

Comparison with existing works on the artistic BAM dataset

Input



Million image [8]



PatchMatch [1]



ImgMelding [3]



Context Encoder[20]

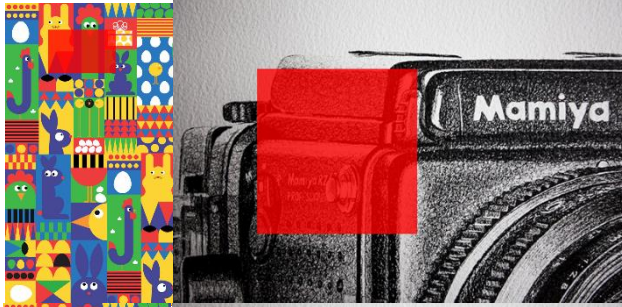


+SU+ST+ADSTY (ours)

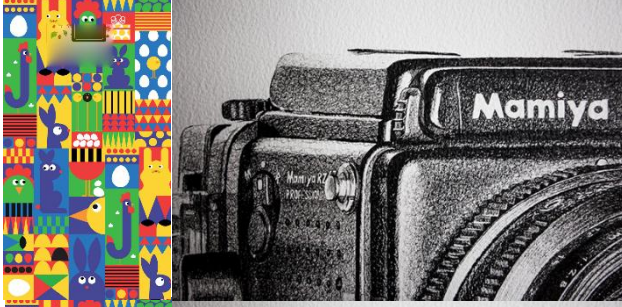


Comparison with existing works on the artistic BAM dataset

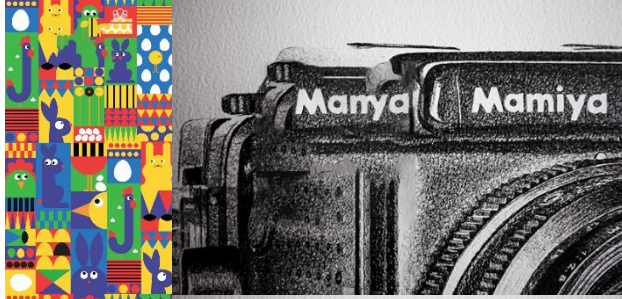
Input



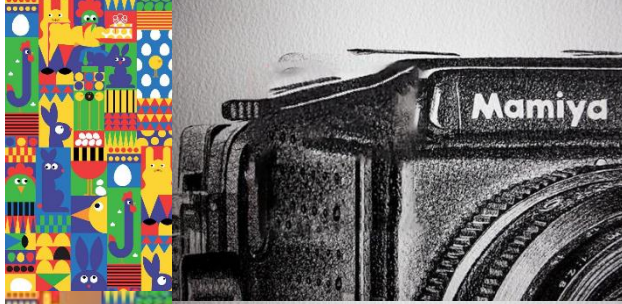
Million image [8]



PatchMatch [1]



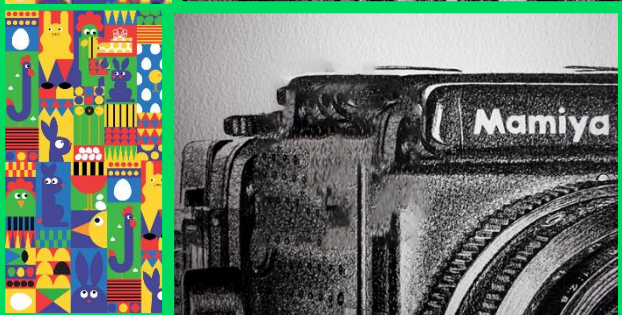
ImgMelding [3]



Context Encoder [20]



+SU+ST+ADSTY (ours)



