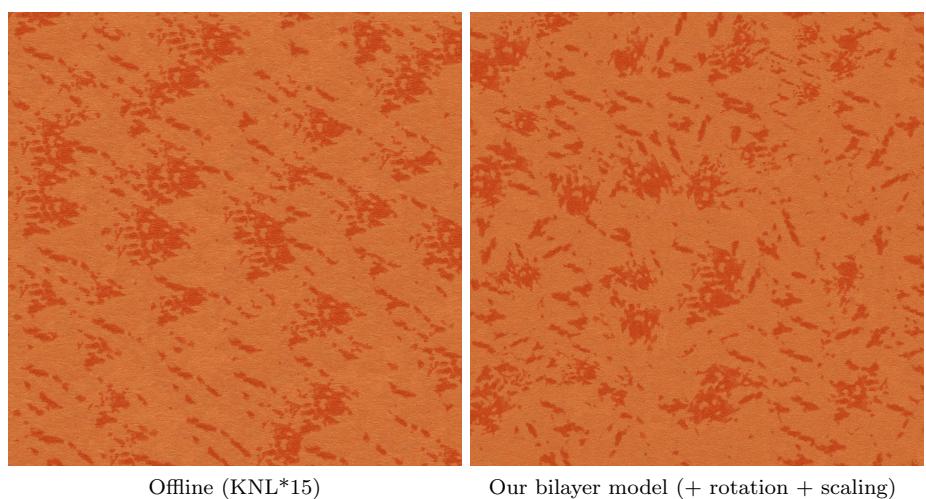
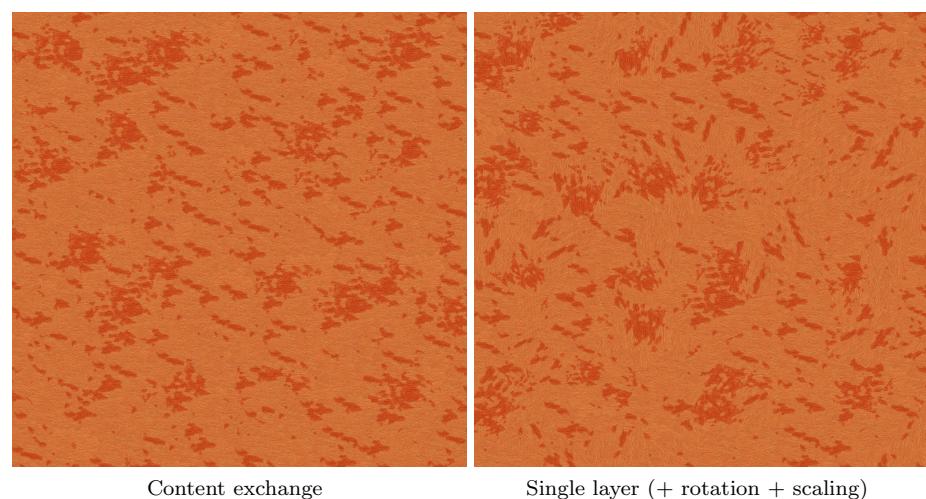
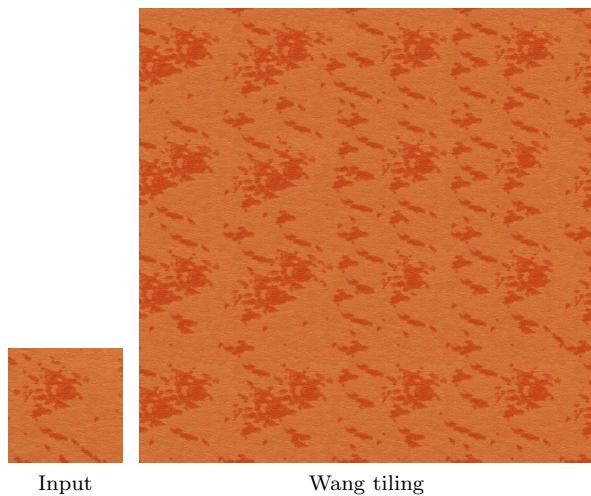


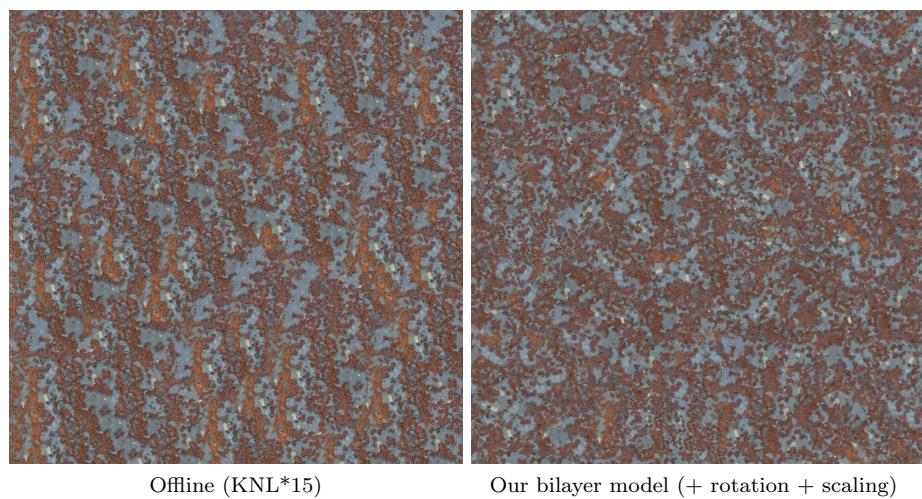
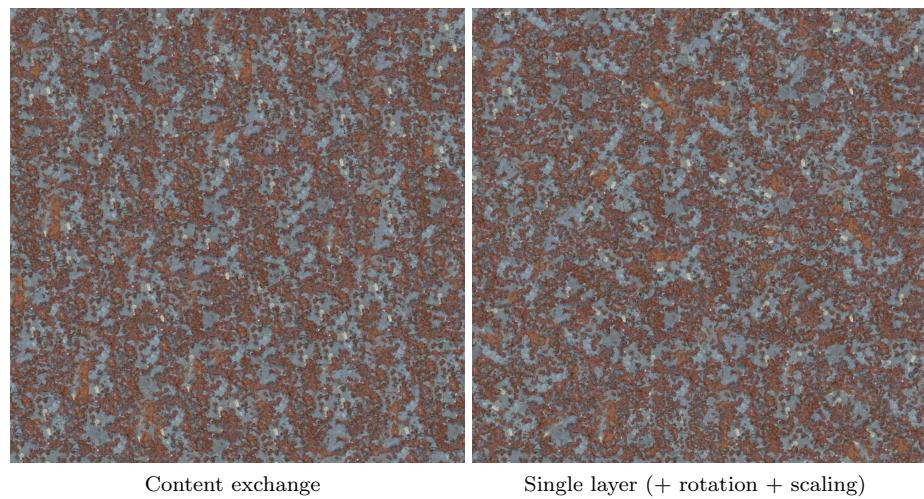
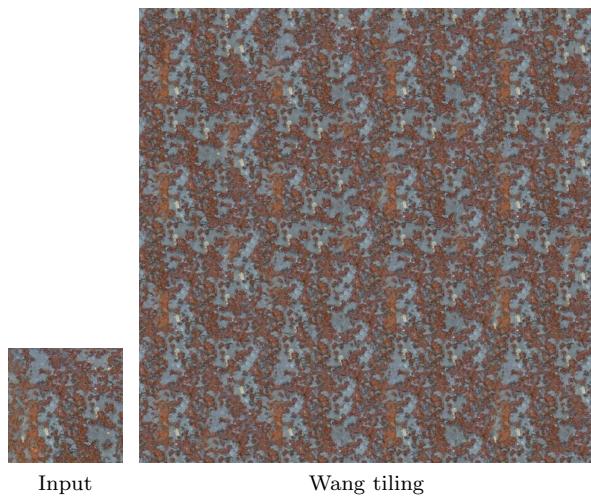
Supplemental material number 2 / 4 for
Bi-Layer textures: a Model for Synthesis and Deformation of Composite
Textures

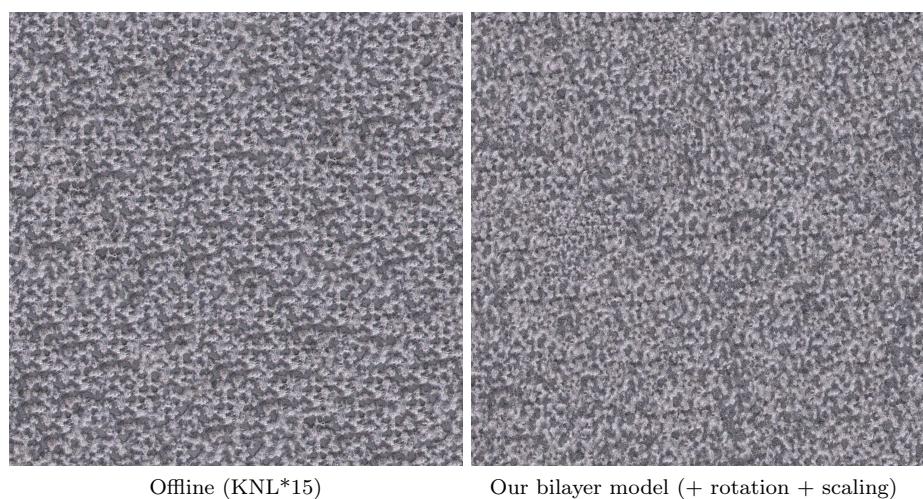
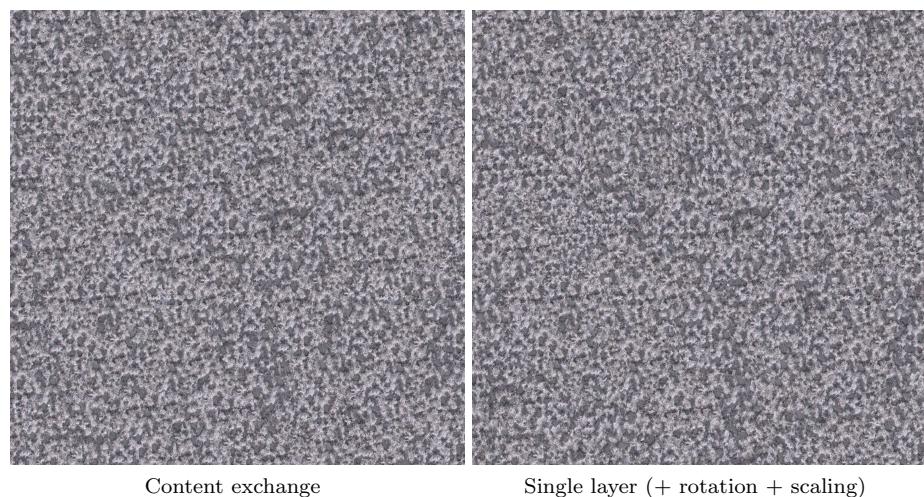
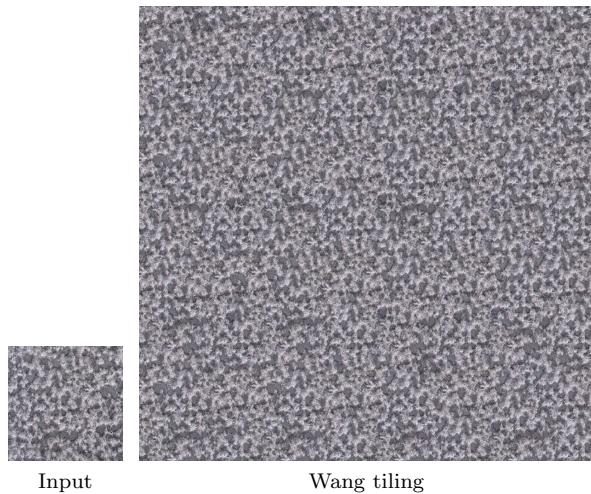
G. Guingo, B. Sauvage, J.-M. Dischler & M.-P. Cani

