


# Rotoscoping on Stereoscopic Images and Videos

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## Supplementary Material

 Figures marked with this icon are best examined on-screen with red(left)-cyan(right) anaglyph glasses.

This supplemental material provides larger and extended versions of figures shown in our main paper. Besides additional successful *SBR* application examples in Figure 1 and 2, we furthermore illustrate stereo consistency with other styles in Figure 6.



Figure 1:  Rotoscoping examples on stereoscopic photos, featuring stereo compatible paint texture; presented in anaglyphs. Source images: [Pow14a], [Pow14b]



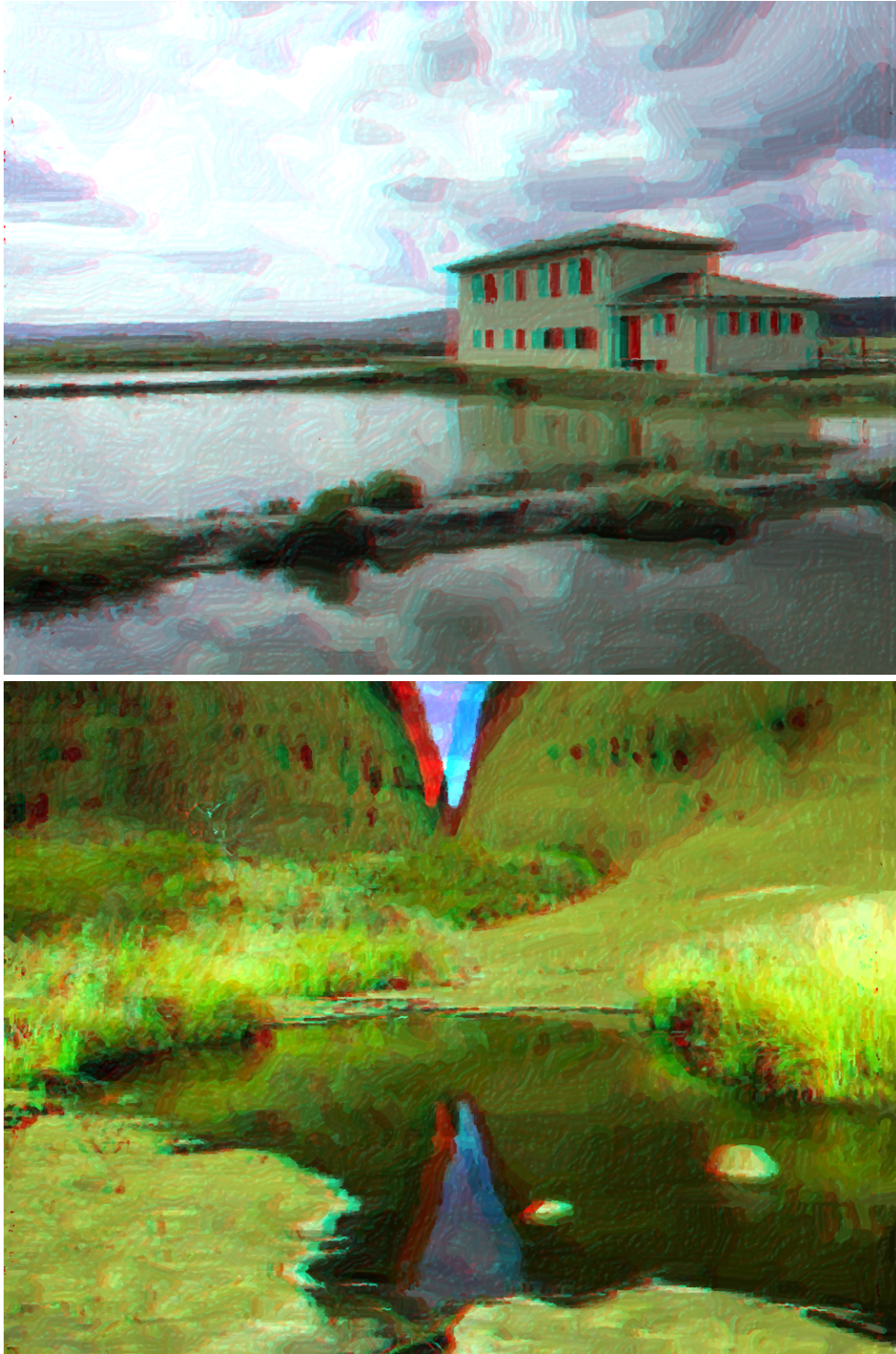



Figure 2:  Rotoscoping examples on stereoscopic photos, featuring stereo compatible paint texture; presented in anaglyphs. Source images: [Pow14c], [Pow14d]



Figure 3: Stereo consistent posterization. As pointed out in the marked areas, the naive individual abstraction in the upper rendering lacks of consistency. Our results in the bottom row are stereo consistent. *Source image:* [Fro12]







Figure 4:  This figure shows single frames extracted from the free available *YouTube*-content we used for evaluation. The source frame is shown on the left and our stereo consistent *SBR* abstraction on the right, both in anaglyphs. *Source images:* [3DF10]



Figure 5:  $\mathcal{L}$  and  $\mathcal{R}$  from a stereoscopic frame are displayed on the left and an according disparity map on the right. From top to bottom: Original image; *SBR* without stereo consistency; *SBR* with our consistency approach. One might notice the different stroke meshes in  $\mathcal{L}_1$  and  $\mathcal{R}_1$ , especially on the bunnys torso. However, in  $\mathcal{L}_2$  and  $\mathcal{R}_2$  they are identical, which again leads to a valid disparity estimation  $D_2$ . *Source images*: [GR08]



Figure 6:  Examples for application independence. Based on the same stereoscopic image, our framework renders various different styles stereo consistent. *Source image:* [GR08]



**References**

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