Comparison with existing works on the artistic BAM dataset

Input



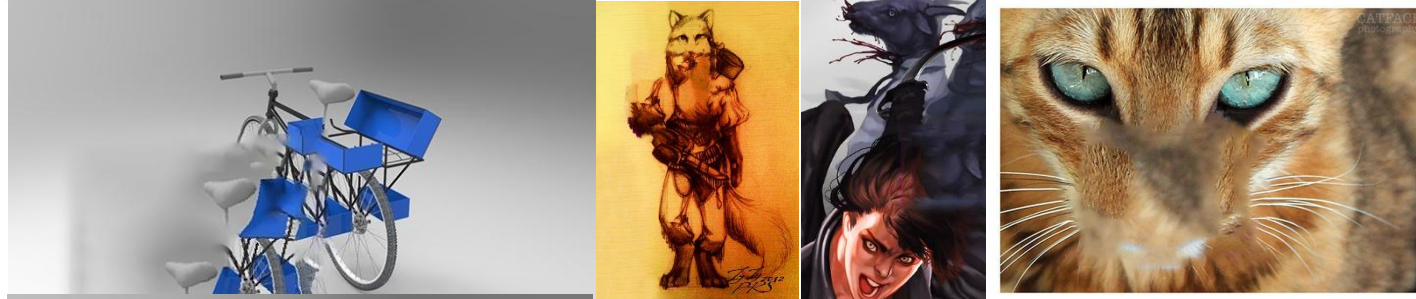
Million image [8]



PatchMatch [1]



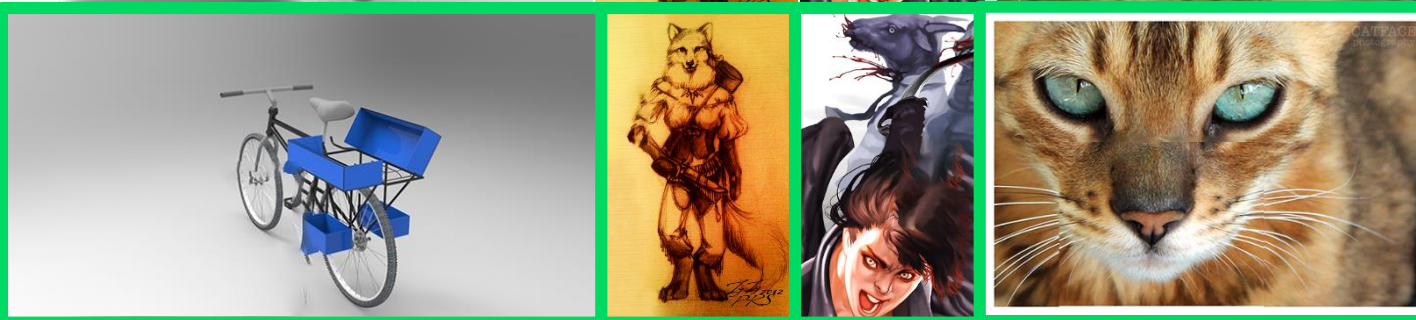
ImgMelding [3]



Context Encoder[20]



+SU+ST+ADSTY (ours)



