

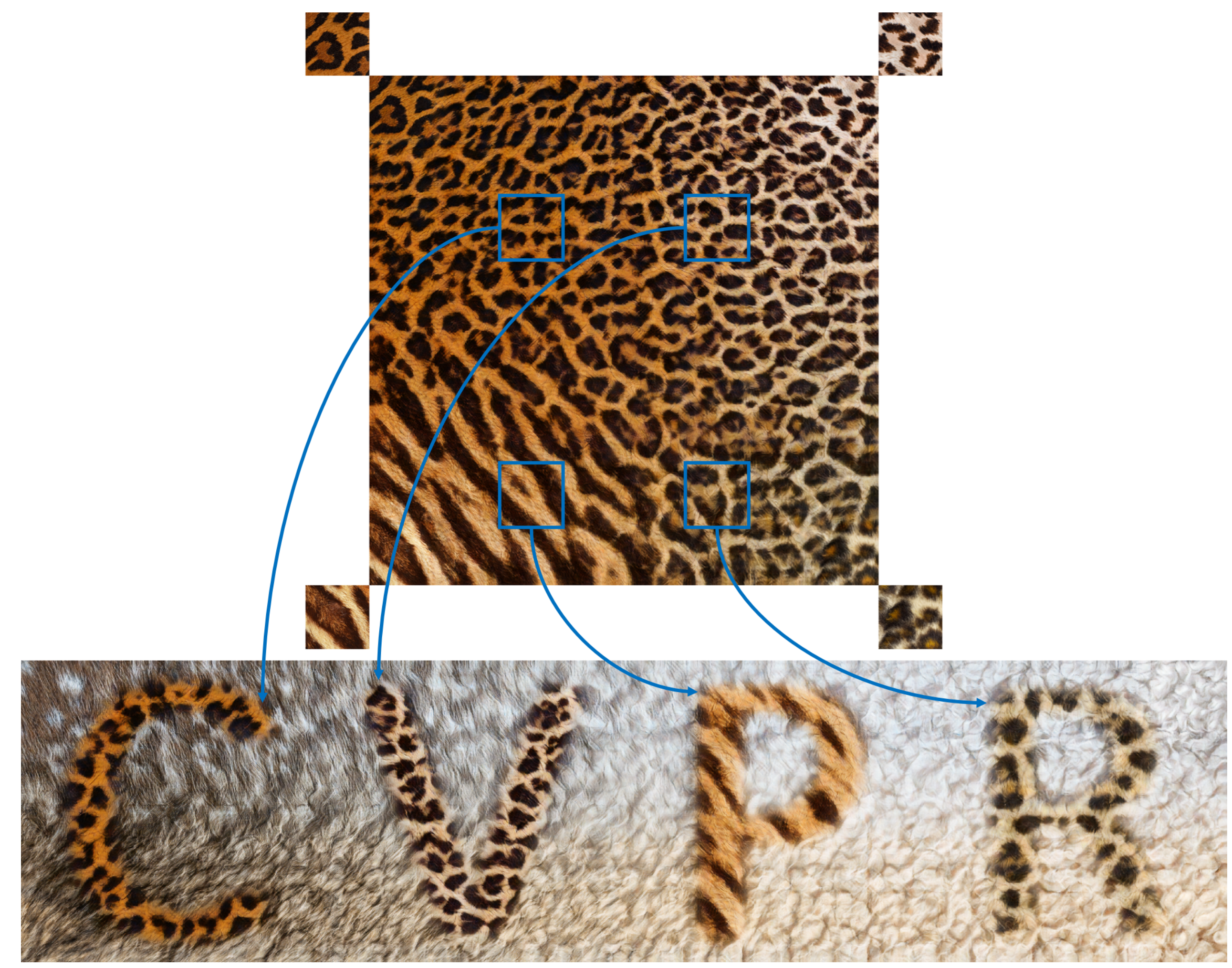
Problem Statement

We address the problem of interpolating visual textures. We formulate this problem by requiring (1) by-example **controllability** and (2) **realistic** and **smooth interpolation** among an arbitrary number of texture samples.

