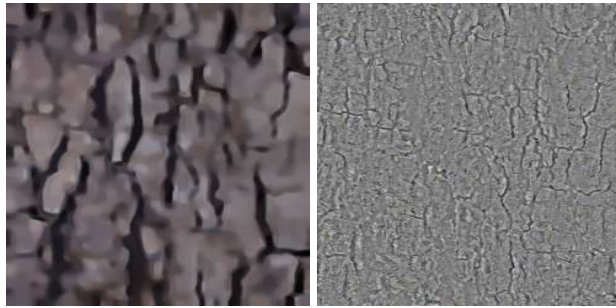
Mask 2

Synthesized noise



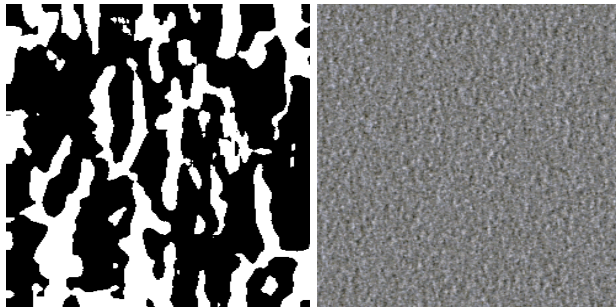


Input



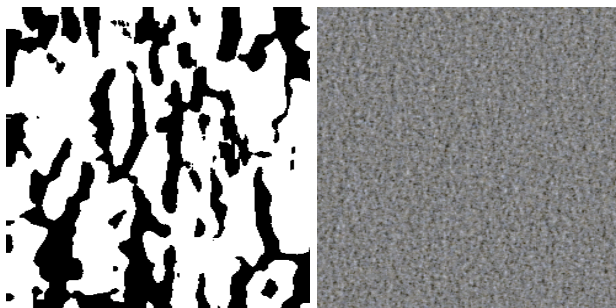
Structure

Noise



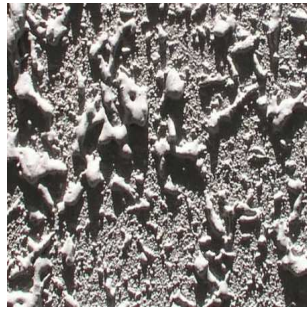
Mask 1

Synthesized noise

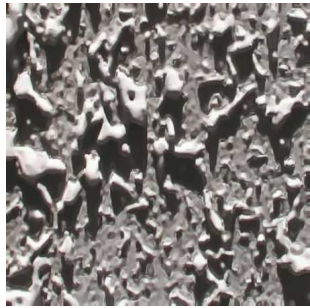


Mask 2

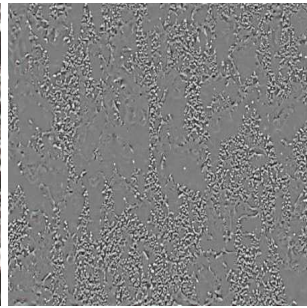
Synthesized noise



Input



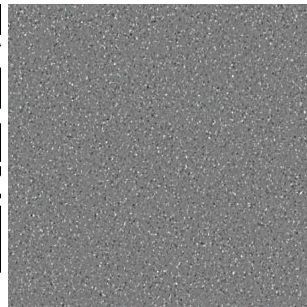
Structure



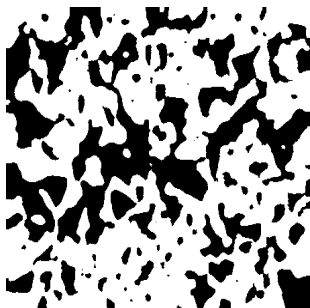
Noise



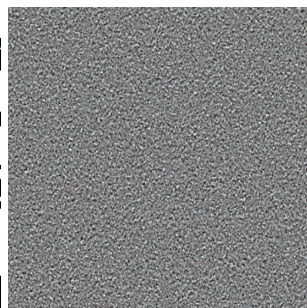
Mask 1



Synthesized noise

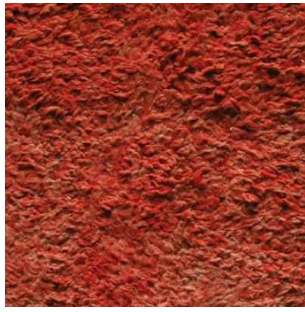


Mask 2

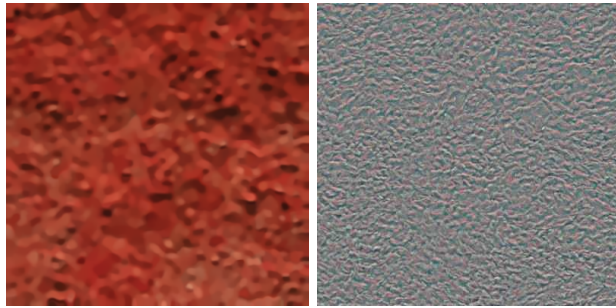


Synthesized noise



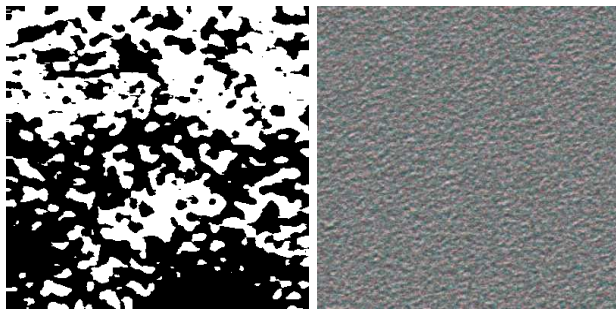


Input



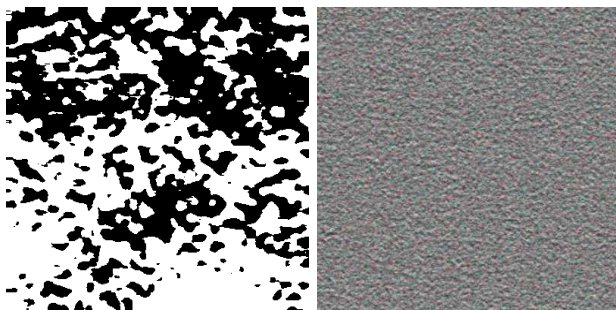
Structure

Noise