Further artistic BAM inpainting results

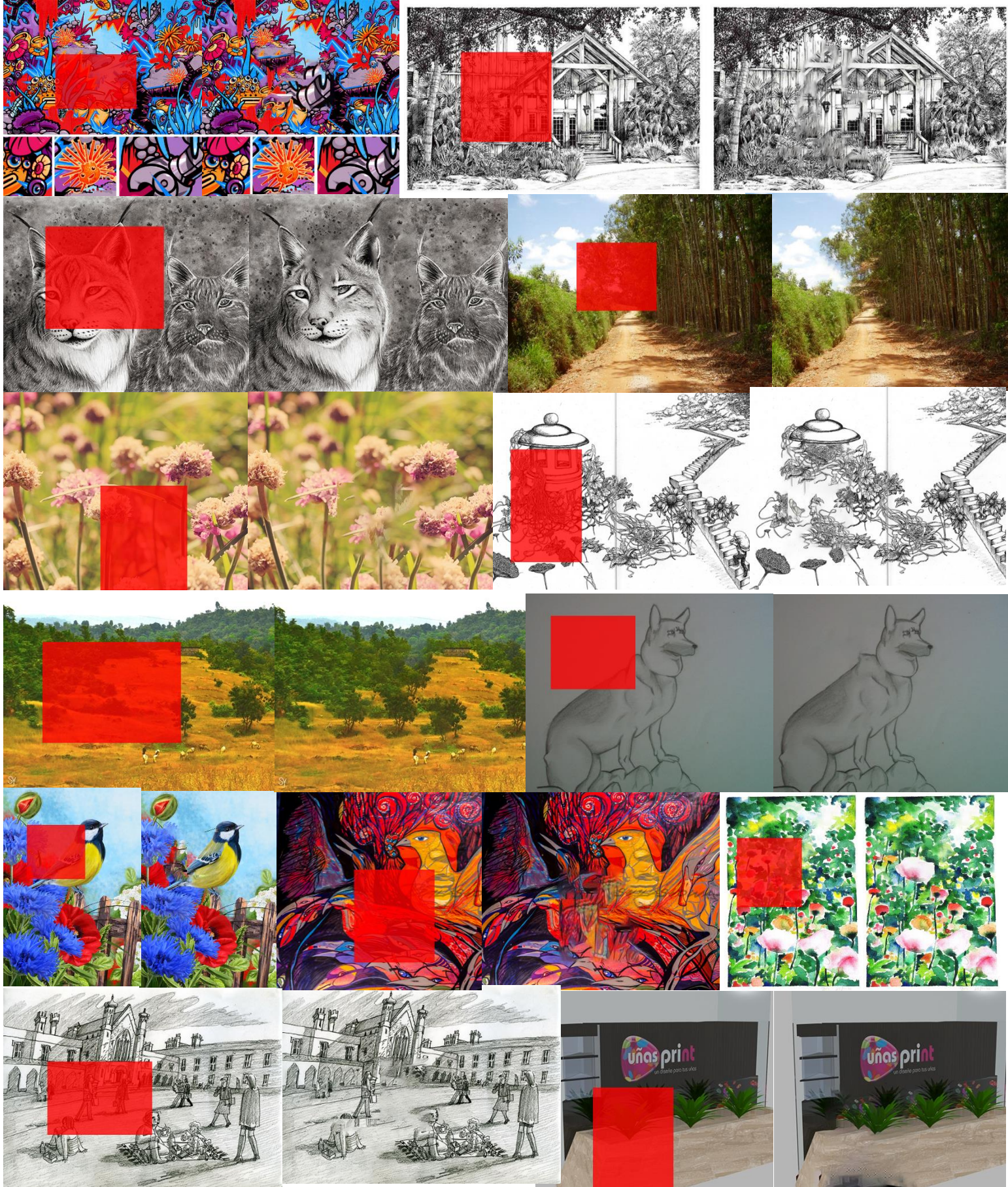
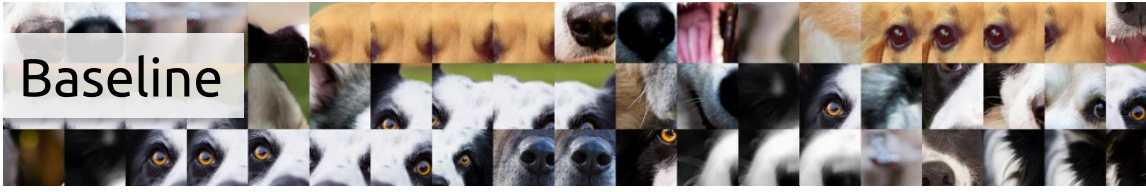


