EASI-Tex: Edge-Aware Mesh Texturing from Single Image

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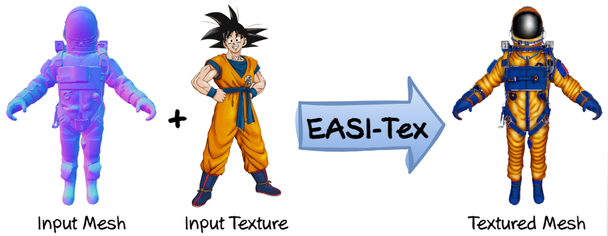
* The Task



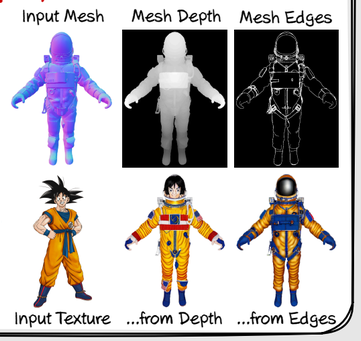
* Motivation

Why **image**, not **text**?
-- Text is **ambiguous**
-- Image is a better **exemplar**

"a **green** car"

Why **single** image?
-- **Easy** to acquire
-- use images in the **wild**

Why **edges** (not **depth**)?
-- Edge maps are:
* **detailed**
* **perceptual**
* **semantic** aware



* Our Approach

Edge Conditioning **Image Conditioning** **Image Inversion**

Texture Transfer Pipeline

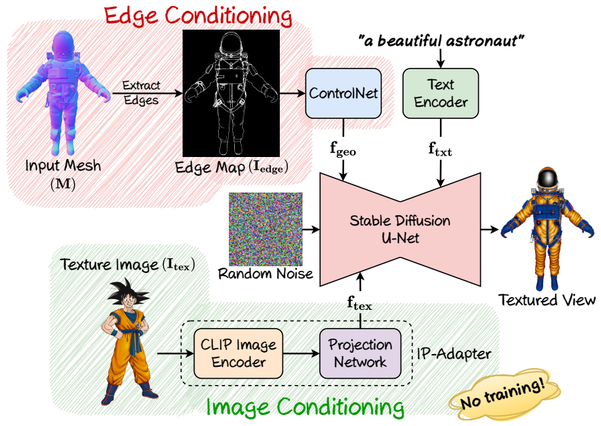
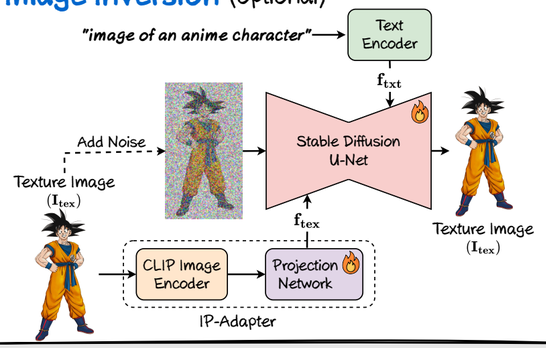


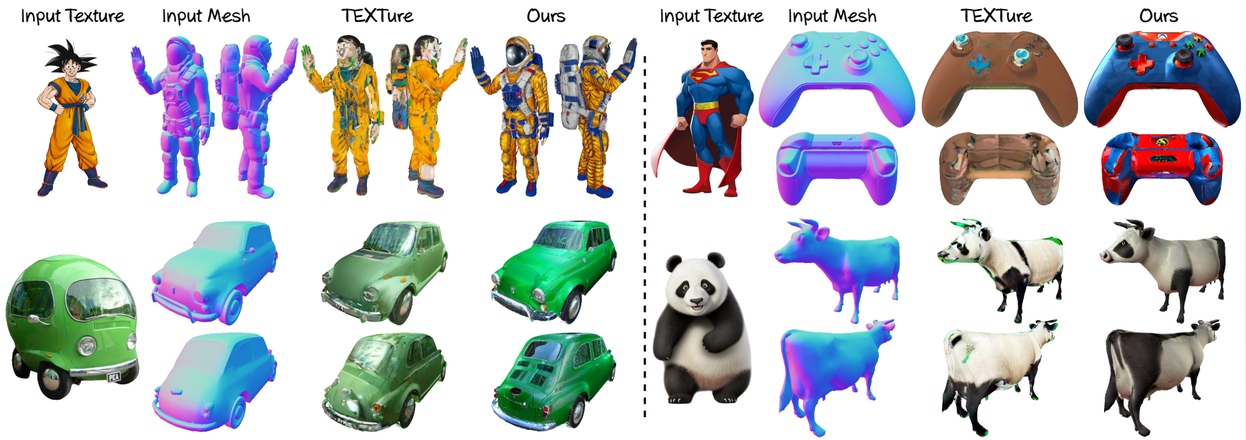
Image Inversion (optional)



* Results

Project Page!

Comparison to baseline



... from *design* images

Texture variations

Richardson et al. "TEXTure: Text-guided Texturing of 3D Shapes" ACM SIGGRAPH 2023.