

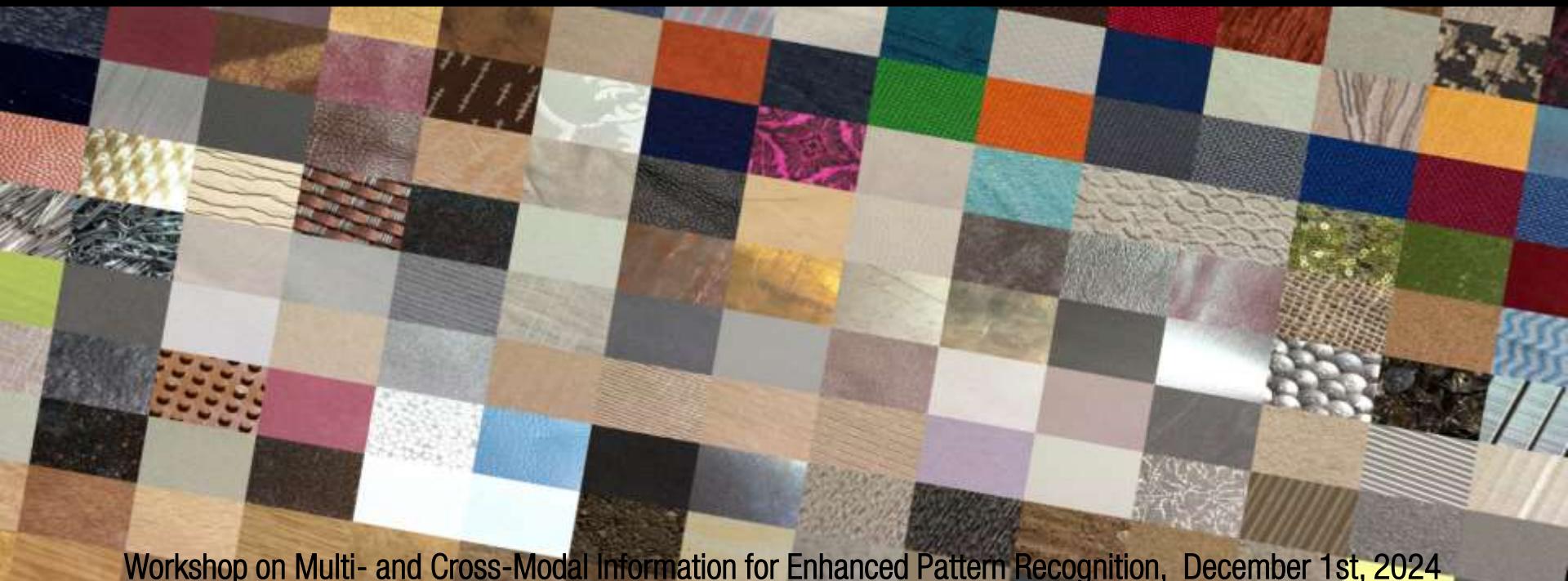
Comprehensive Perceptual Analysis and Rating of Material Properties from Video Data



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- How do we distinguish materials?
- What visual features are defining individual categories?
- What are the most important visual properties of materials?

Prior work

[Tamura78] a computational form of six basic texture properties and evaluated their performance on [Brodatz66] textures – **coarseness, contrast, directionality, line-likeness, regularity, roughness**

[RaoLohse96] perceptual texture space also by grouping [Brodatz66] textures. The grouping data were analyzed using hierarchical cluster analysis, MDS, PCA... three-dimensional space – **repetitiveness, contrast/directionality, and coarseness/complexity**

[HeapsHandel99] grouping experiment obtained as main attributes: **complexity, connectedness, depth, hardness, linearity, naturalness, orientation, repetitiveness, roughness, shape, size, structure**

[Mojsilovic00] ran experiments to obtain a pattern vocabulary governed by grammar rules accounting for: **overall color, directionality and orientation, regularity and placement, color purity, complexity and heaviness.**