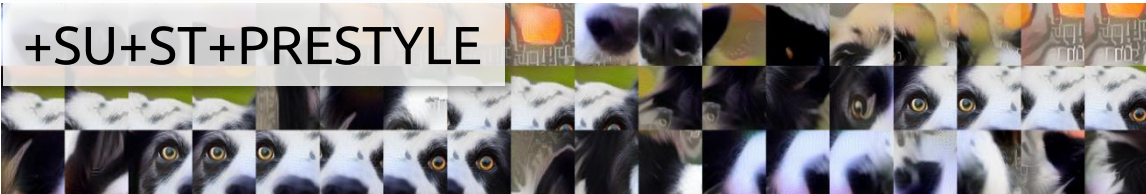
Illustration of patches selected



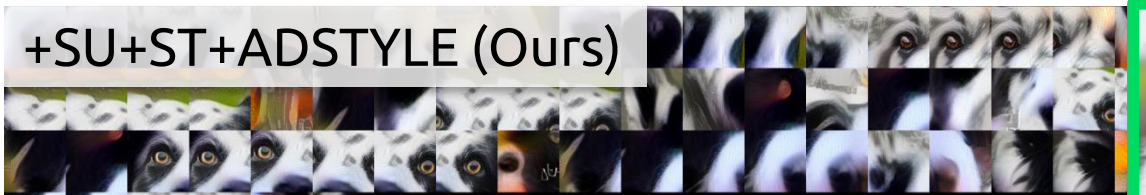
Baseline



+SU+ST+PRESTYLE



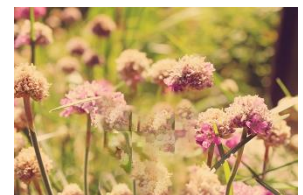
+SU+ST+ADSTYLE (Ours)



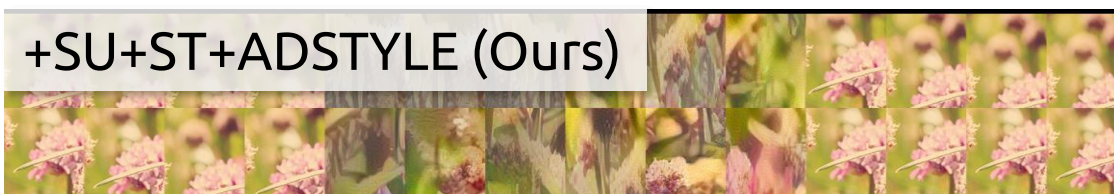
Baseline



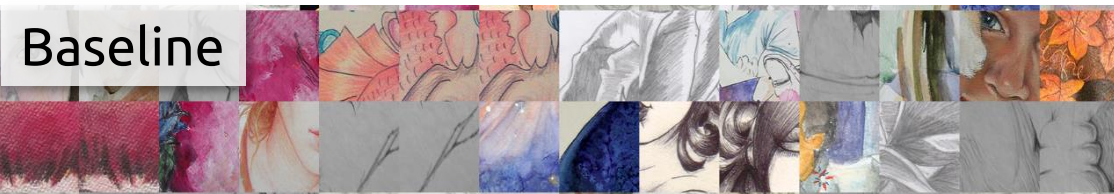
+SU+ST+PRESTYLE



+SU+ST+ADSTYLE (Ours)