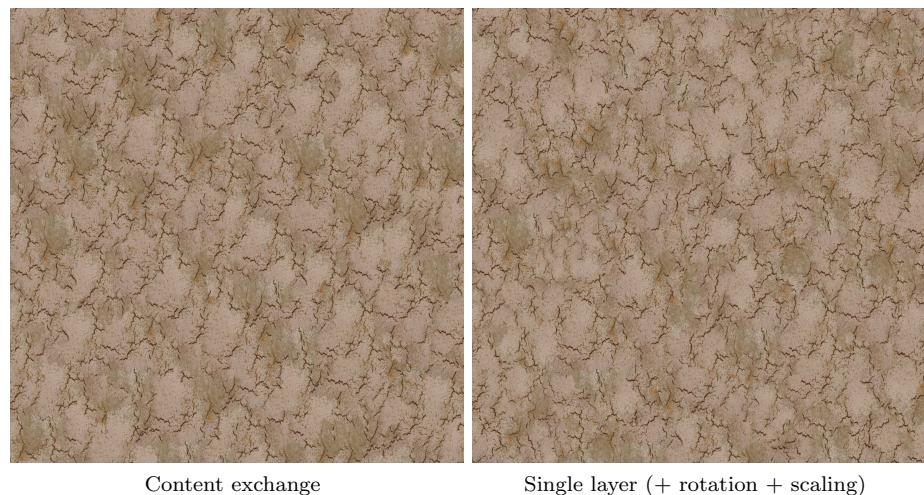
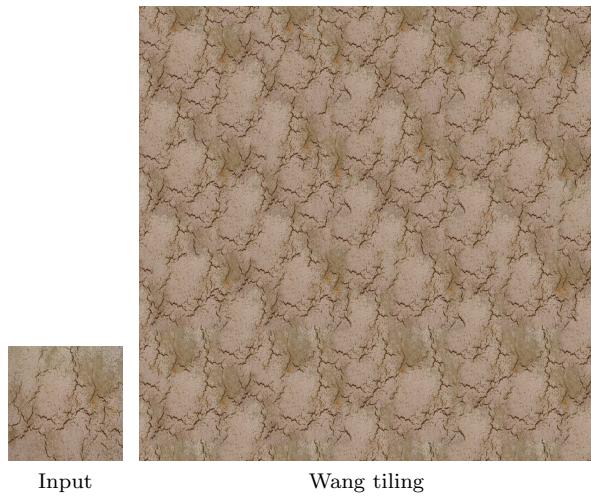
Published in Eurographics Symposium on Rendering 2017 / Computer Graphics Forum 36(4)

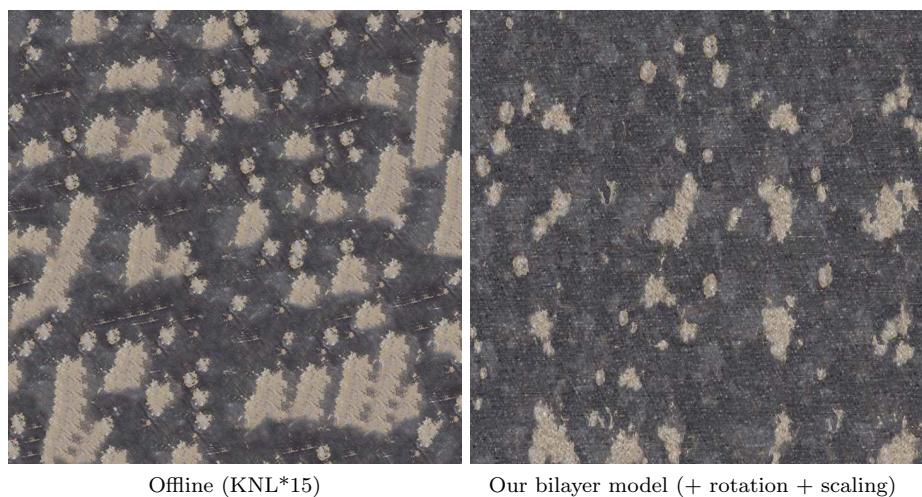
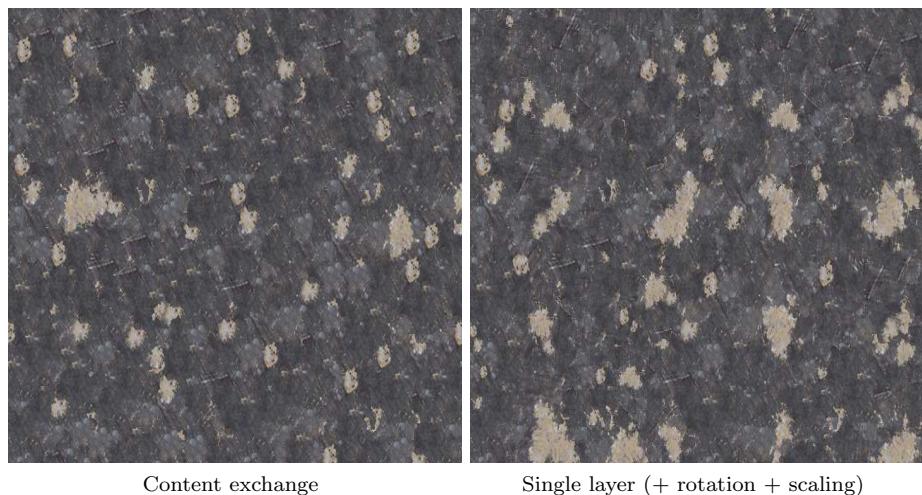
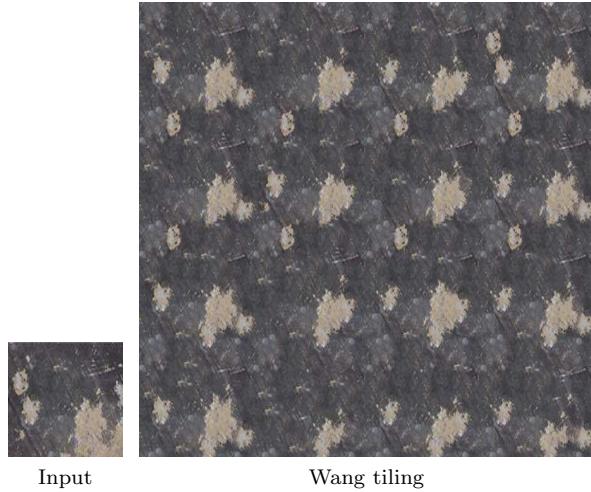
This document presents a comparison for different synthesis methods for every input.

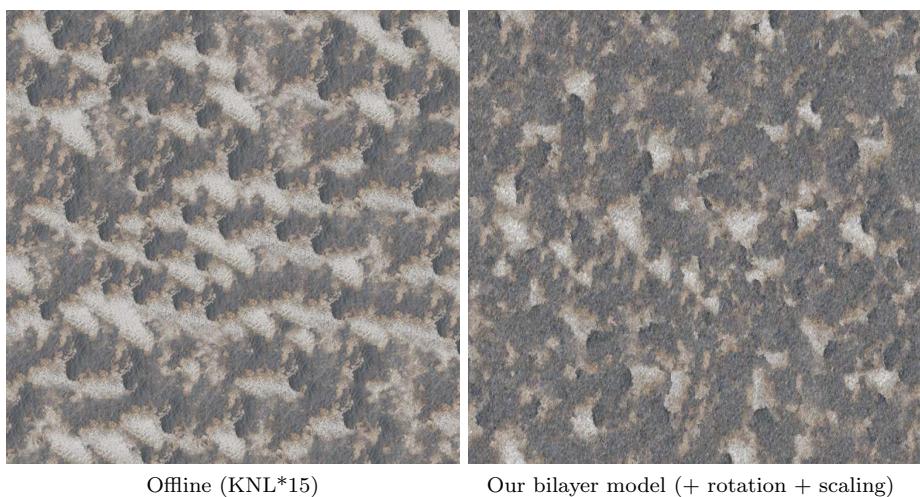
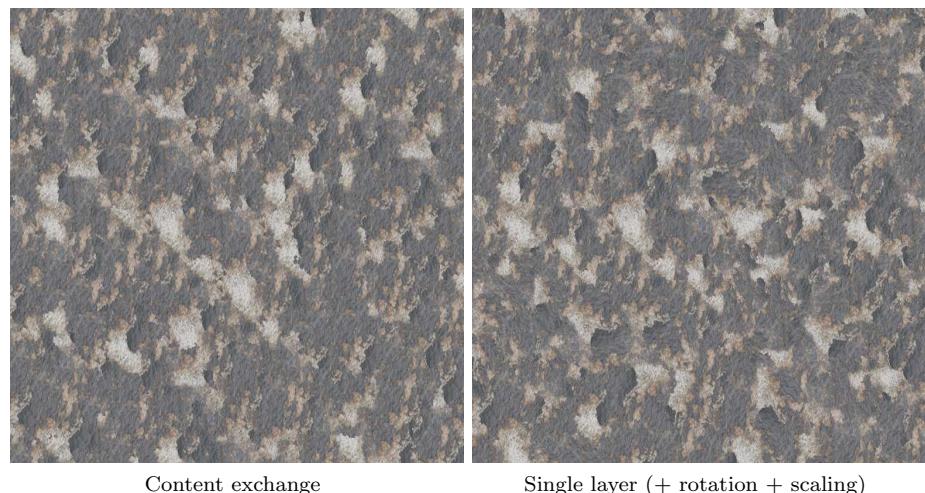
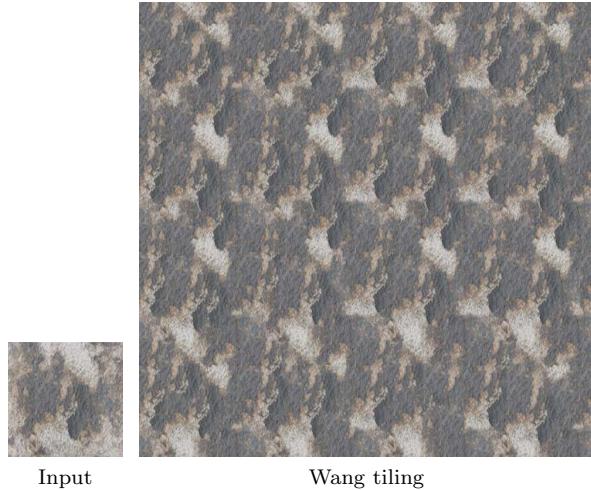