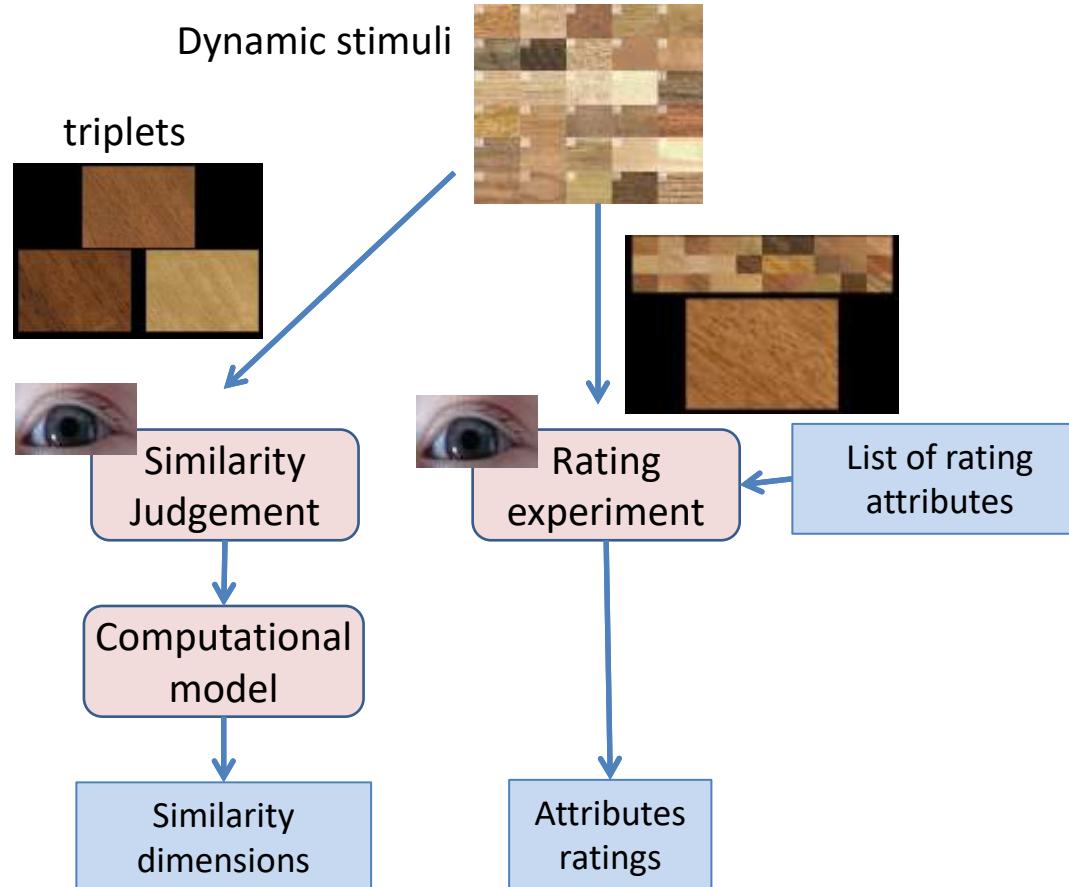
[Fleming13], [Tanaka15] studied perceptual qualities of thirteen exemplars of 10 material classes: **glossiness, transparency, colorfulness, roughness, hardness, coldness, fragility, naturalness, prettiness**

Motivation

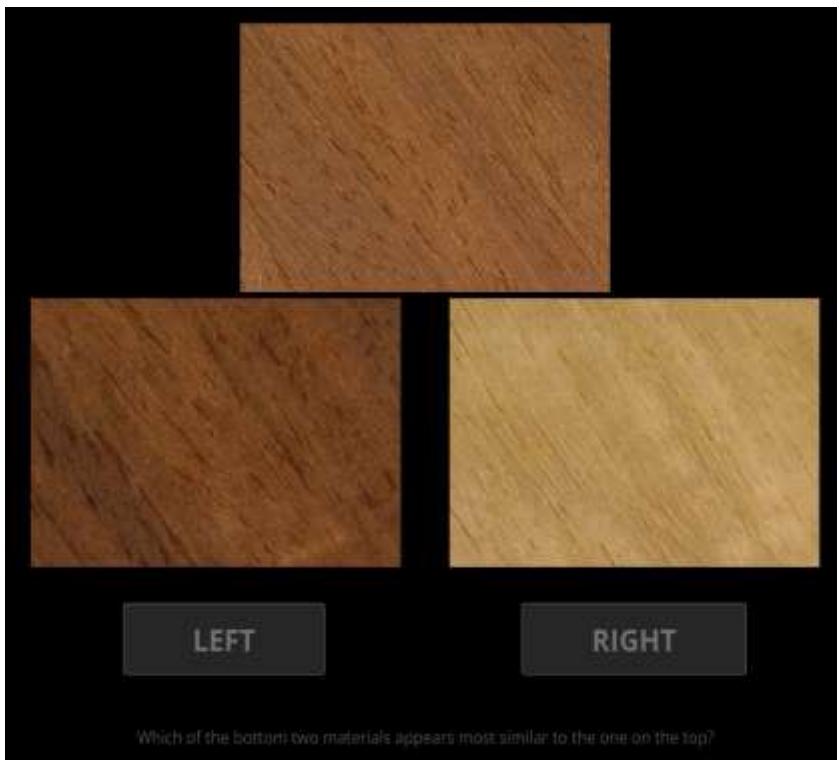
- First step \Rightarrow analysis of material category having less variability
 \Leftrightarrow wood
- 30 samples

