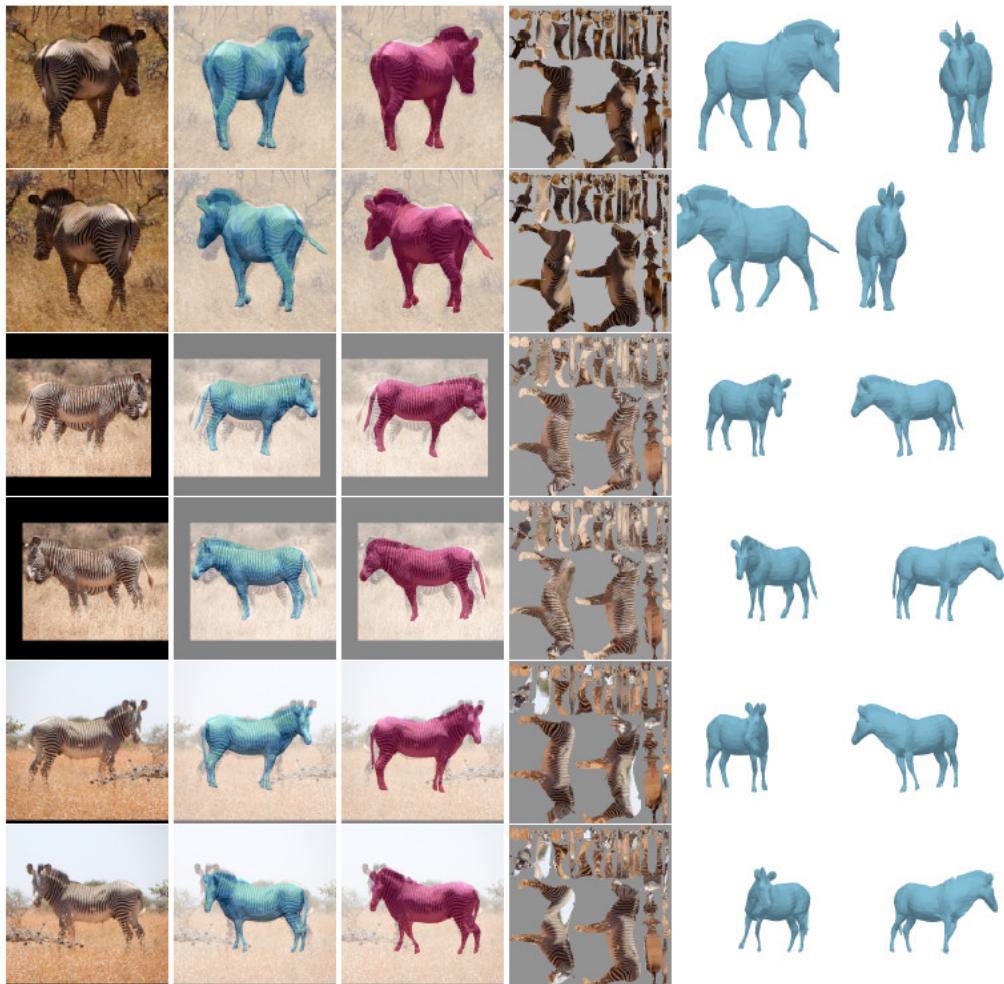
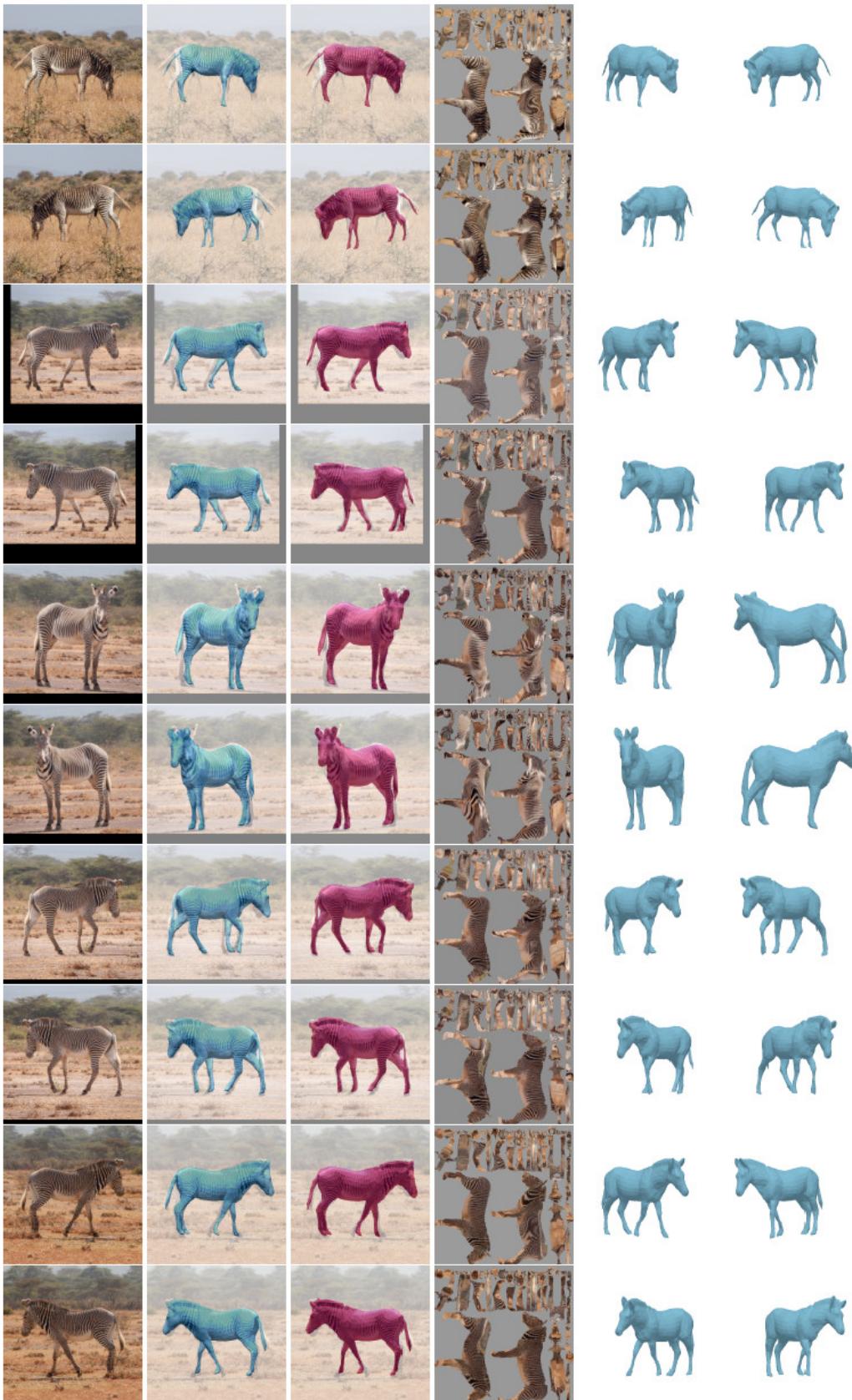


Supplemental Material for paper 6034 Three-D Safari: Learning to Estimate Zebra Pose, Shape, and Texture from Images “In the Wild”

