Abstract
This document contains additional material for the submission *Procedural Isotropic Stochastic Textures by Example*.

Additional Results

Figure 1 and figure 2 are extended versions of the corresponding figures in the paper. These figures also contain context photographs and additional results.

Comparison with the Method of Heeger and Bergen

In the paper we state that the method of Heeger and Bergen and our method achieve a similar synthesis quality. This is illustrated in figure 3.

Integration into Production Rendering Software

In the paper we state that our procedural textures can easily be integrated into production rendering software. This is illustrated in figure 4, which shows a screenshot of our method integrated into *Autodesk Maya*.

Implementation as a GPU Shader

In the paper we state that our procedural textures can easily be implemented as a GPU shader. This is illustrated in figure 5, which shows a screenshot of a procedural texture implemented as a GPU shader.

Histogram Fitting

Figure 6 shows a clearer version of the histogram and the fitted histogram (the splines) of the corresponding figure in the paper.
Figure 1: Several examples of our method for texture synthesis by example for isotropic stochastic procedural textures. Each example shows a photograph with context, a photograph of a texture and a procedural texture automatically generated from the photograph using our method. The procedural textures in the examples marked with an asterisk * were constructed using histogram matching.
Figure 2: Several examples of our method for texture synthesis by example for isotropic stochastic procedural textures. Each example shows a photograph with context, a photograph of a texture and a procedural texture automatically generated from the photograph using our method. The procedural textures in the examples marked with an asterisk * were constructed using histogram matching.
Figure 3: A comparison of our method to the method of Heeger and Bergen. Each example shows a photograph of a texture, an image texture synthesized from the photograph using the method of Heeger and Bergen, and a procedural texture automatically generated from the photograph using our method. The results of both methods are similar, but the method of Heeger and Bergen cannot be formulated as a procedural texture.
Figure 4: Integration into production rendering software. A screenshot of our method integrated into Autodesk Maya.

Figure 5: Implementation as a GPU shader. A screenshot of a procedural texture implemented as a GPU shader.
Figure 6: Histogram fitting. (a) Histogram of the exemplar. (b) Fitted histogram of the exemplar.