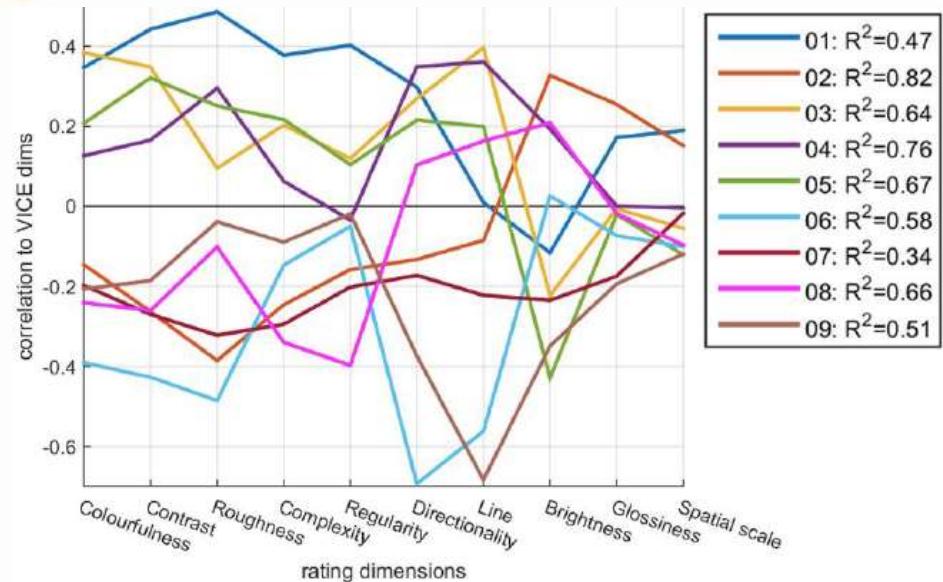
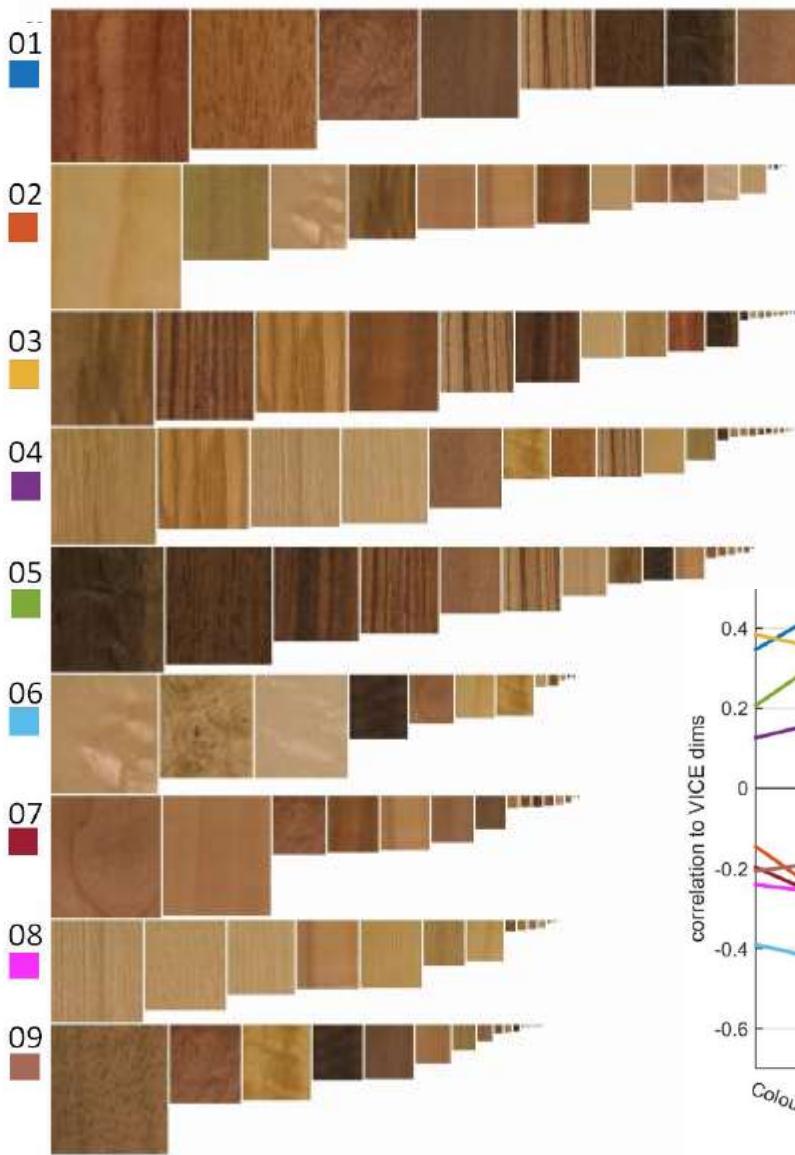