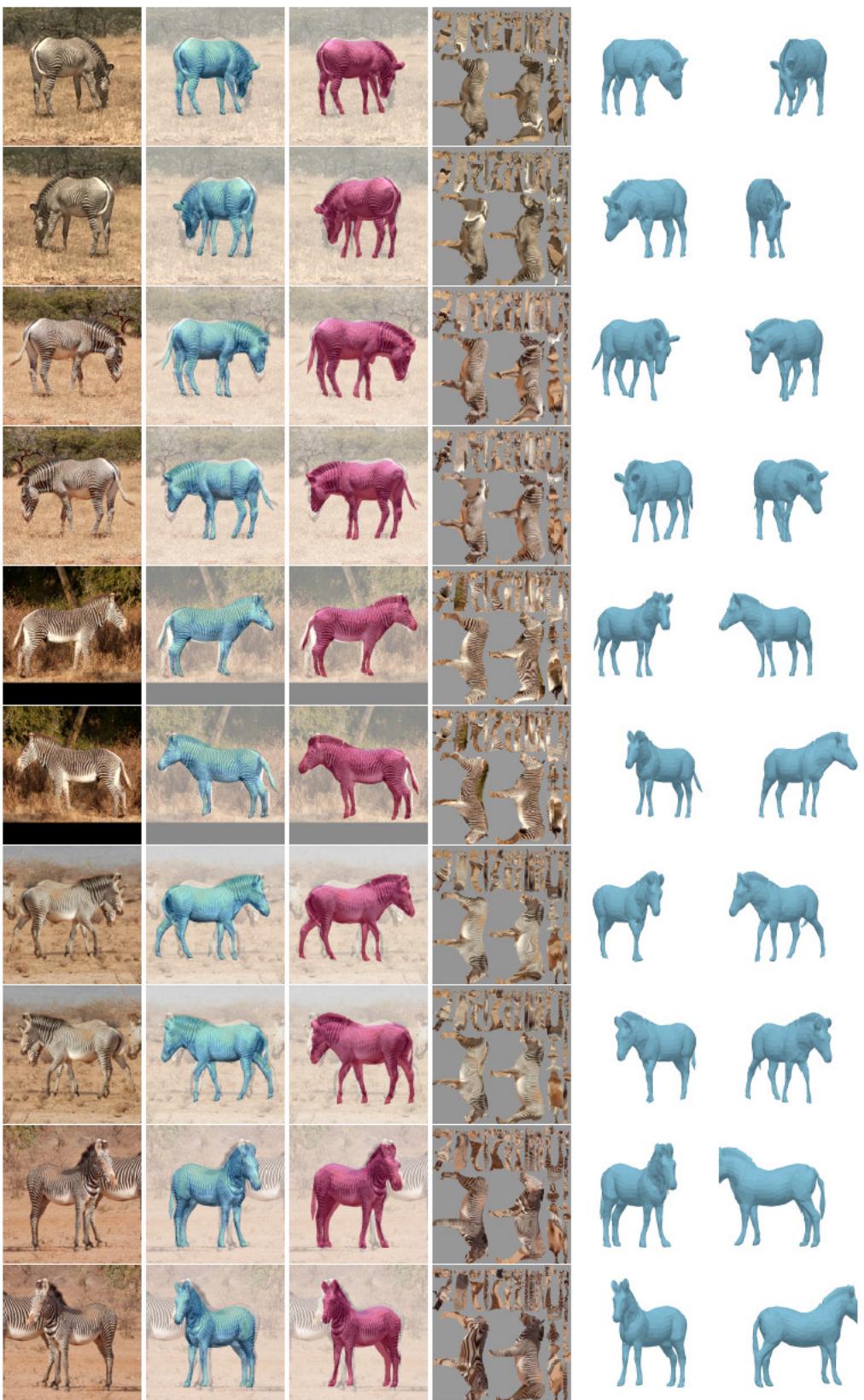
1. Results on the testset

We show results on the entire test set, which is composed by 100 images that we flip to double the data. In the following images we report: input image, network prediction (blue overlap), result of the optimization (pink overlap), predicted texture map, two views of the network prediction.

