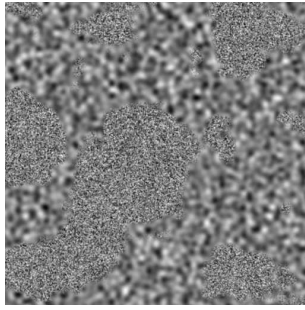
Mask 1

Synthesized noise

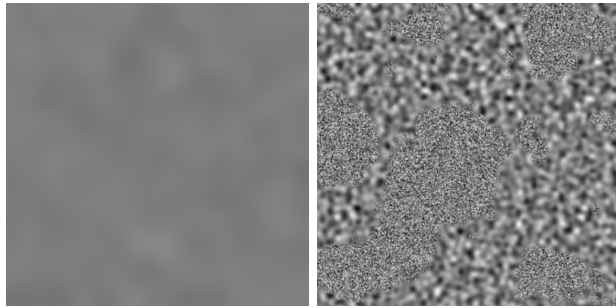


Mask 2

Synthesized noise

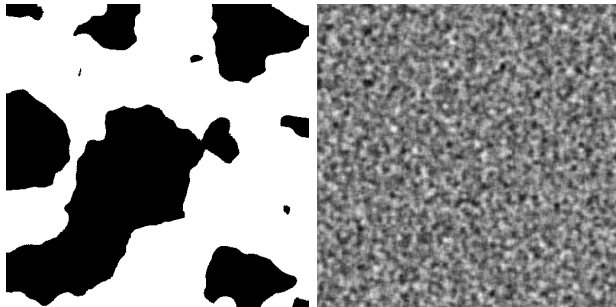


Input



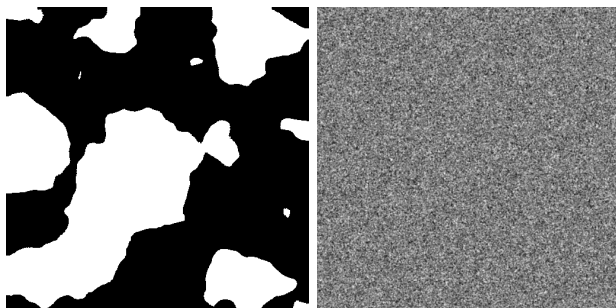
Structure

Synthesized noise



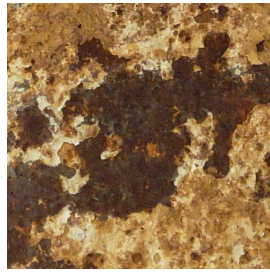
Mask 1

Synthesized noise

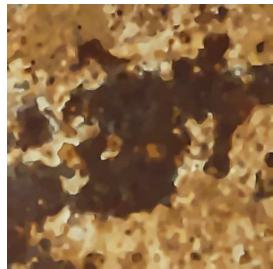


Mask 2

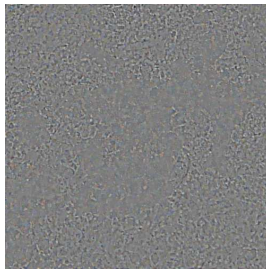
Synthesized noise



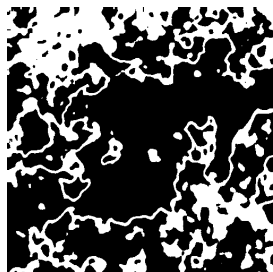
Input



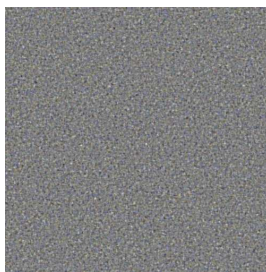
Structure



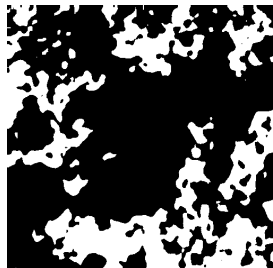
Noise



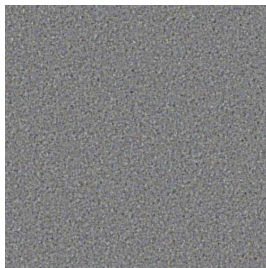
Mask 1



Synthesized noise



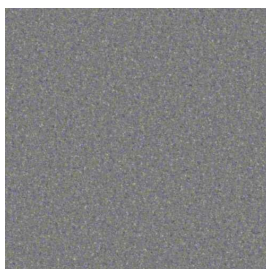
Mask 2



Synthesized noise



Mask 3



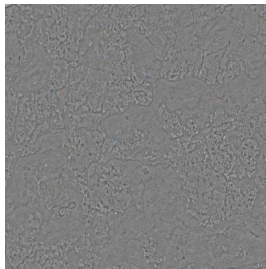
Synthesized noise