Research overview



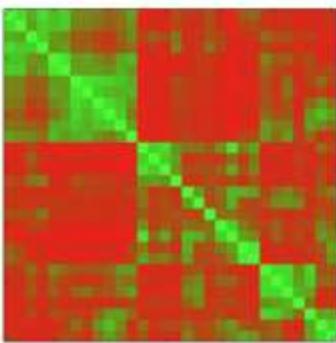
Similarity judgements



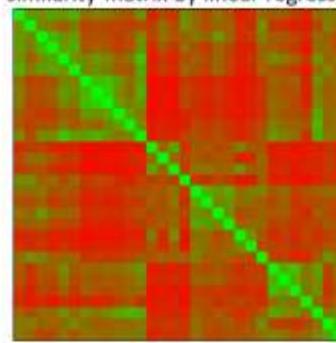


Similarity dimensions vs. rating attributes

Similarity judgements

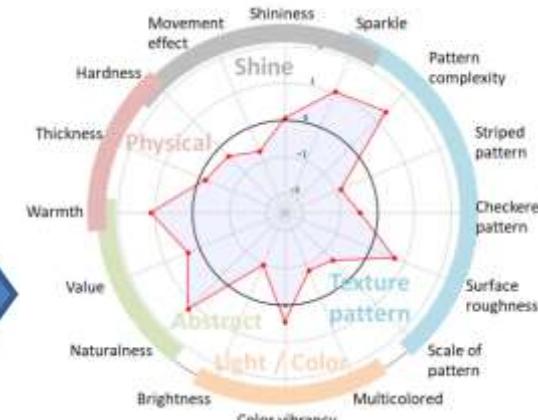
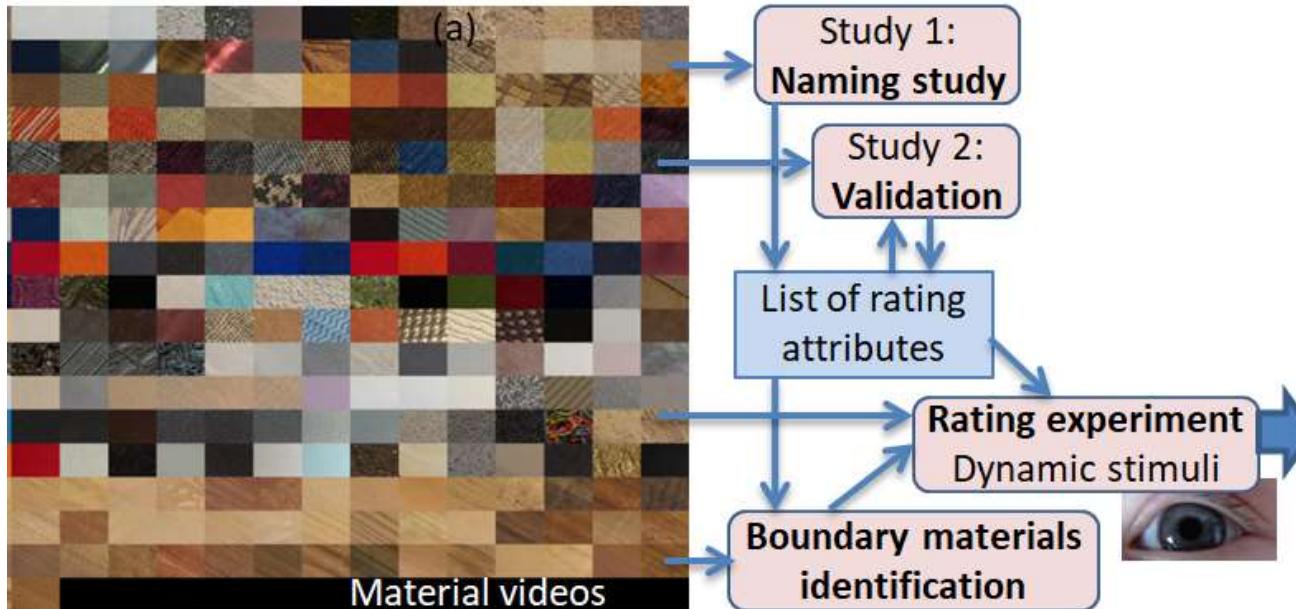


Attributes rating
similarity matrix by linear regression



Perceptual dimensions of general materials

- 347 materials including: fabric, leather, wood, plastic, metal, paper



Study 1 – Attributes identification

Task: *Identify and rank at least five most visually distinguishing features that set apart the materials within each video – the features that make materials different*

- 7 categories – fabric, carpet, wood, leather, metal, plastic, coating
- 32 observers
- 451 responses
- mean stimuli duration 2.8 minutes

Example answer:

Some of these materials shimmer or glitter in the light

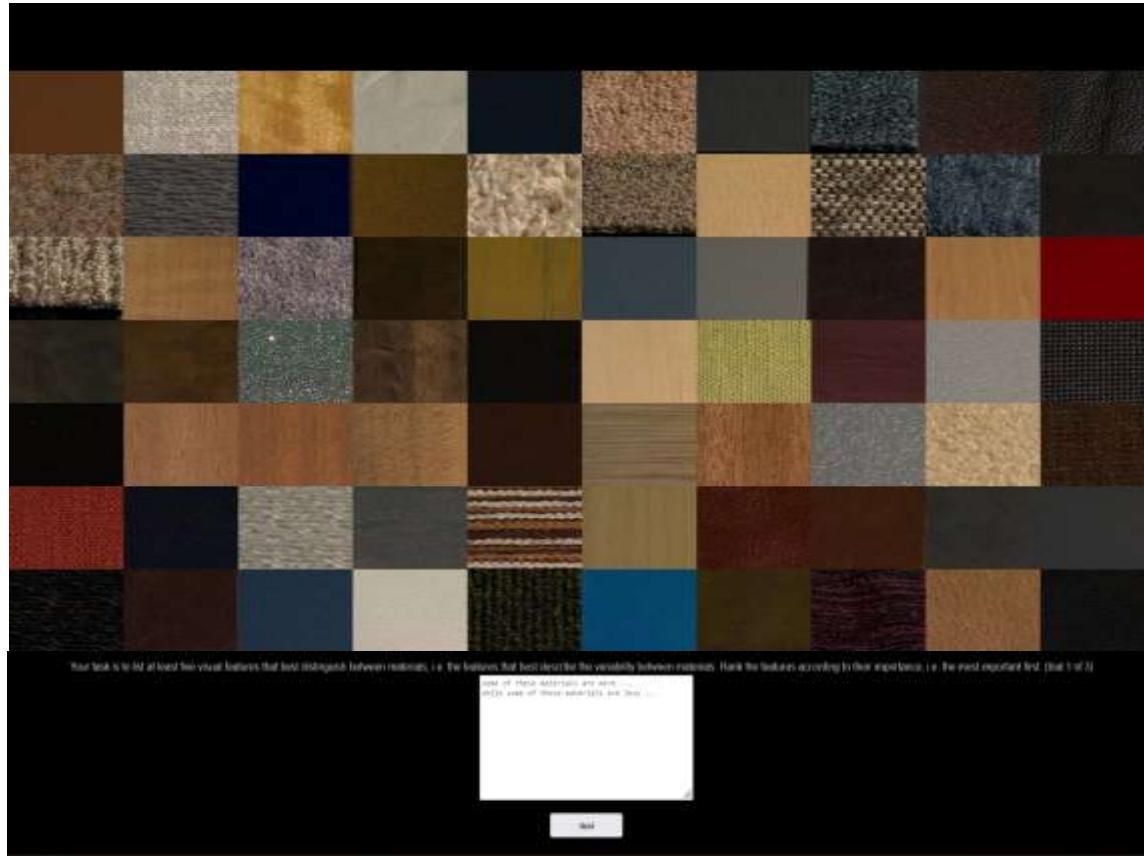
Some of these materials barely catch the light at all.