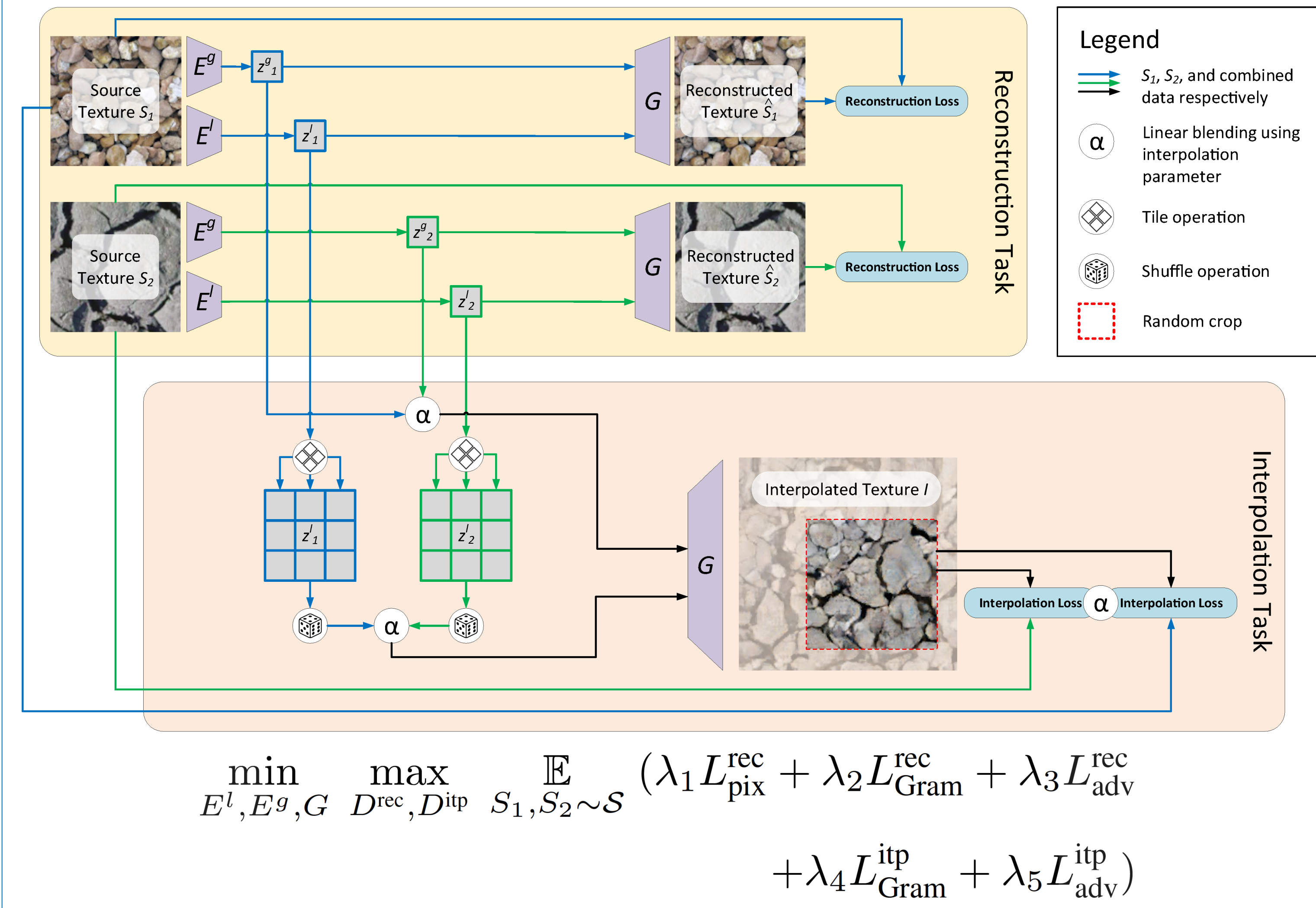
Contributions

- A novel interactive technique that allows both user control and interpolation of texture.
- Several practical and creative applications based on our technique, including texture dissolve, texture brush, and animal hybridization.
- A new suite of metrics that evaluate user controllability, interpolation smoothness, and interpolation realism.
- The state-of-the-art performance superior to previous work both based on these metrics, and based on a user study.