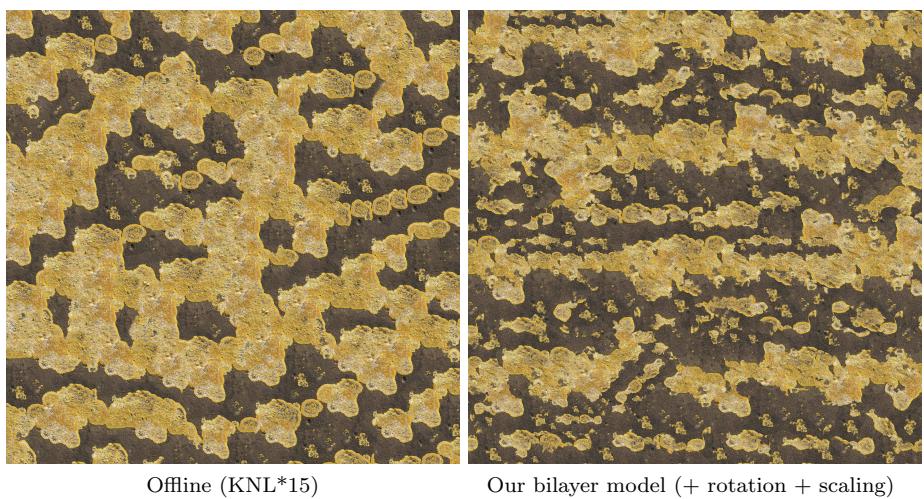
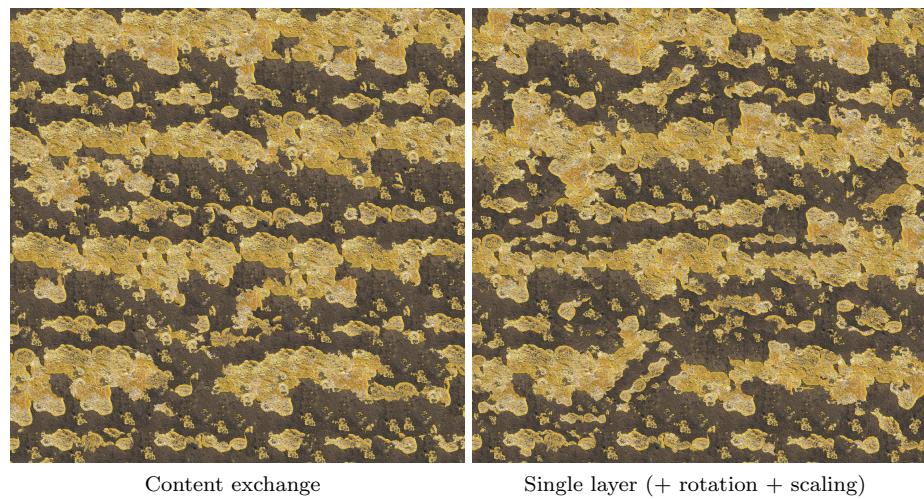
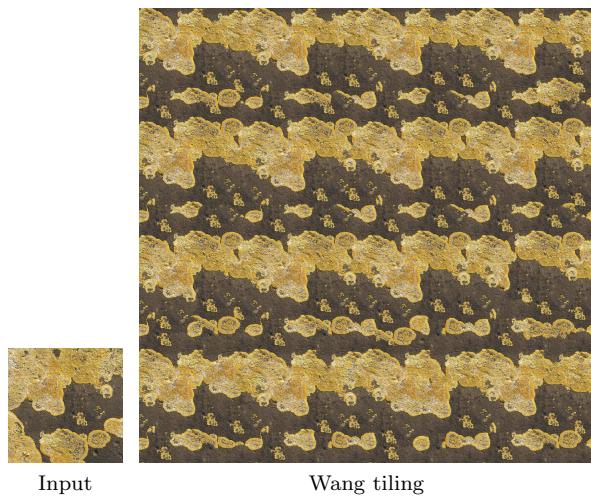


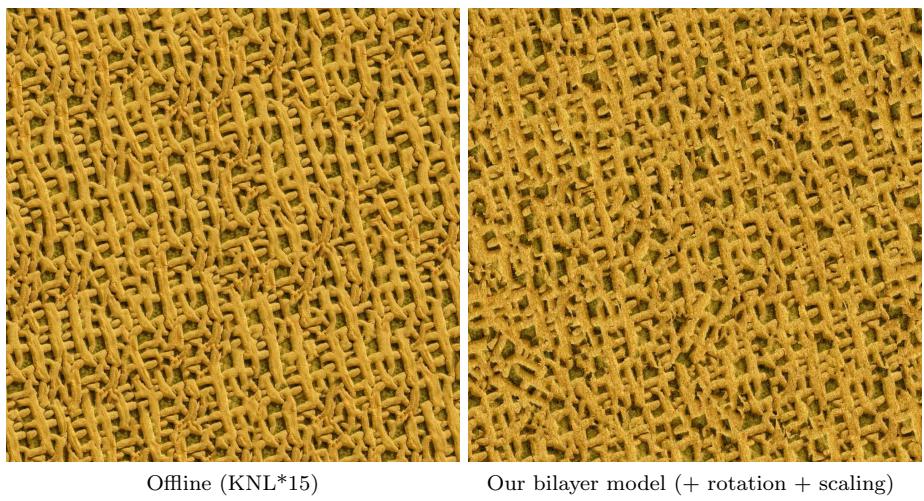
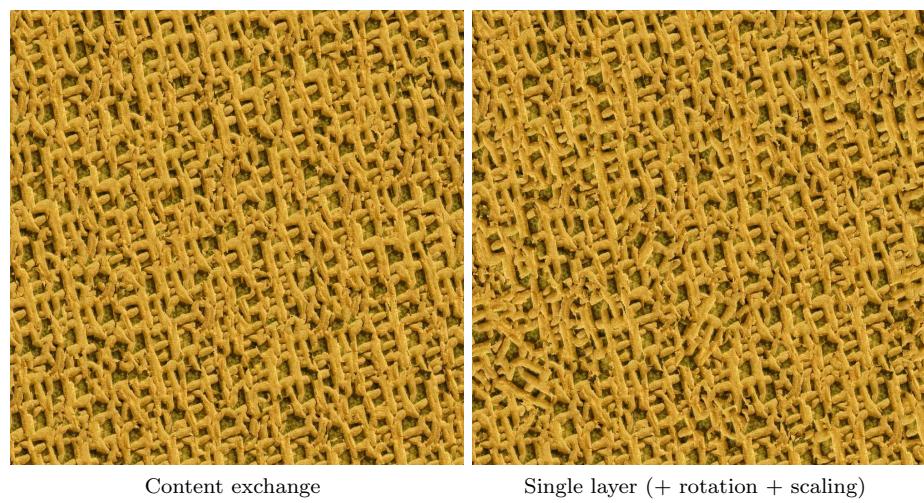
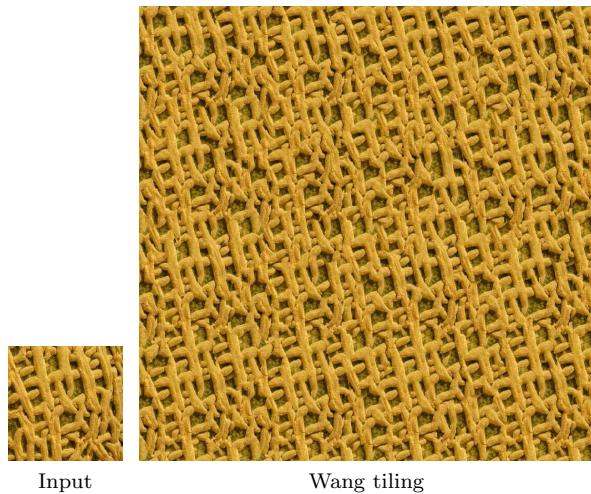