Some of these materials only look textured in specific lighting.

Some of these materials are more fibrous than the others.

Some of these materials look harder than the others.

Some of these materials look cheaper than the others.



Study 1 – Attributes identification

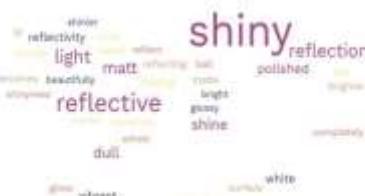
1. Color saturation



2. Roughness



3. Shininess



4. Texture



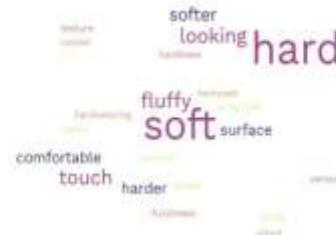
5. Brightness



6. Pattern



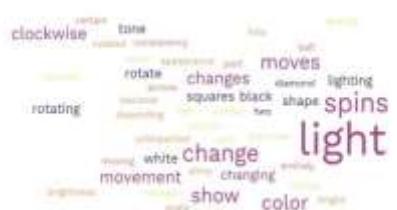
7. Soft/Hard



8. Category



9. Movement effect



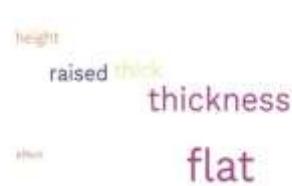
10. Sparkle



11. Naturalness

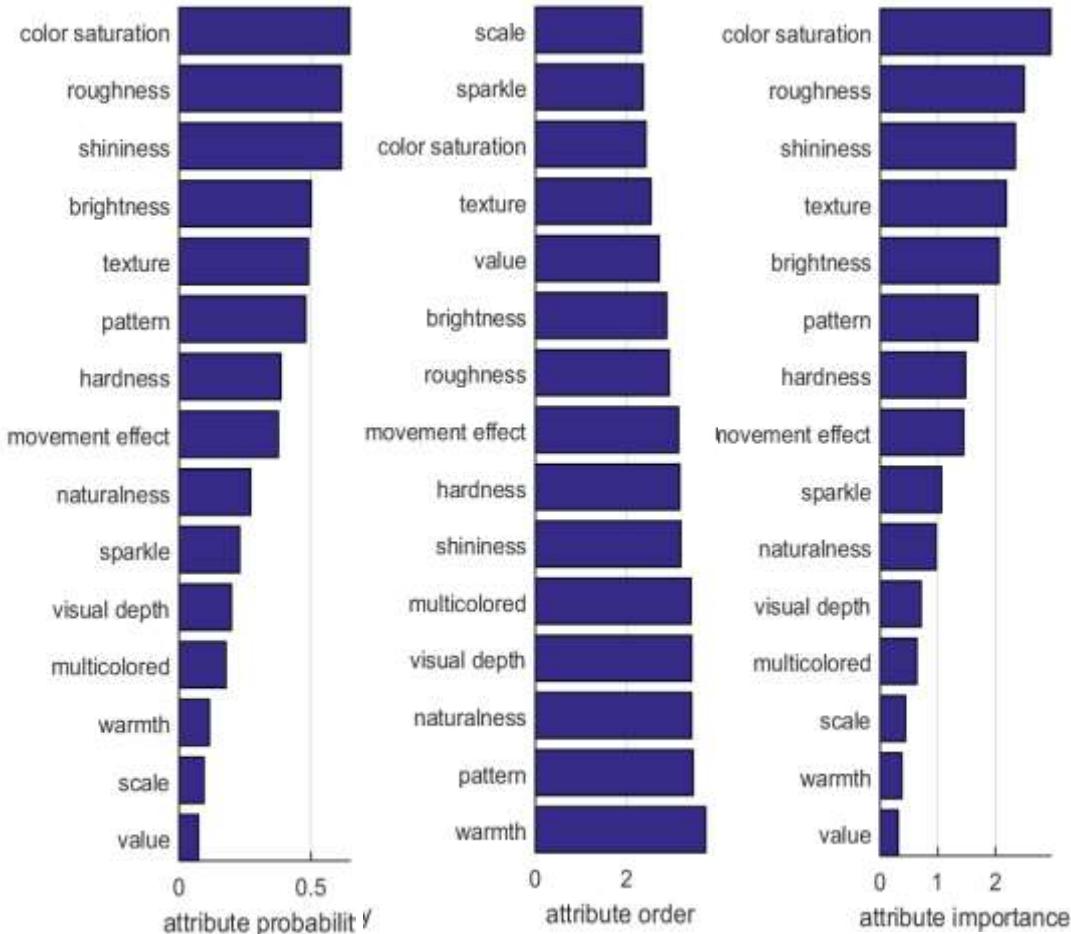


12. Thickness



Study 1 – Attributes identification

- 451 valid text responses from 32 participants
- manual semantic clustering - keywords occurrence
- 15 most frequently mentioned attributes