Baseline



+SU+ST+PRESTYLE

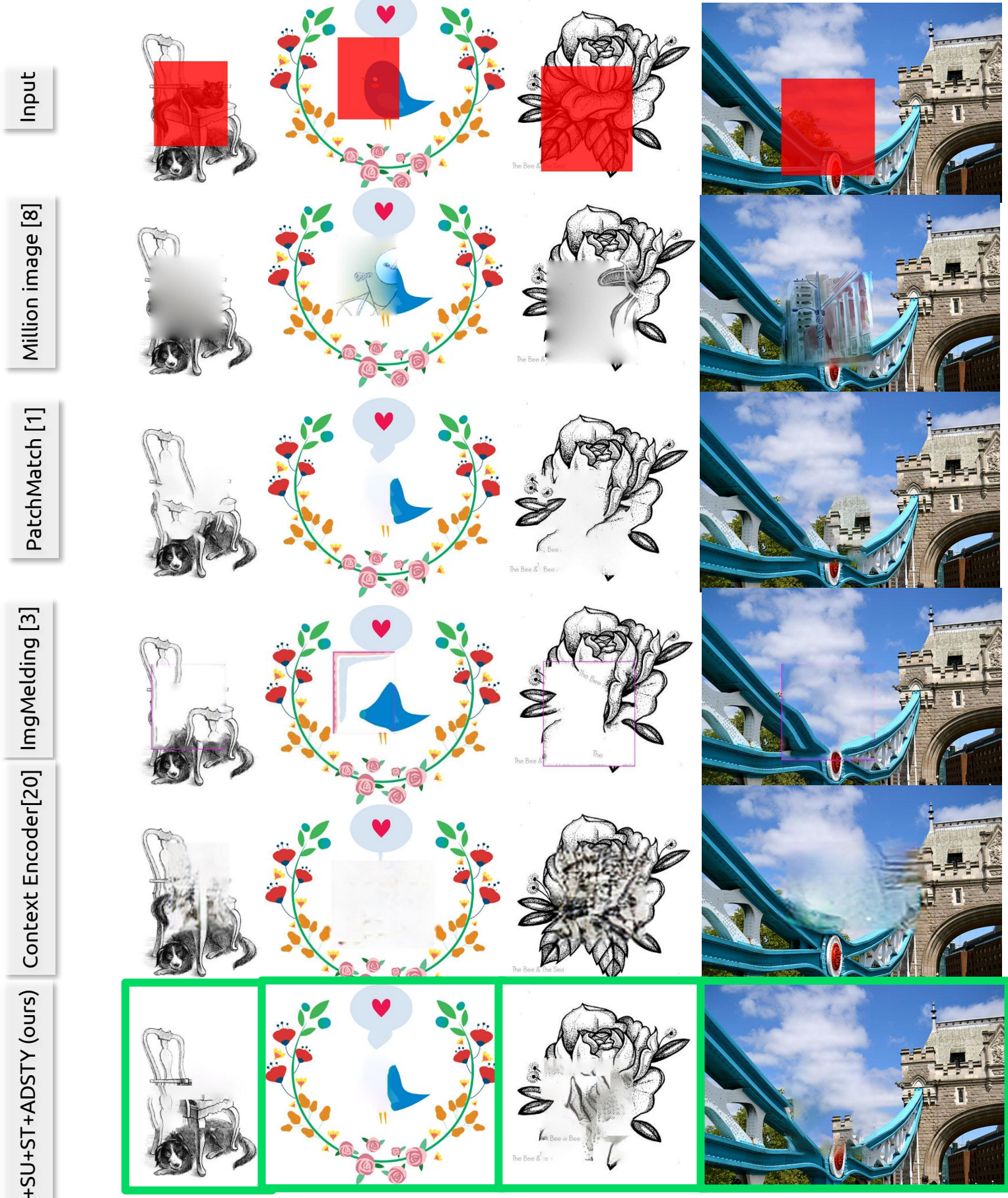


+SU+ST+ADSTYLE (Ours)



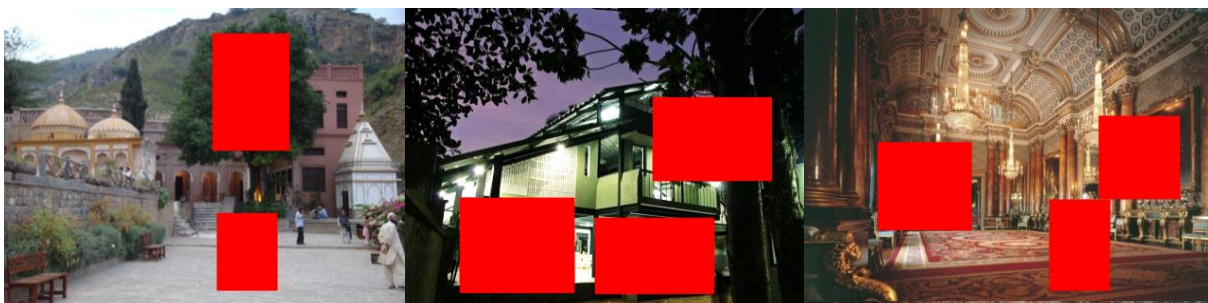
Further failure cases

Failure cases in general due to failure in the stylization in the NST (especially in pen ink) or not relevant image retrieval,



