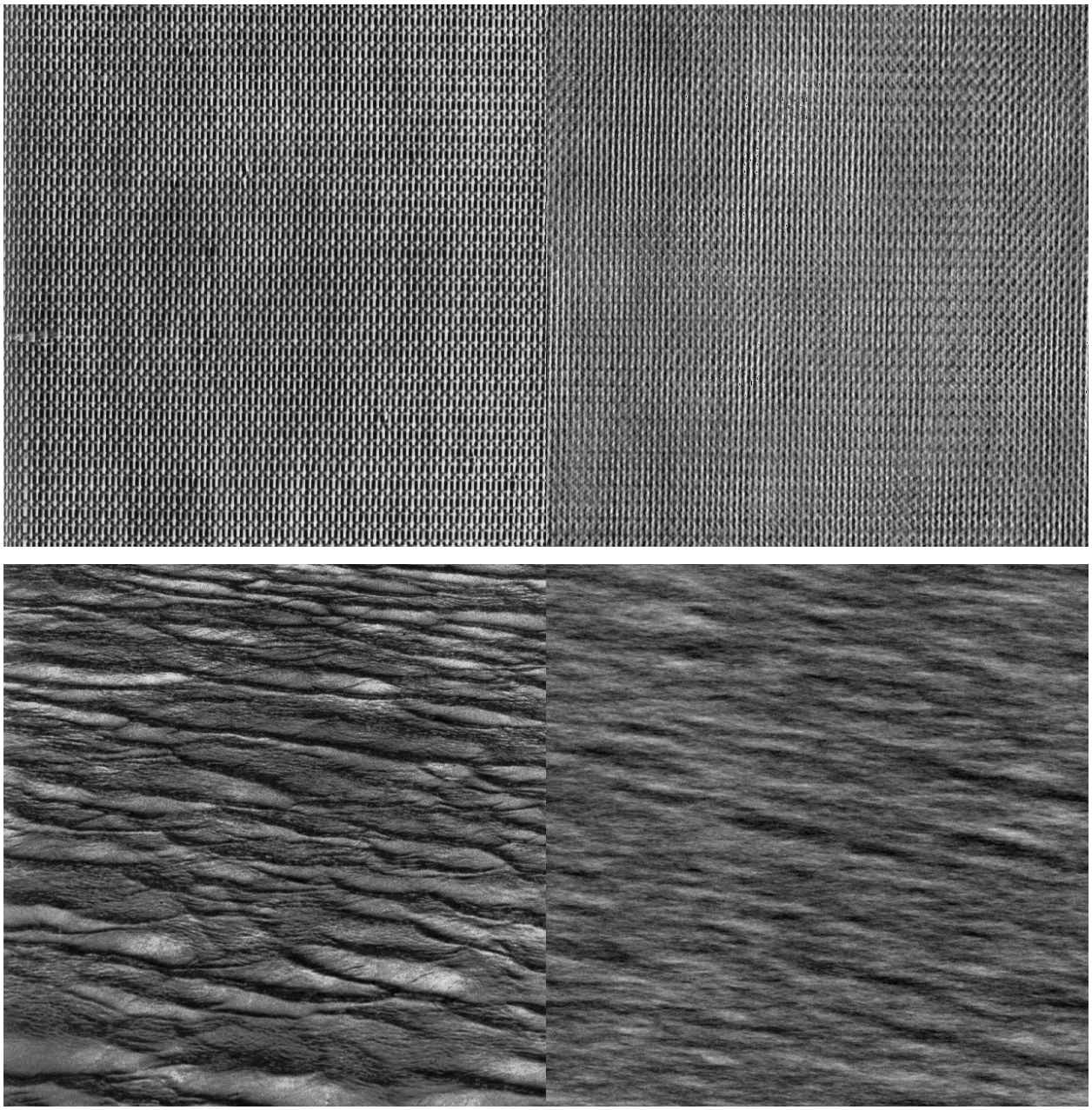
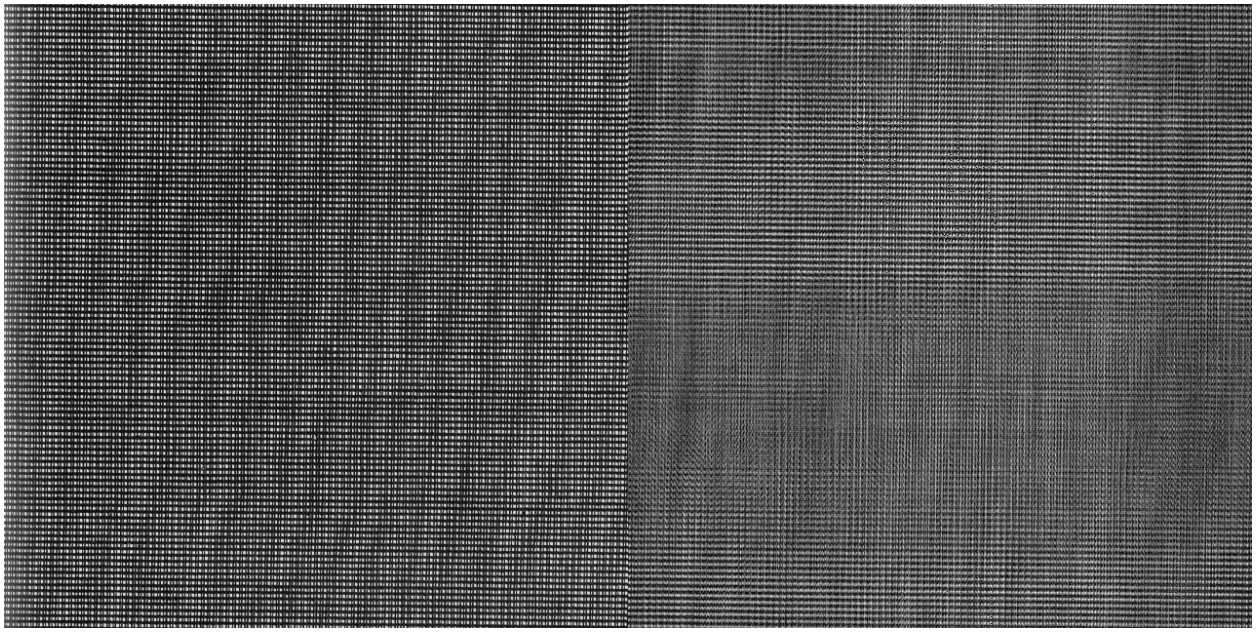
Random Phase Noise

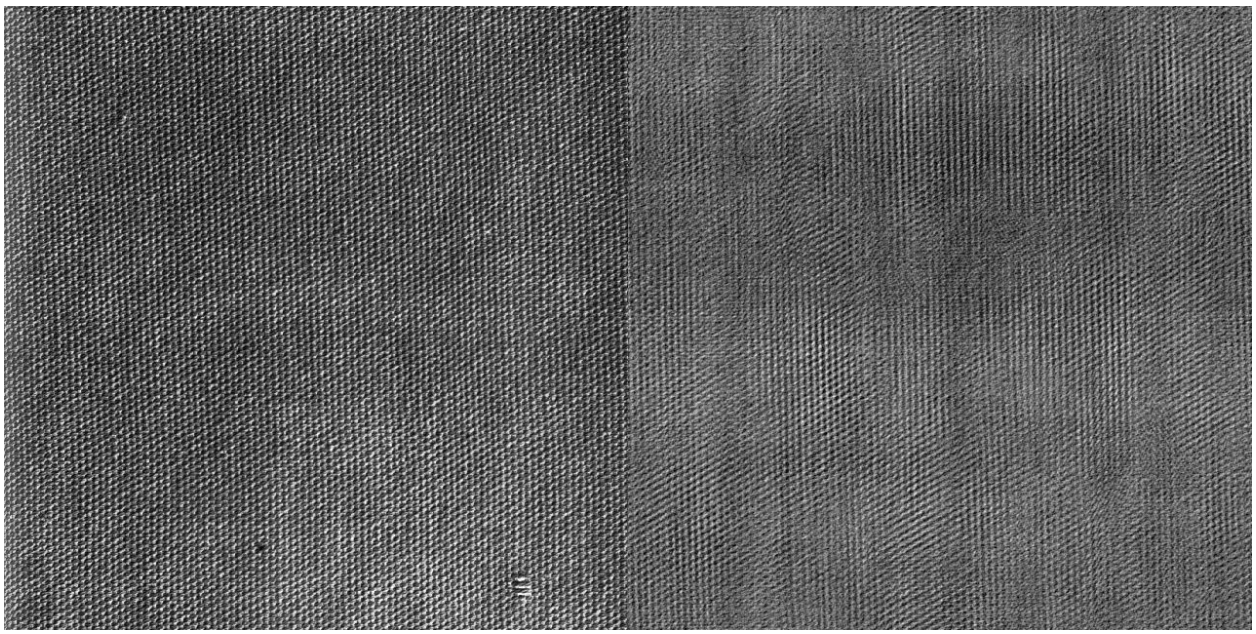
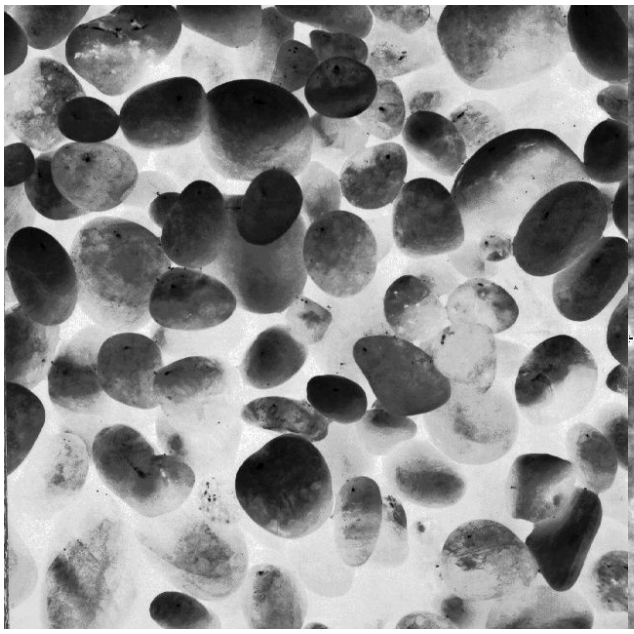