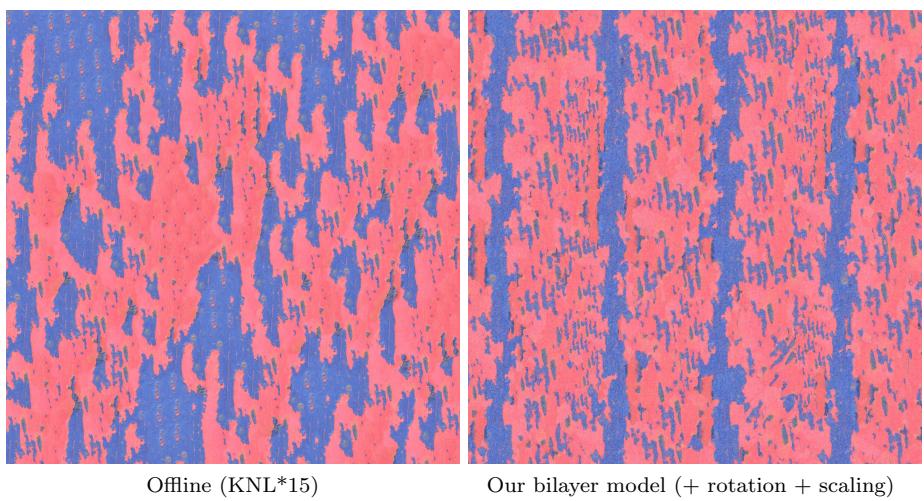
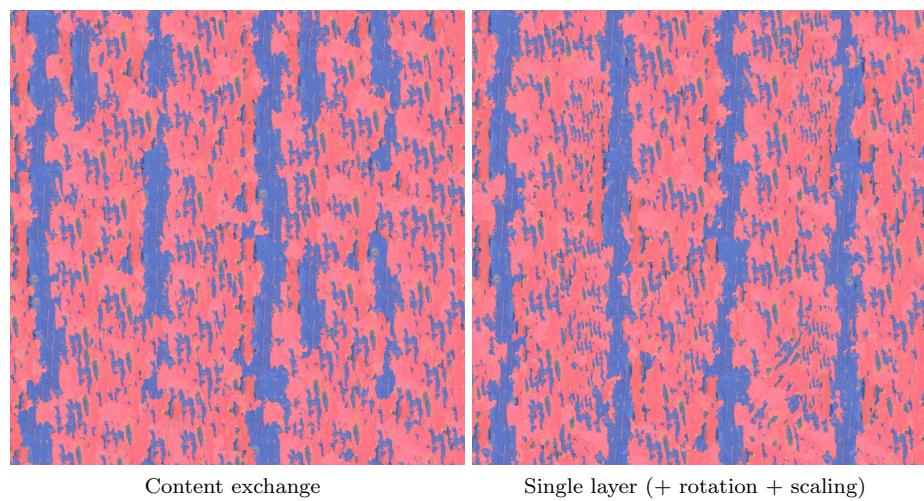
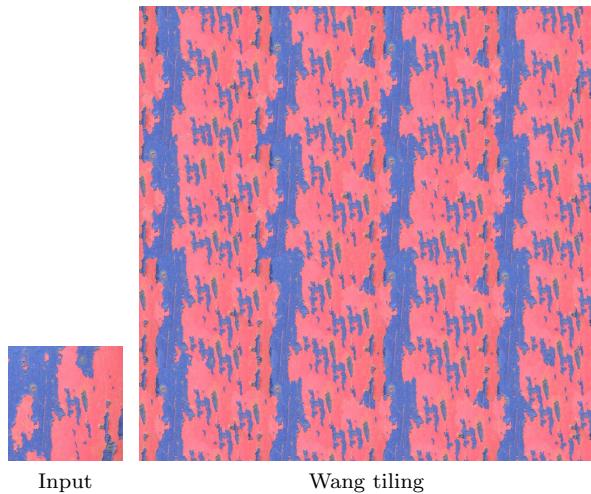


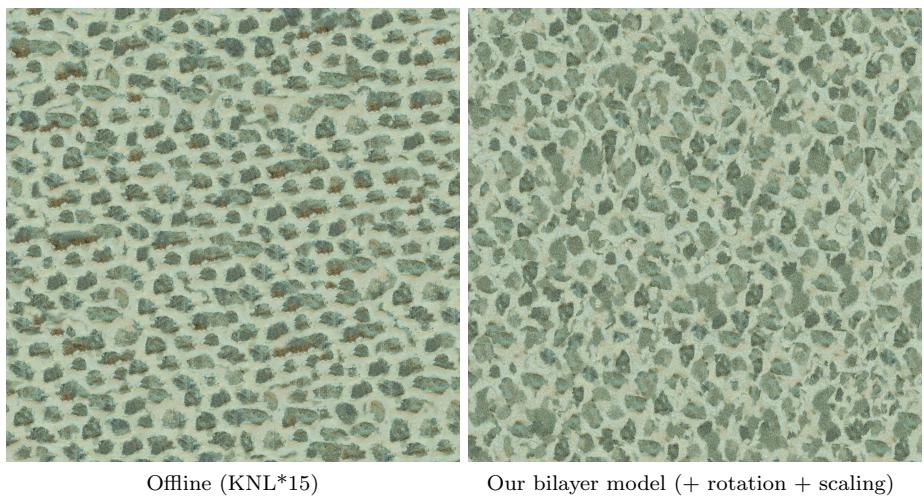
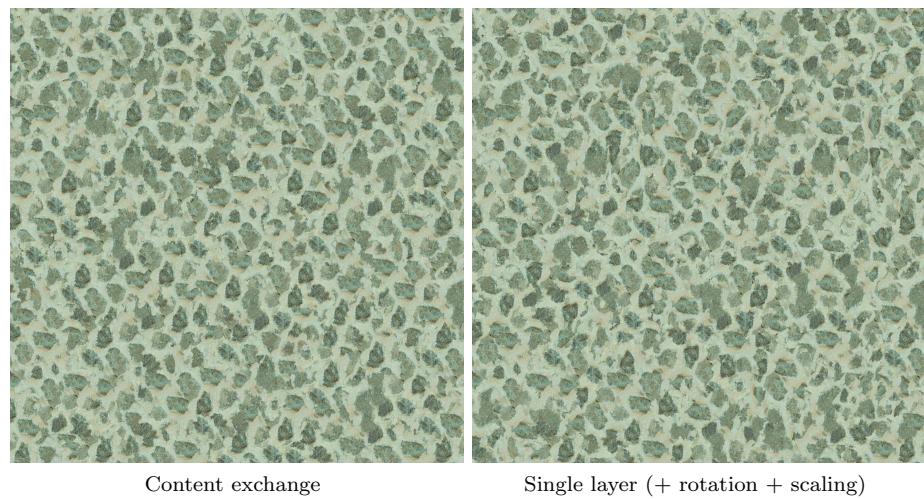
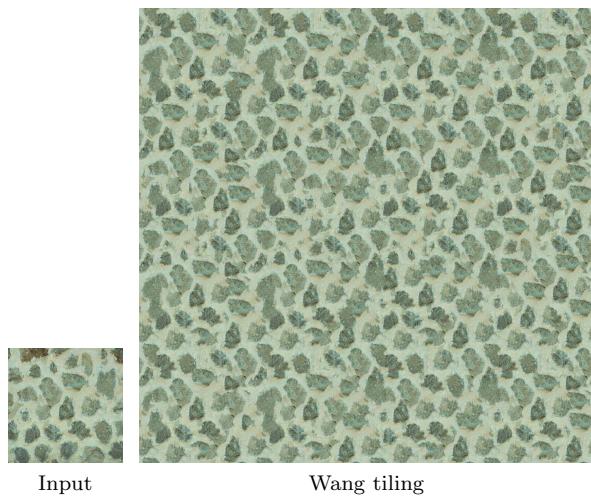


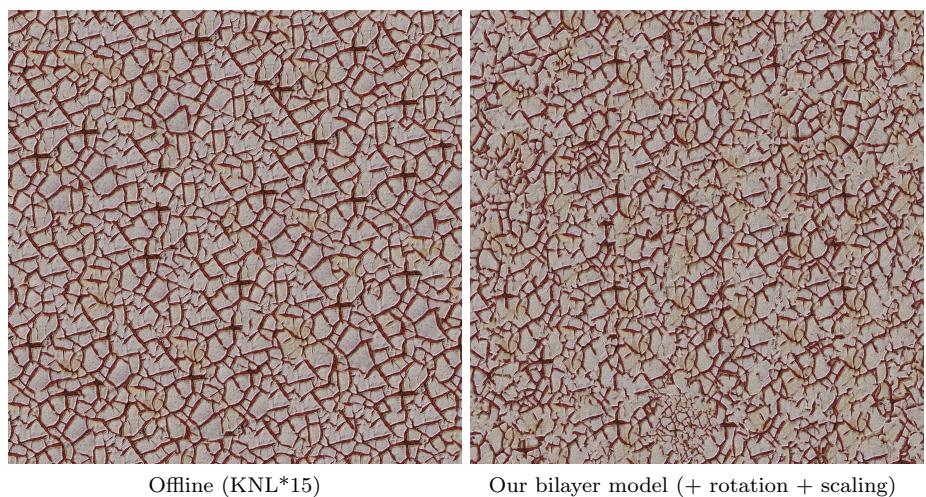
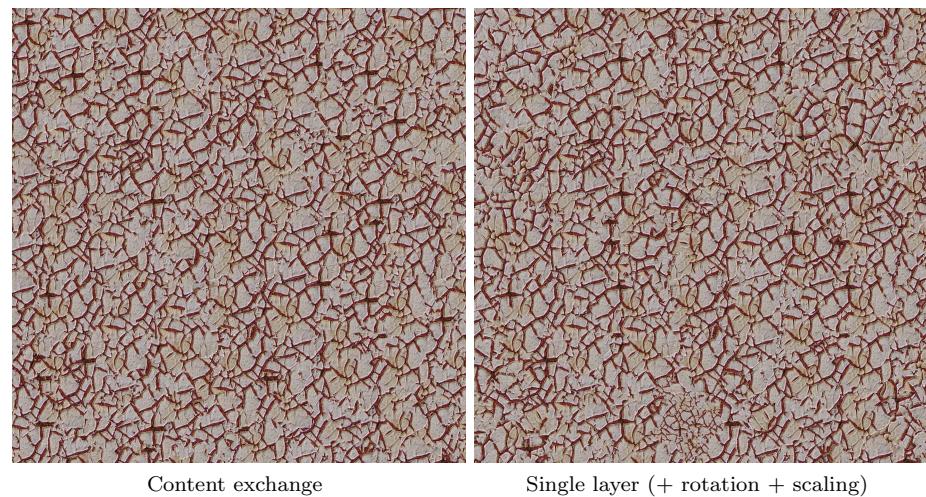
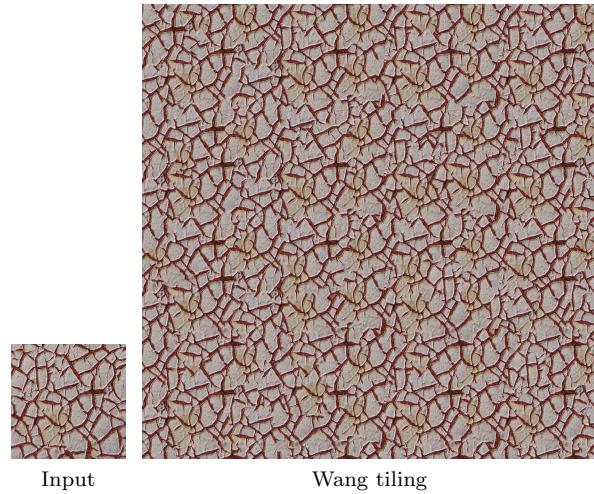