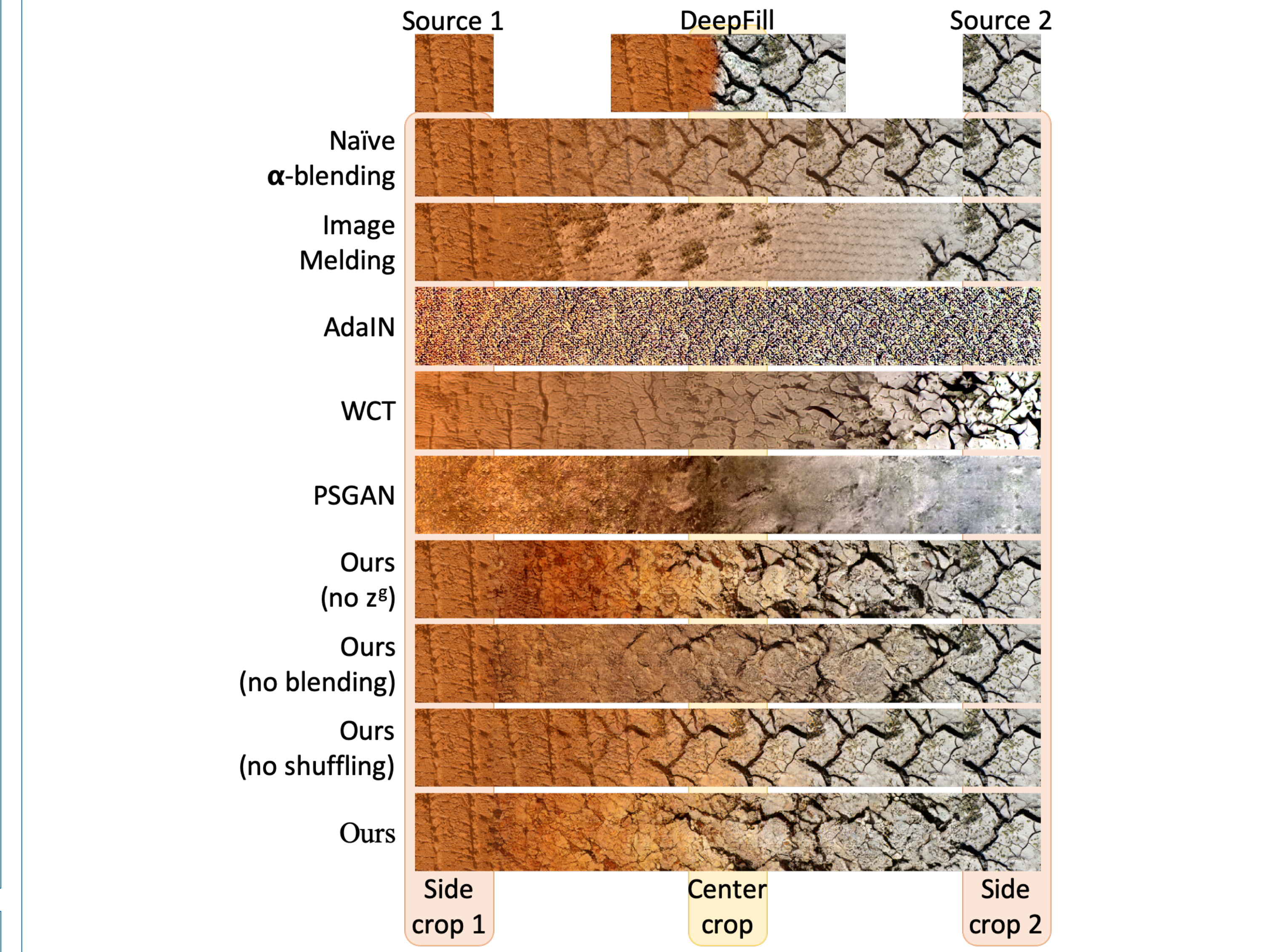
Application: Texture Brush



Method

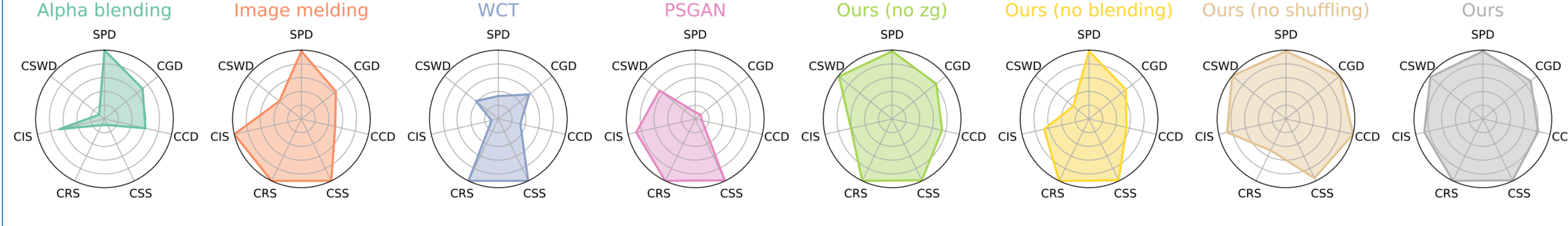


Qualitative Comparisons



Quantitative Comparisons

	Controllability		Smoothness		Realism			User study		Testing time
	SPD ↓	CGD ↓	CCD ↓	CSS ↓	CRS ↓	CIS ↑	CSWD ↓	PR	p-value	
Naive α -blending	0.0000	1.255	0.777	0.9953	0.4384	22.35	60.93	0.845	$< 10^{-6}$	0.02 s
Image Merging [8]	0.0111	1.289	0.865	0.0005	0.0004	29.45	47.09	0.672	$< 10^{-6}$	6 min
WCT [31]	0.8605	1.321	0.988	0.0020	0.0000	9.86	46.89	0.845	$< 10^{-6}$	7.5 s
PSGAN [3]	1.1537	1.535	1.156	0.0069	0.0005	26.81	35.90	0.967	$< 10^{-6}$	1.4 min
Ours (no z^g)	0.0112	1.207	0.680	0.0078	0.0010	21.04	21.54	-	-	-
Ours (no blending)	0.0103	1.272	0.817	0.0125	0.0009	22.24	52.29	-	-	-
Ours (no shuffling)	0.0107	1.129	0.490	0.0534	0.2386	26.78	20.99	-	-	-
Ours	0.0113	1.177	0.623	0.0066	0.0008	26.68	22.10	-	-	0.5 s



Application: Animal Hybridization