	Suggested attributes	Extreme values	Description
1	color vibrancy	dull, vibrant	<i>Monochromatic or neutral-colored material, vibrantly colored material</i>
2.	surface roughness	smooth, rough	<i>Fine and smooth texture, Coarse and grainy texture</i>
3.	pattern complexity	plain, complex	<i>Evaluate complexity of the surface pattern from simple to intricate.</i>
4.	striped pattern	no stripes, pronounced stripes	<i>To what extent does the material exhibit stripy patterns?</i>
5.	checkered pattern	no checks, pronounced checks	<i>To what extent does the material exhibit checkered patterns?</i>
6.	brightness	black, white	<i>Dim or subdued material, Bright and luminous material</i>
7.	shininess	matt, mirror	<i>Dull and non-reflective material, Highly reflective, shiny material</i>
8.	sparkle	none, sparkling	<i>Non-sparkling material, Sparkling and glittery material</i>
9.	hardness	soft, hard	<i>Firm or rigid material, Soft and plush material</i>
10.	movement effect	none, extreme	<i>Appearance change due to observer movement</i>
11.	scale	fine, large	<i>Smooth and fine-grained surface, prominent large patterns</i>
12.	naturalness	natural, manmade	<i>Natural origin of material</i>
13.	visual depth	flat, thick	<i>Visually flat or shallow material, Material with pronounced visual depth</i>
14.	multicolored	single, many	<i>Number of dominant color tones</i>
15.	value	cheap, luxurious	<i>Simple and modest material, Luxurious and extravagant material</i>
16.	warmth	cold, warm	<i>Cool-toned material, Warm-toned material</i>

Study 3 – Boundary material identification



Study 4 – Rating study



How warm is the material to the touch, ranging from cool or cold to pleasant or warm?
Evaluate material on the LEFT using a visual scale based on materials on the RIGHT.
(trial 14 of 125)

warmth : cold

warm

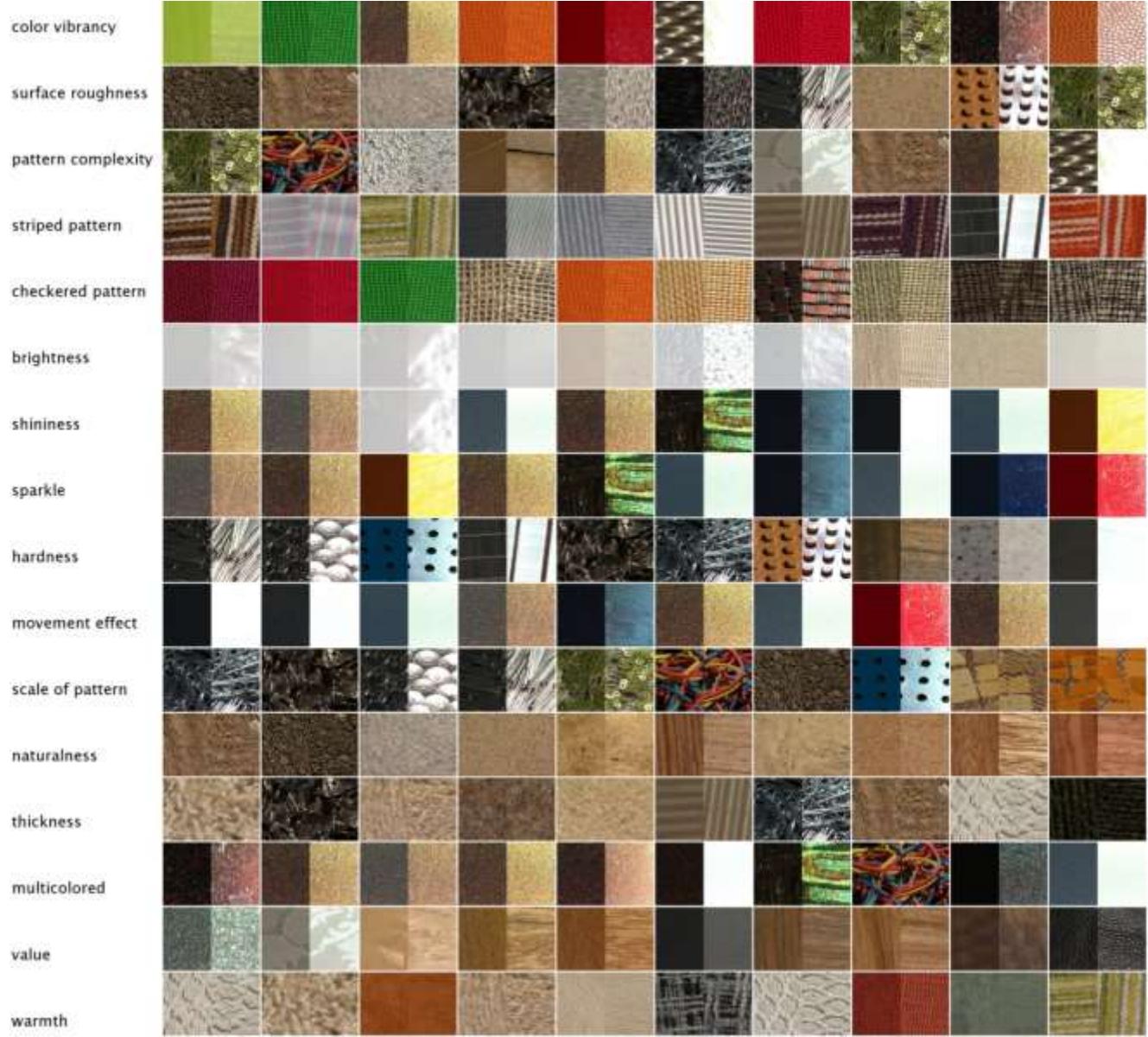
Set value on the slider and click on *Next* button.