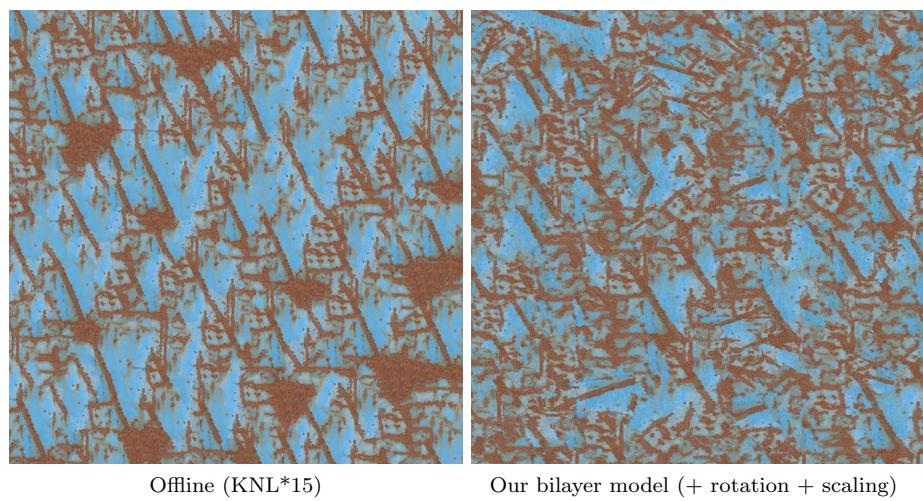
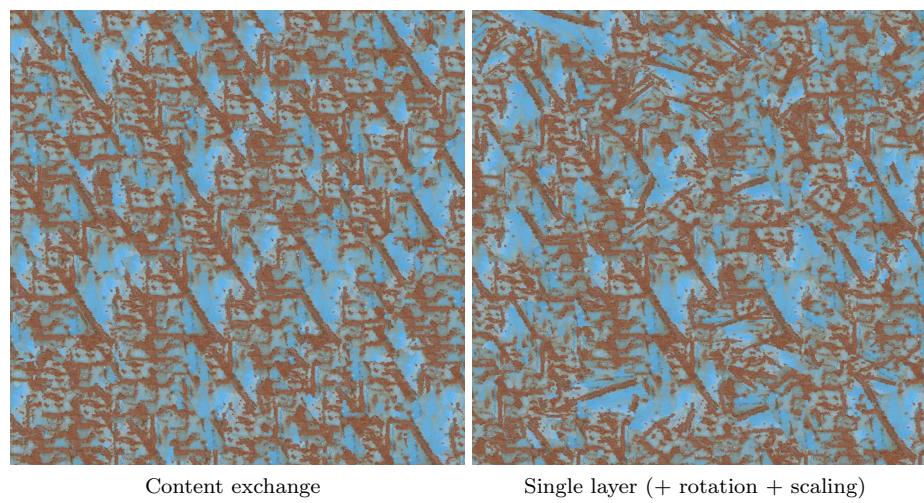
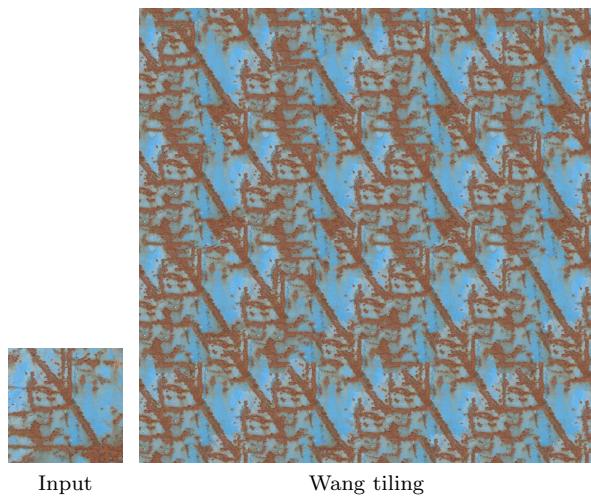


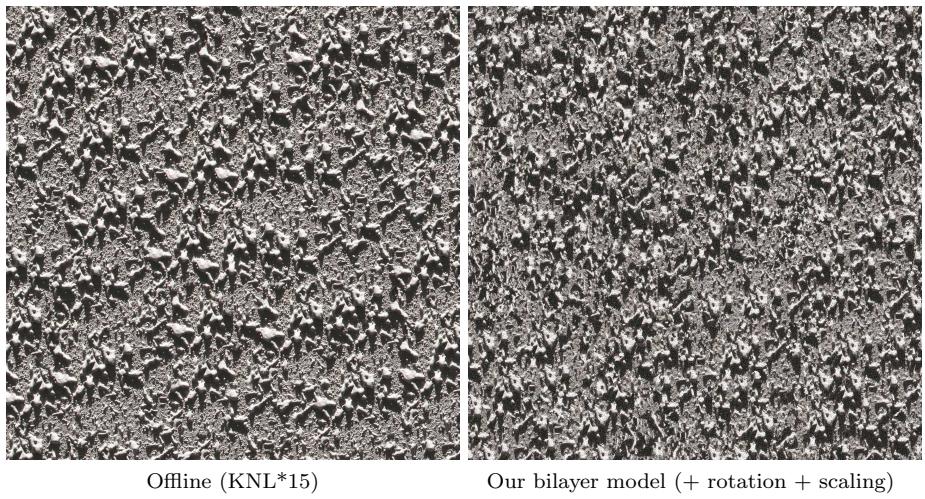
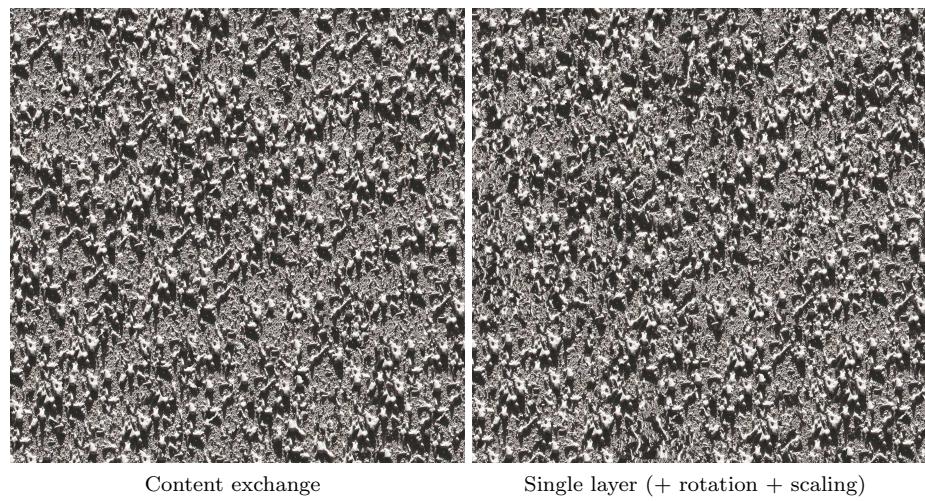
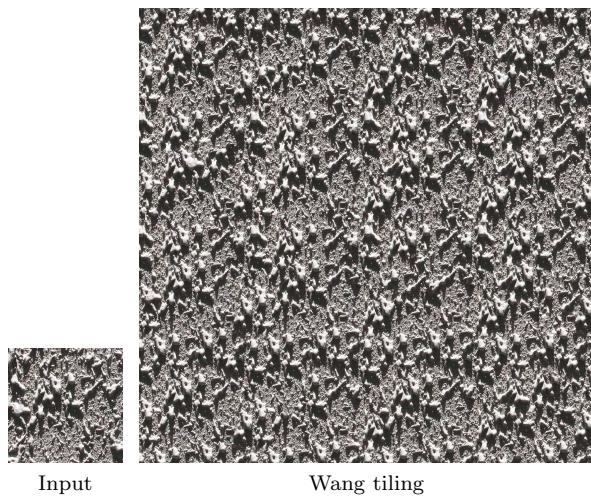


