

Supplemental Video for “Variational Layered Dynamic Textures”

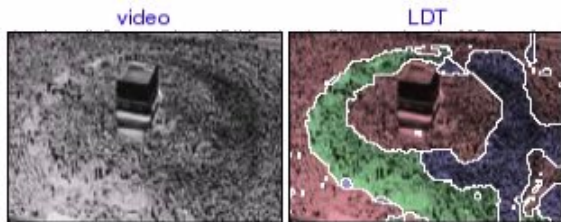
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This is the video supplemental for “Variational Layered Dynamic Textures” [1], which contains video of the segmentation results described in Section 5, along with several additional segmentation examples. All videos are in Quicktime format (h.264), playable with the most recent Quicktime player (<http://www.quicktime.com/>). Here is a list of the segmentation movies from the paper:

name	figure	description
circular_2K.mov	Figure 3	circular motion with 2 rings.
circular_3K.mov	Figure 3	circular motion with 3 rings.
circular_4K.mov	Figure 3	circular motion with 4 rings.
synthdb_2K_050.mov	Figure 5	synthetic texture example (2 textures).
synthdb_3K_065.mov	Figure 5	synthetic texture example (3 textures).
synthdb_3K_100.mov	Figure 5	synthetic texture example (3 textures).
synthdb_4K_032.mov	Figure 5	synthetic texture example (4 textures).
synthdb_4K_098.mov	Figure 5	synthetic texture example (4 textures).
ocean-fire.mov	Figure 6	segmentation of ocean-fire with TS-LDT.
ferris.mov	Figure 7	ferris wheel segmentation.
windmill.mov	Figure 7	windmill segmentation.

In this supplemental, we also present some additional segmentation results on real video, which are not included in the main paper due to space constraints. These examples demonstrate the robustness of the LDT representation, and its applicability to a wide range of scenes.

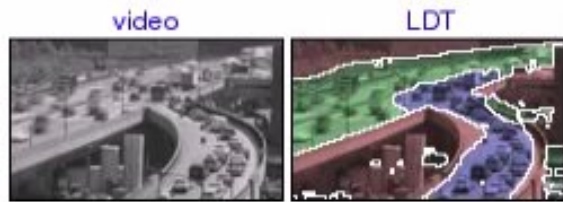
meccal.mov - a large pedestrian crowd moves in a circle around a pillar. The left side of the scene is less congested, and the crowd moves faster than on the right side.



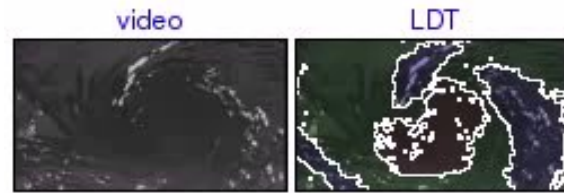
windmill2.mov - the LDT segments into regions corresponding to the windmill (circular motion), the trees waving in the wind, and the static background.



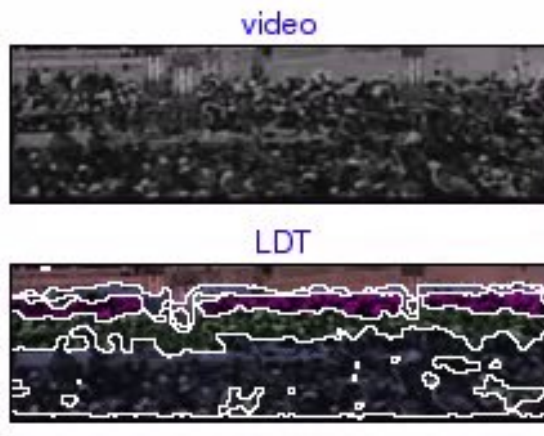
traffic.mov - the LDT segments a highway scene into still background, the fast moving traffic on the highway, and the slow traffic that merges into it.



whirlpool.mov - the turbulent water component is segmented from the remaining moving water.



mecca2.mov - a large pedestrian crowd moves with three levels of speed, which are stratified into horizontal layers.



References

- [1] A. B. Chan and N. Vasconcelos, "Variational layered dynamic textures," in *IEEE Conf. Computer Vision and Pattern Recognition*, 2009.