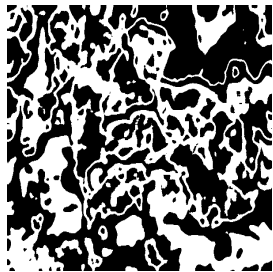
Input



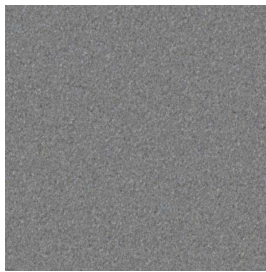
Structure



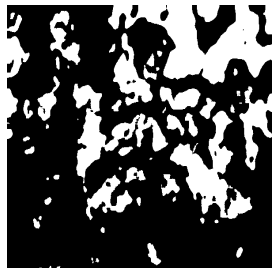
Noise



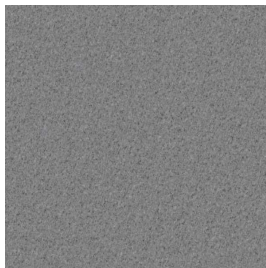
Mask 1



Synthesized noise



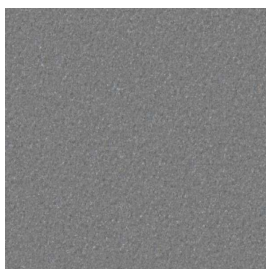
Mask 2



Synthesized noise



Mask 3

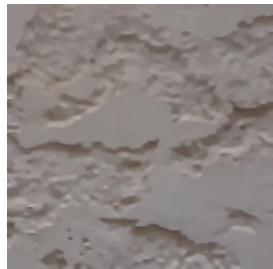


Synthesized noise

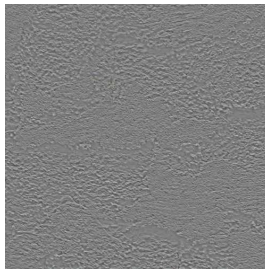




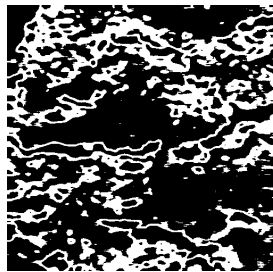
Input



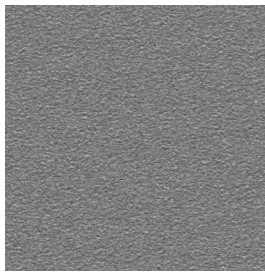
Structure



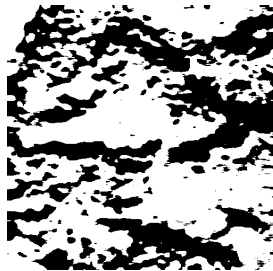
Noise



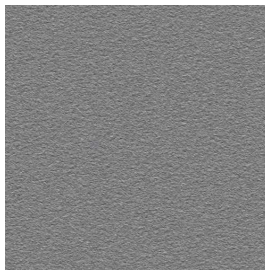
Mask 1



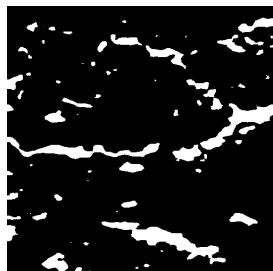
Synthesized noise



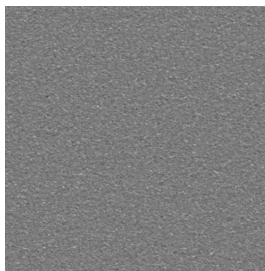
Mask 2



Synthesized noise



Mask 3



Synthesized noise