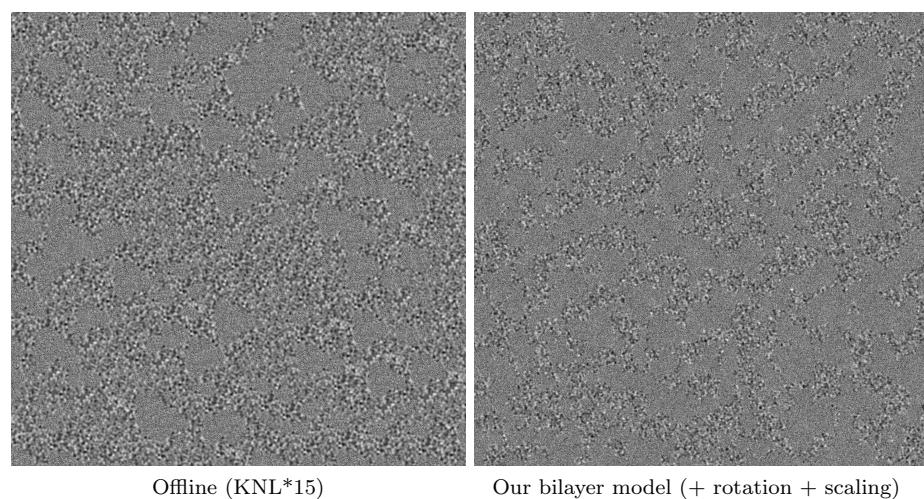
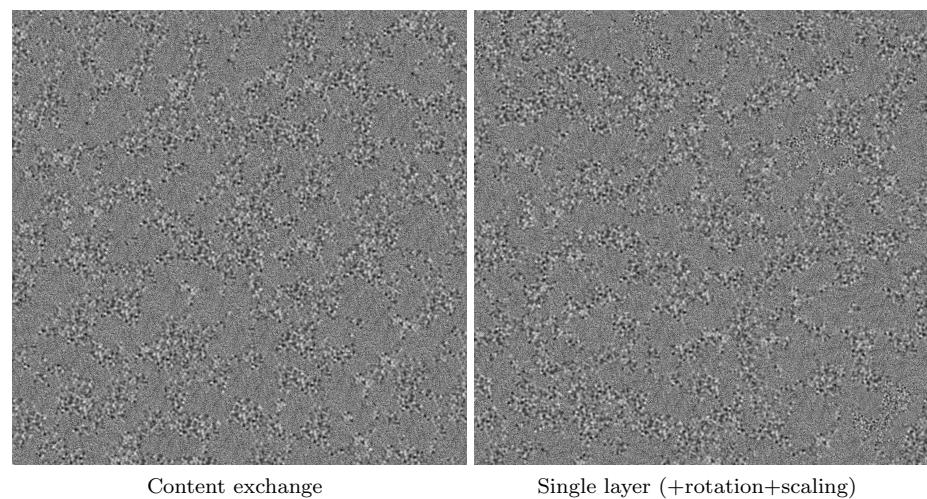
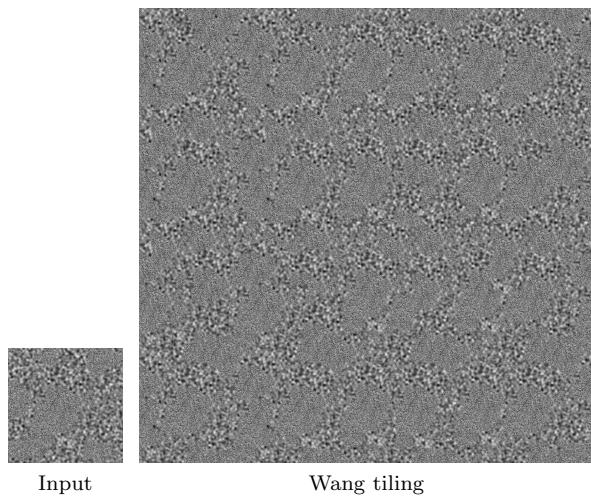


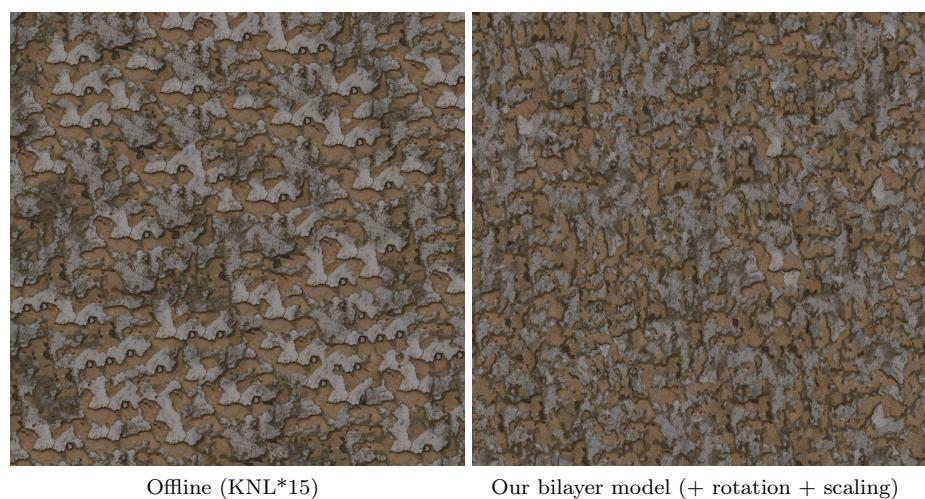
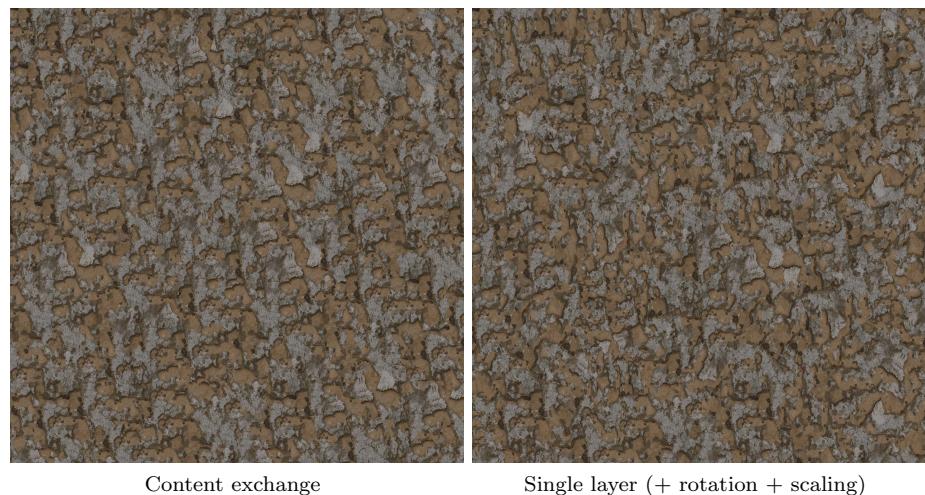
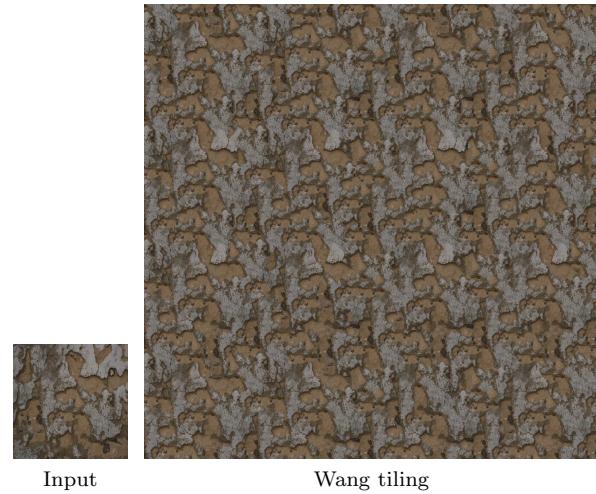


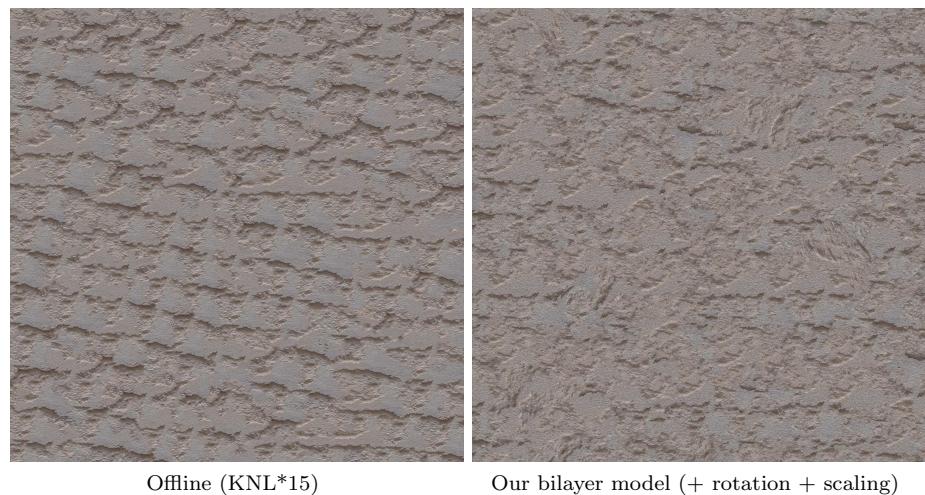
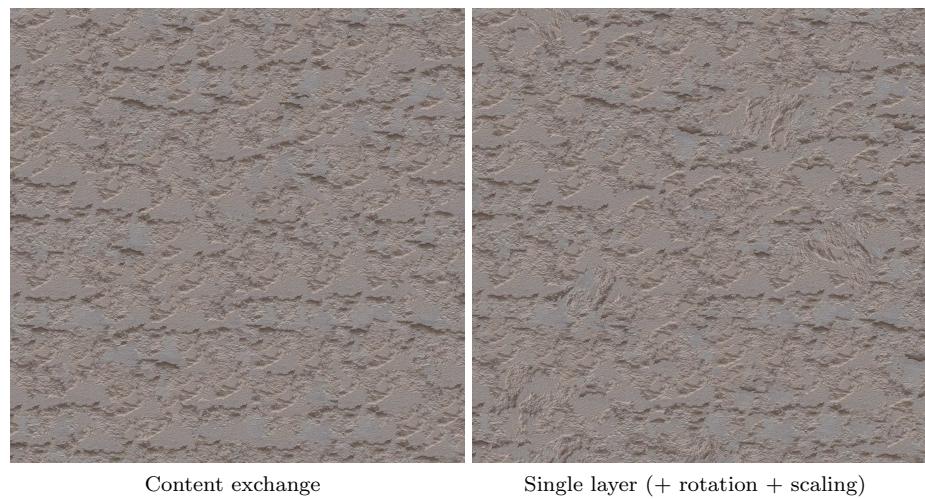
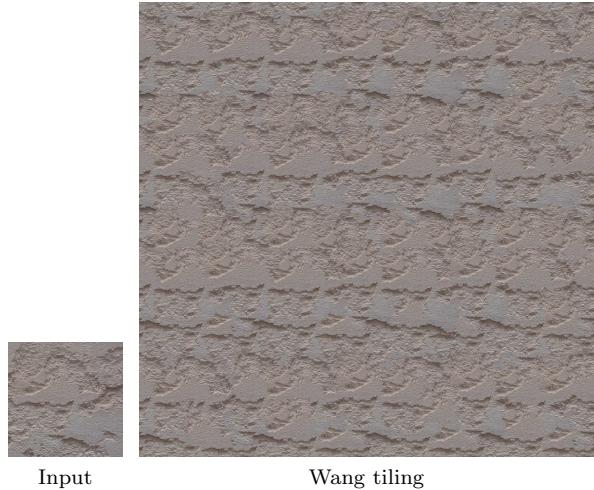