Comparison with existing works on Places2 dataset

Input



Million image [8]



PatchMatch [1]



ImgMelding [3]



Context Encoder [20]



ImgComp [10]

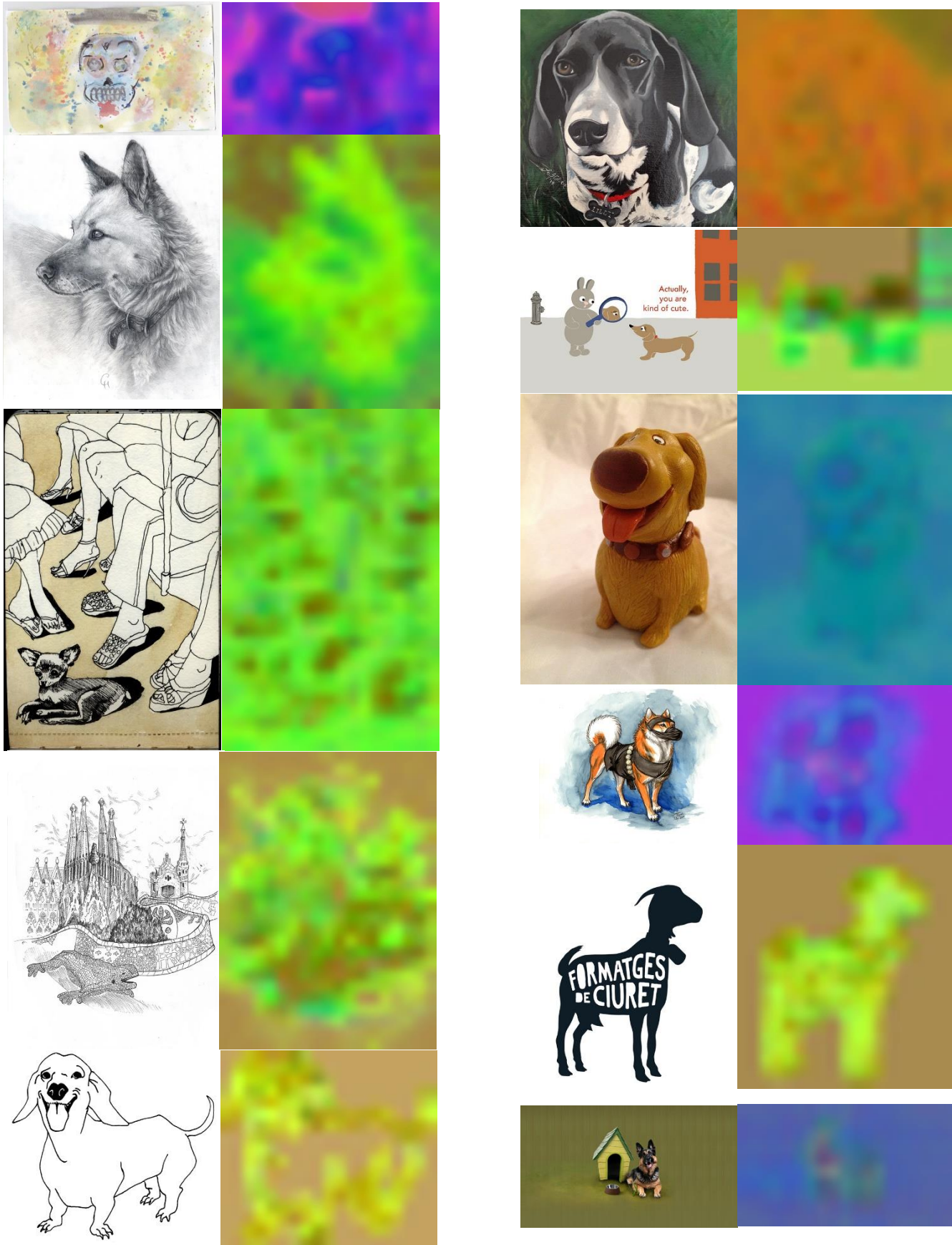


+SU+ST+ADSTY (ours)



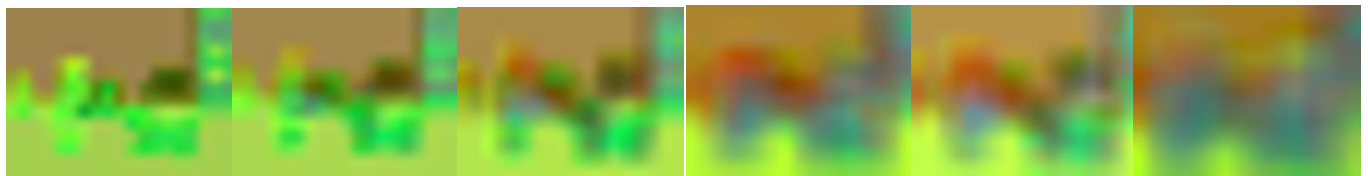
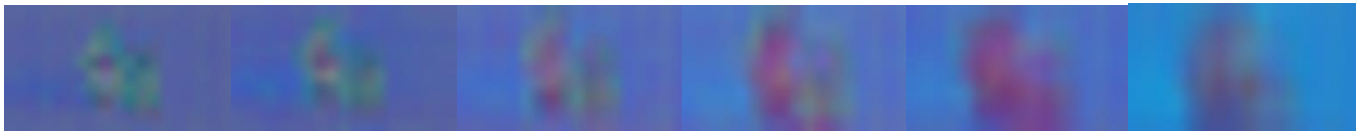
Patch Style Embedding

Dense visualizations of patch style embedding (g_z) for images with similar semantics but varied styles:
3D graphics, Graphite, Oil painting, Pen Ink, Vector, WaterColor



Scaled Patch Size Style Embedding

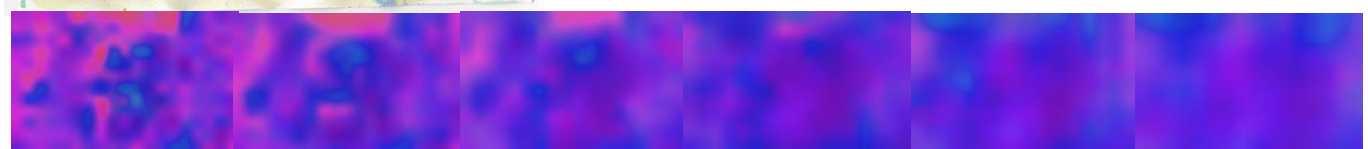
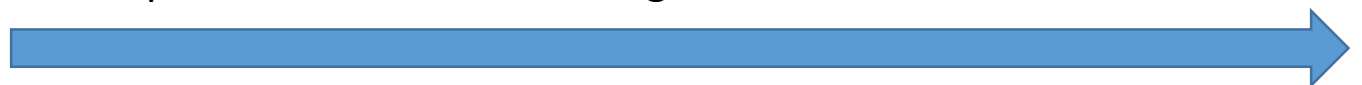
Given that the MRF is solved iteratively at multiple scale levels, we present the style embedding for the different scales, it can be seen the style embedding remains constant despite the differing patch sizes



40x40pix

Increasing Patch size

160x160pix



40x40pix

Increasing Patch size

160x160pix