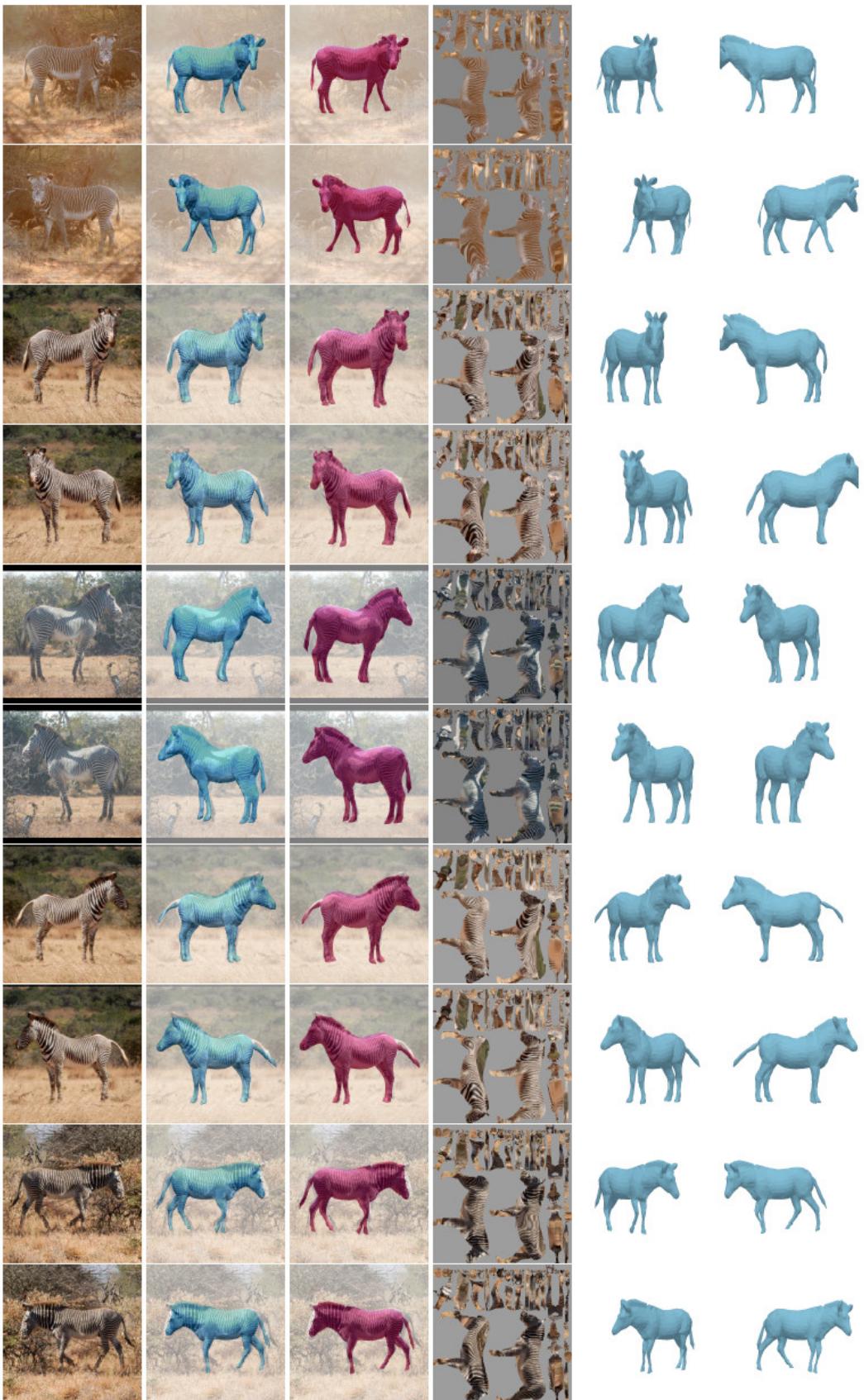


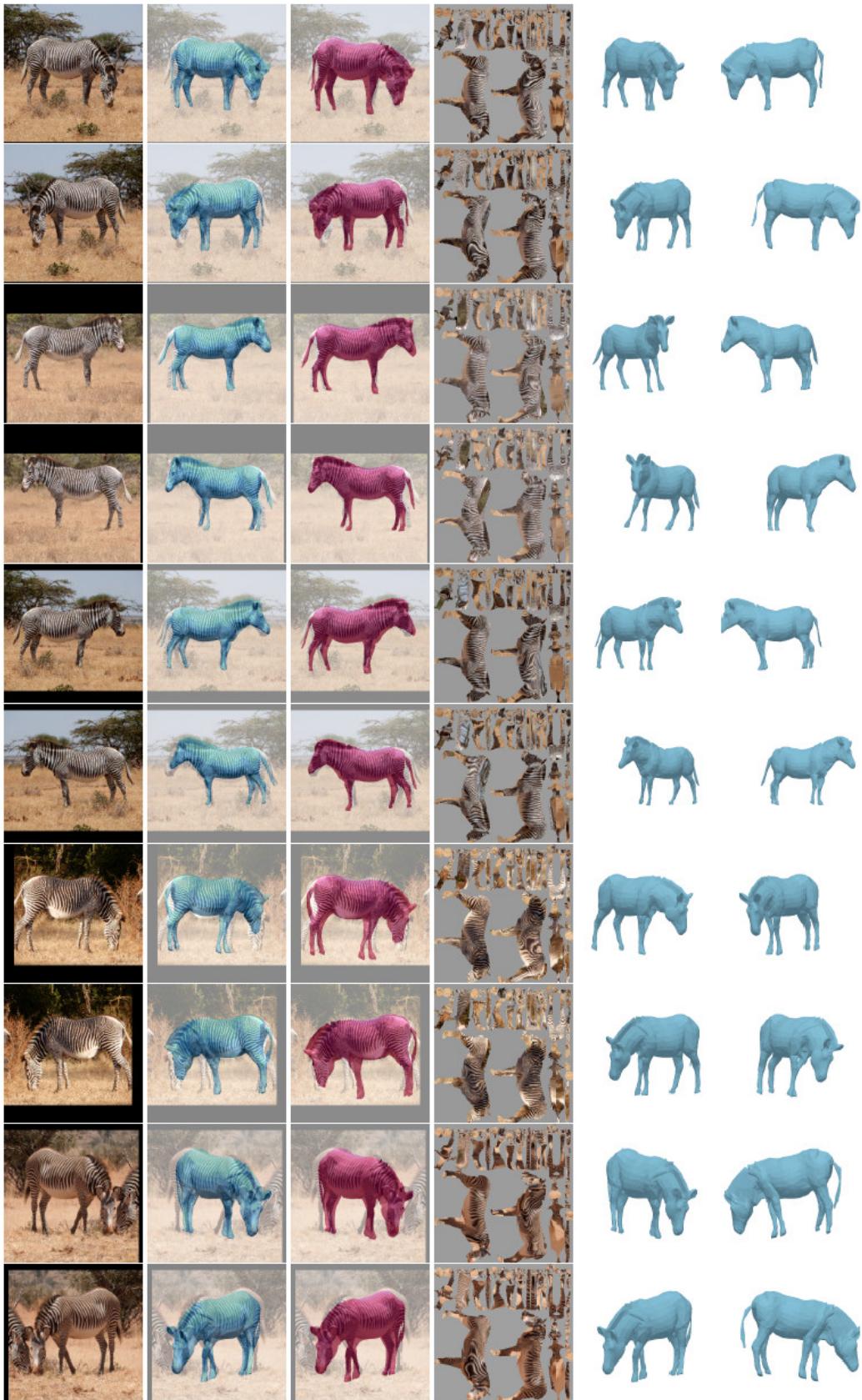




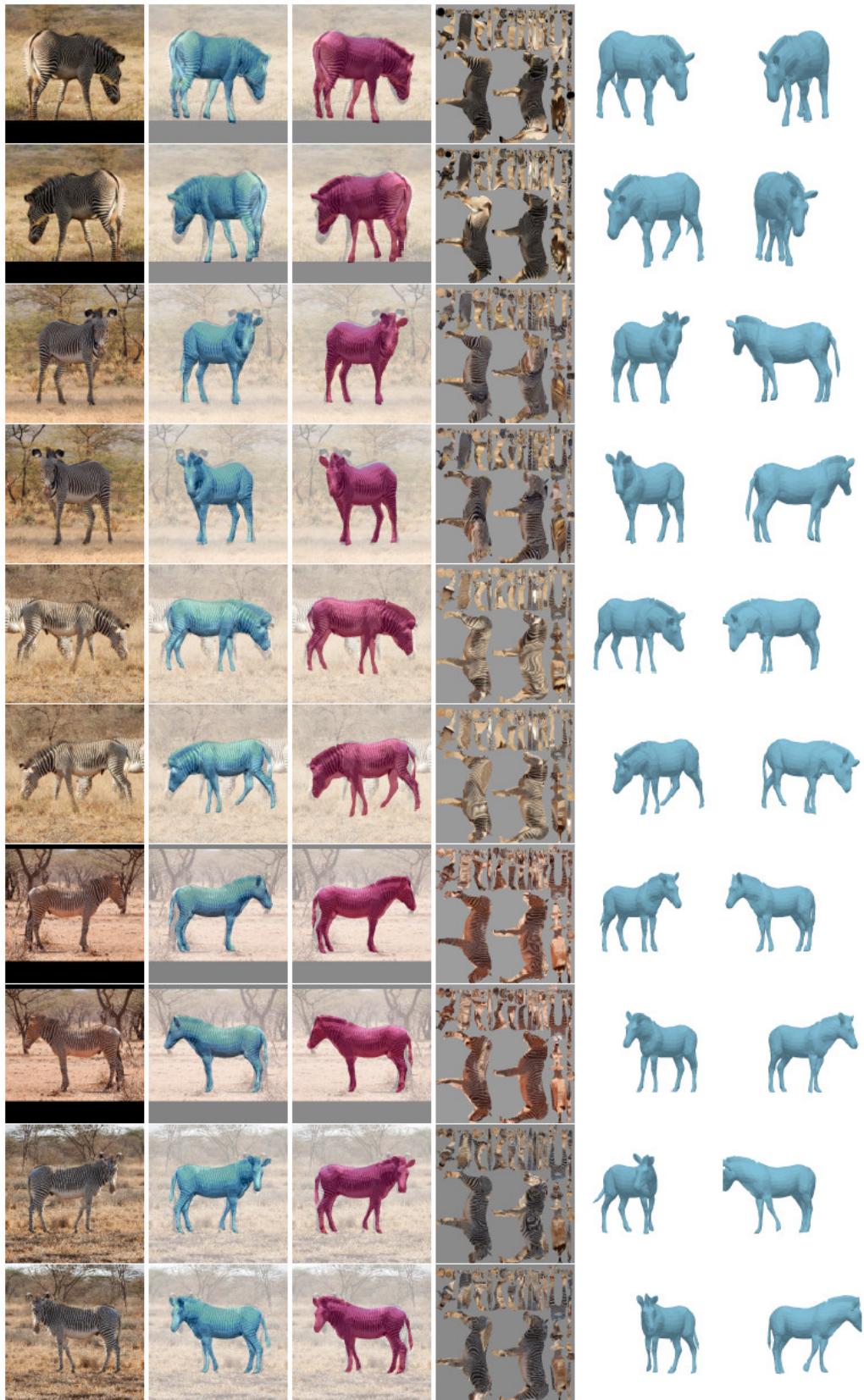












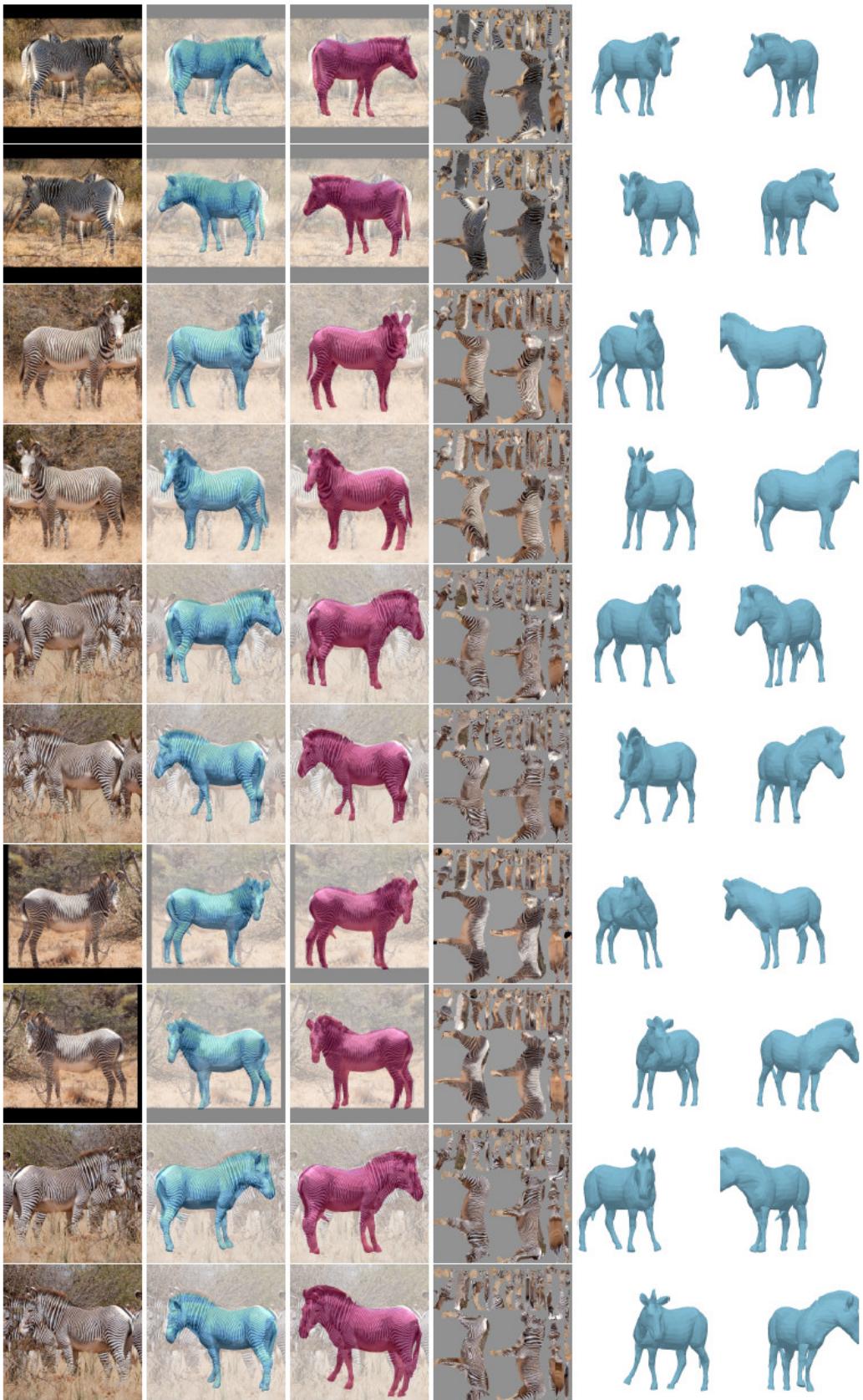








Figure 1: **Results on test set.**



Figure 2: **Application to horses.** Horses not used for training.

2. Application to horses

We show examples of the applications of the method to horses (Fig. 1). We have created 3D models of 7 horses using the SMALR method. We have then generated a synthetic training set and trained the network. The examples below illustrate that the method works also for different animals. Here we are limited from the 3D pose prior that we have used to generate the training set: images of horses can have more complex poses w.r.t images of zebras.