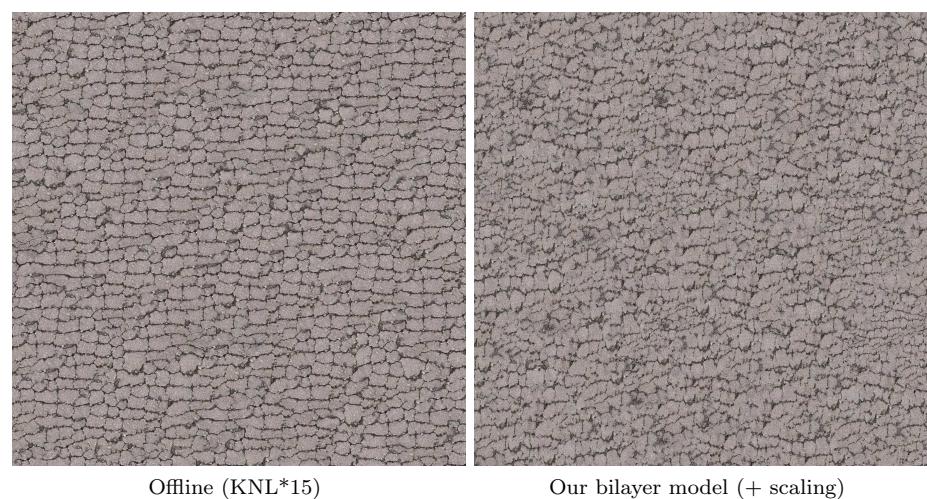
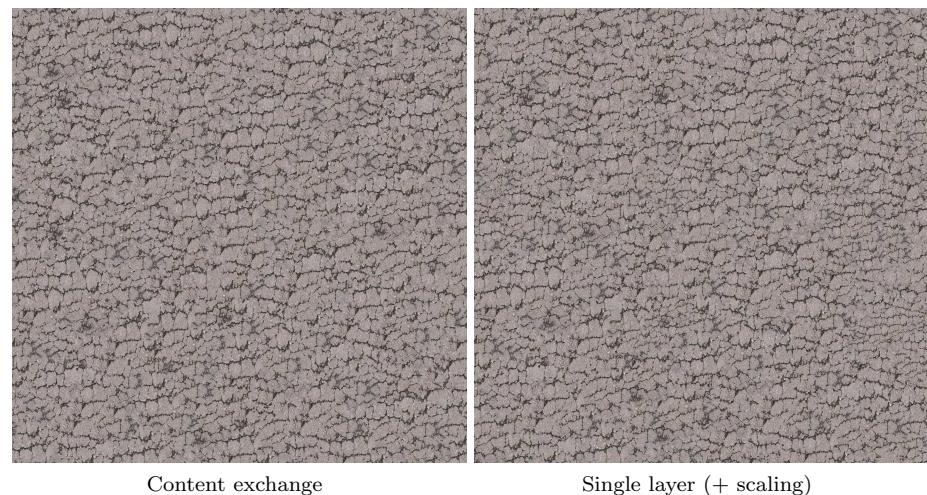
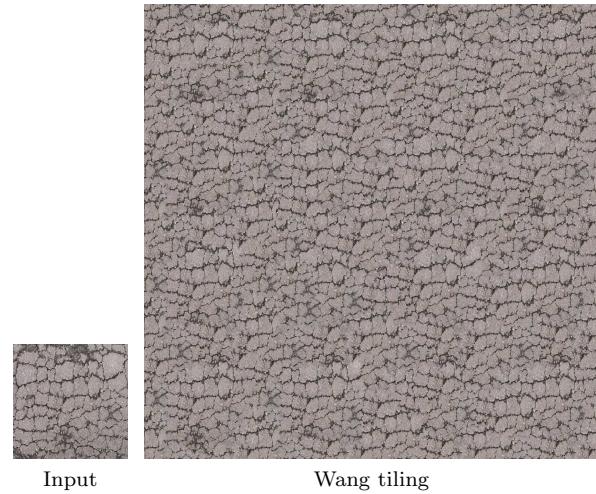


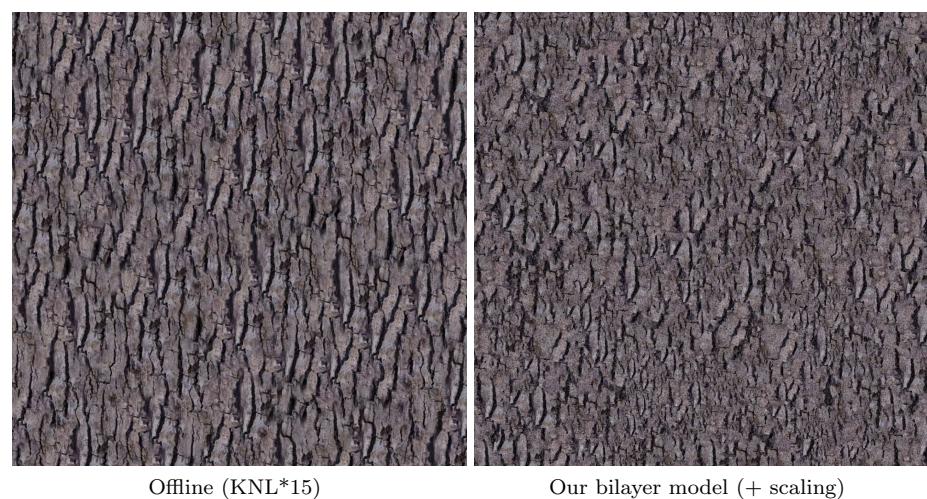
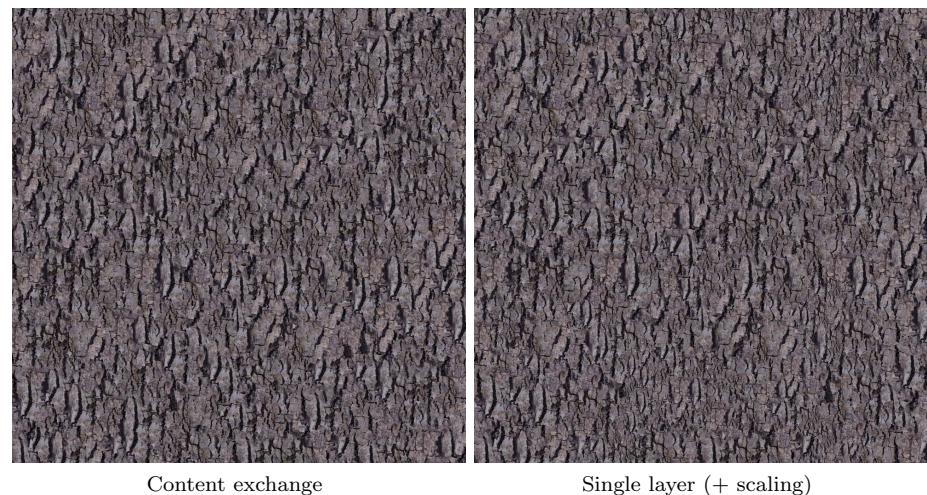
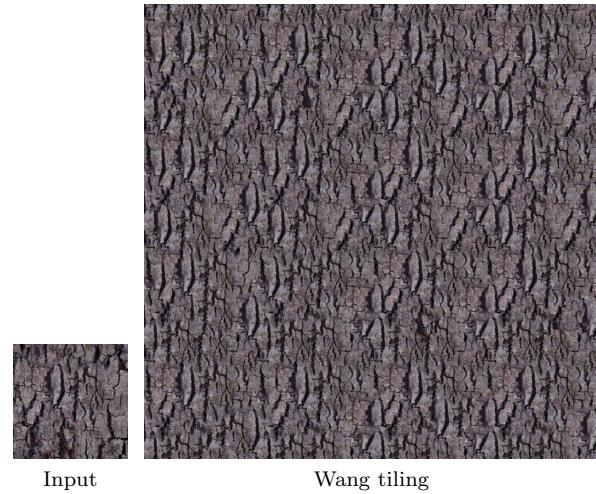