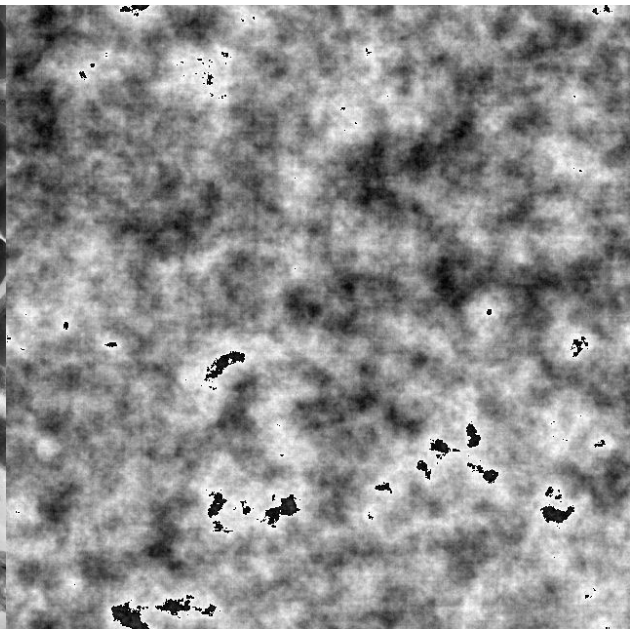
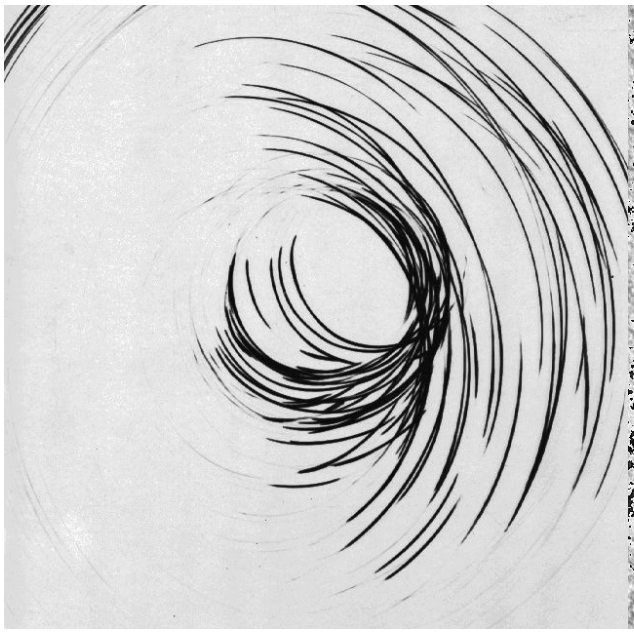
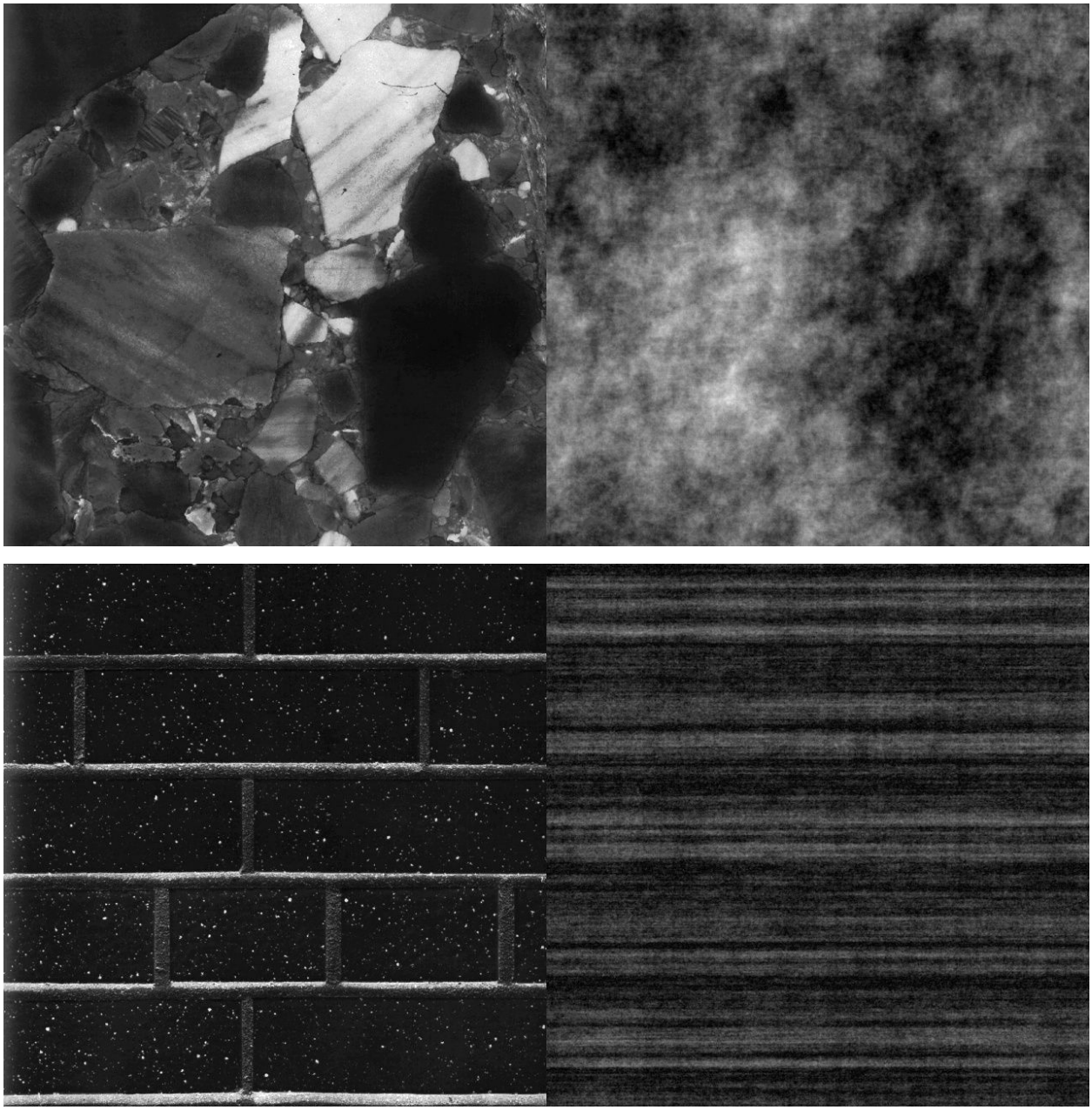
Here, we randomize the phase of the image in the fourier domain while keeping the amplitudes same. We generate the random noise so that it’s uniform and odd.

As we can see below, it gives pretty good results for micro-textures, i.e. textures having small structures. For macro-textures, i.e. textures having large structures, it completely fails.

Successes







Failures