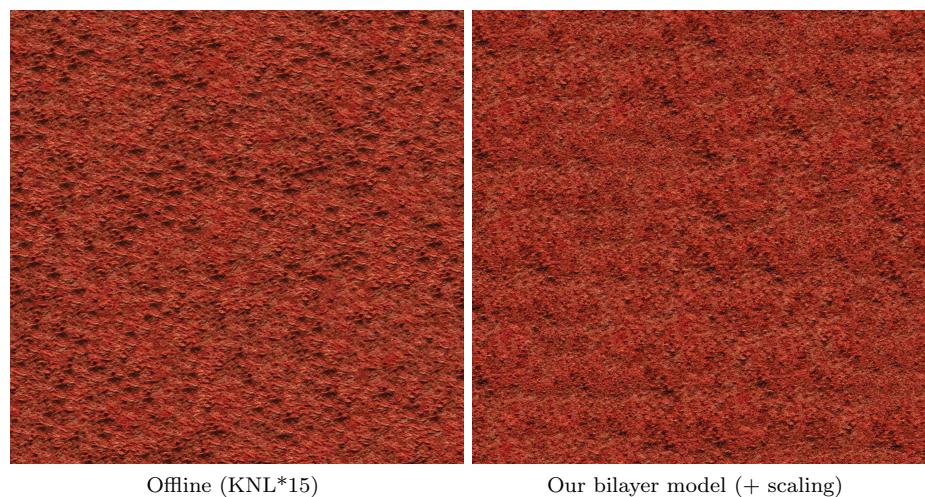
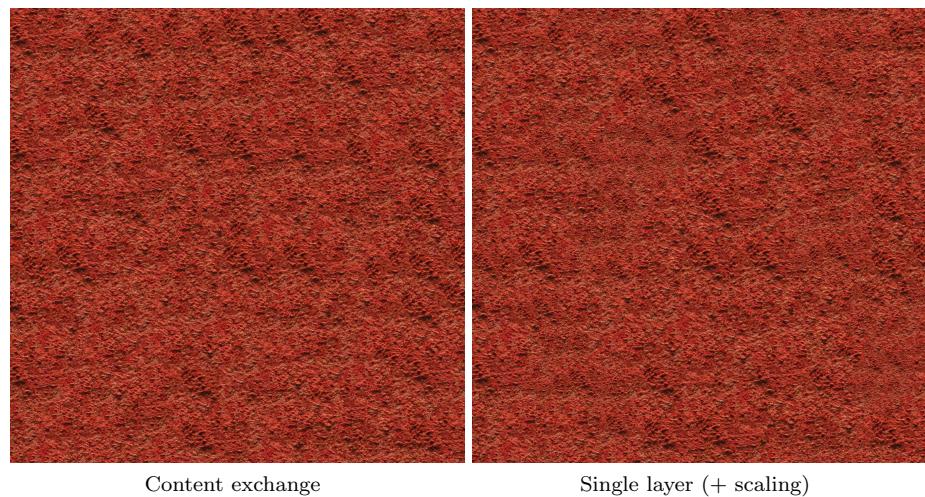
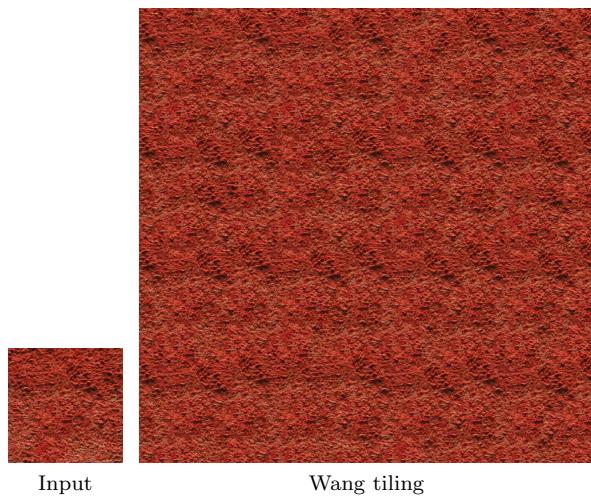


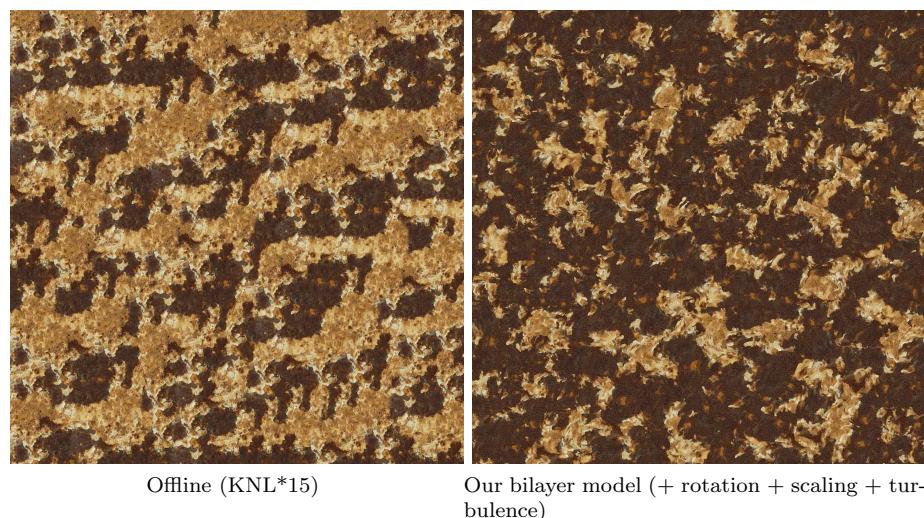
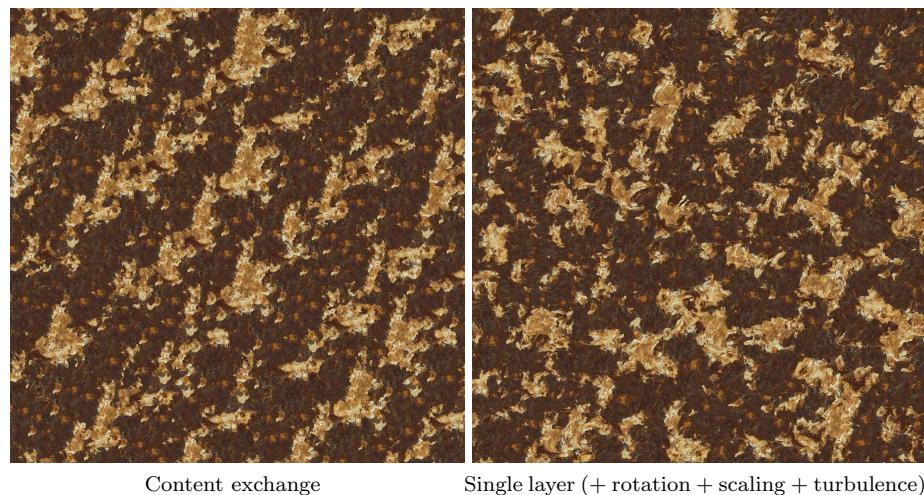
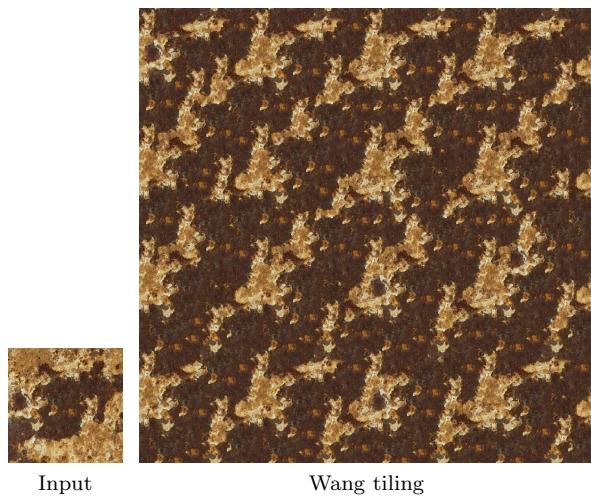


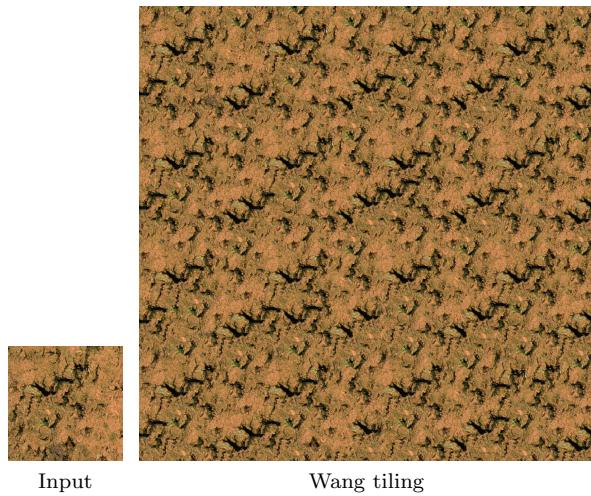






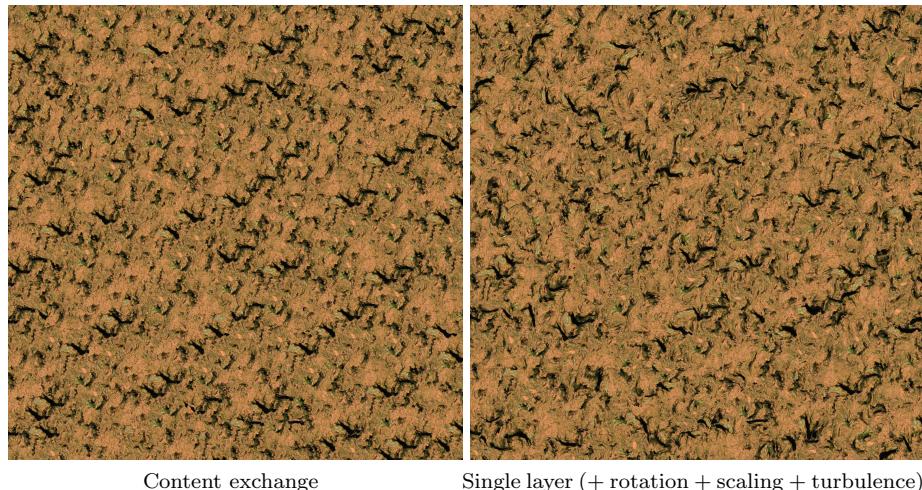






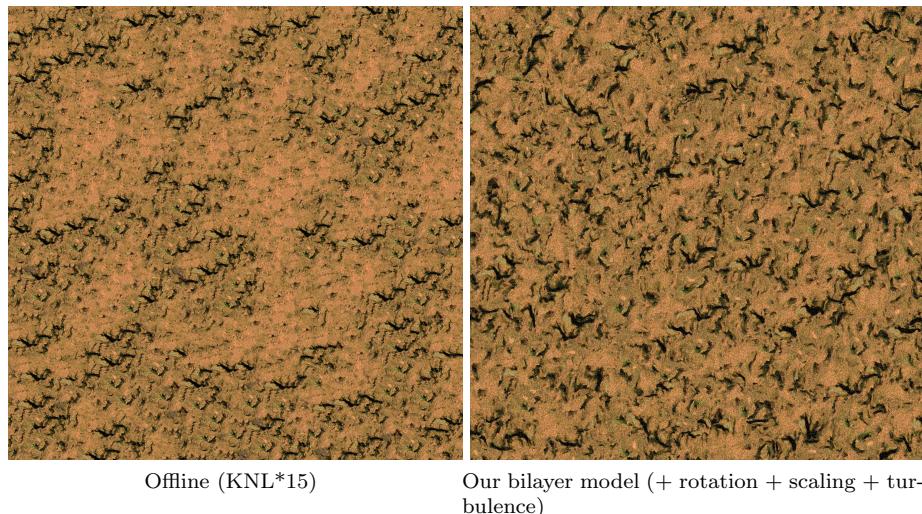
Input

Wang tiling



Content exchange

Single layer (+ rotation + scaling + turbulence)



Offline (KNL*15)

Our bilayer model (+ rotation + scaling + turbulence)