- 16 attributes – 16 independent experiments
- 20 participants rated all materials
- Prolific online platform – a total of 111 040 ratings

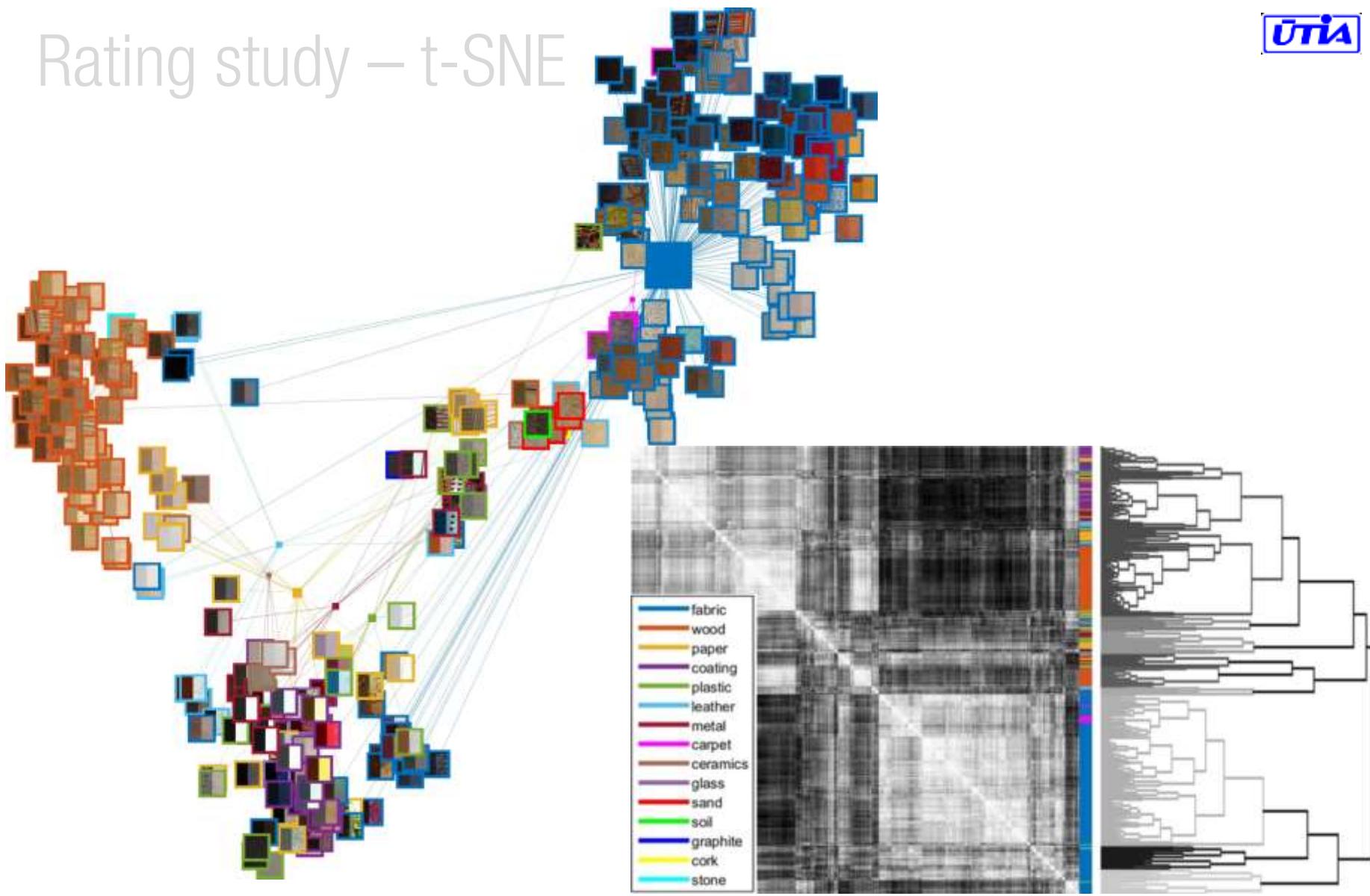
Next:

Rating study

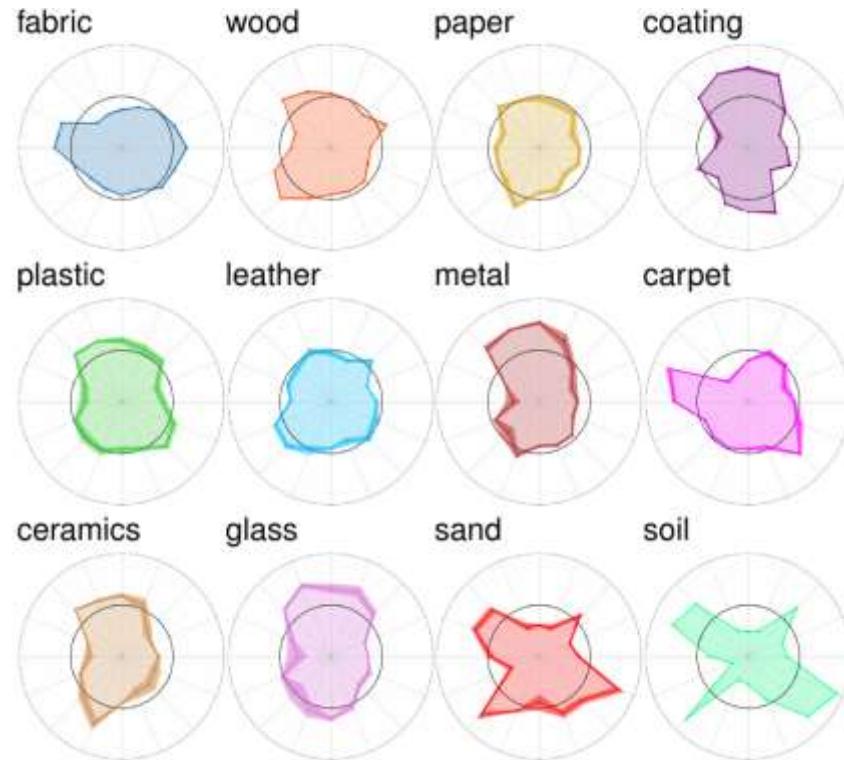
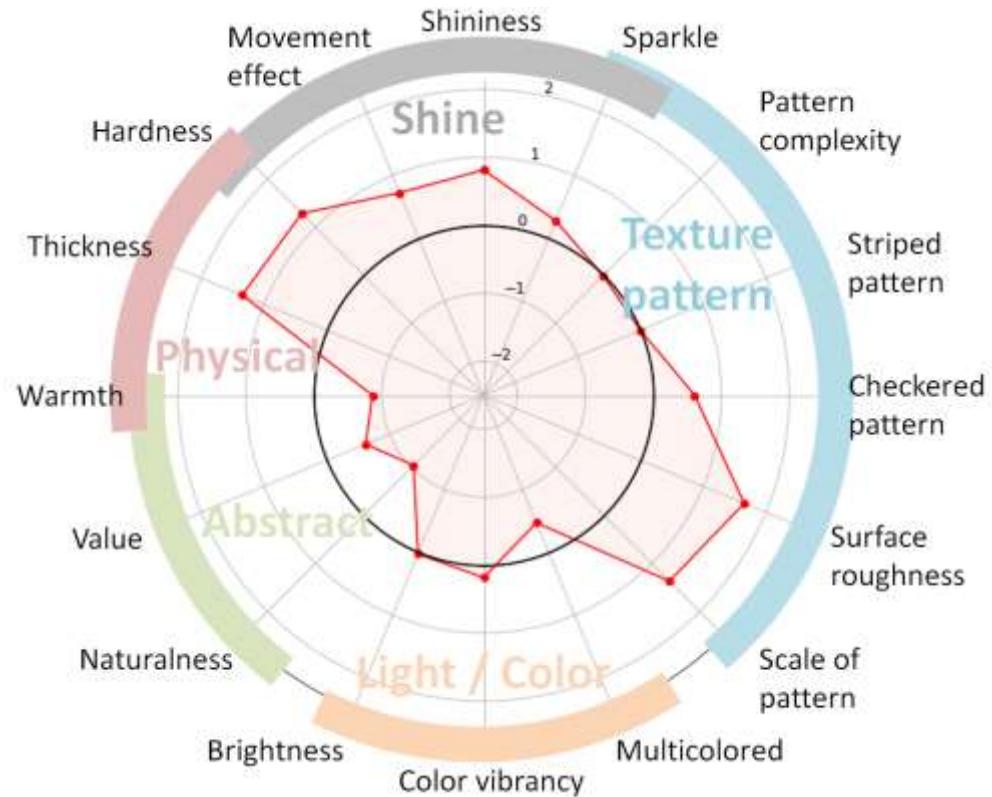
Materials rank ordering
along each attribute



Rating study – t-SNE



Material fingerprint

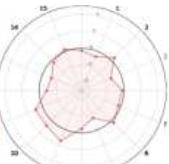
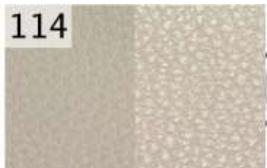


Similar material retrieval

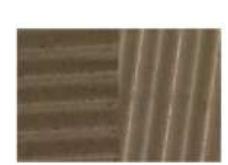
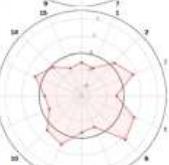
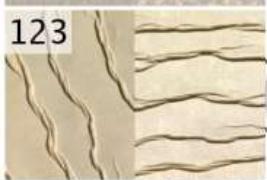


Similar material retrieval

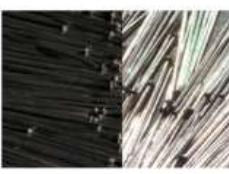
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123



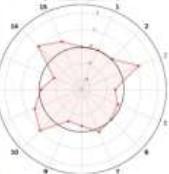
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210



Conclusions

- Psychophysical studies involving 347 material samples across various categories \Rightarrow identified a set of 16 material attributes
- Obtained $>100,000$ observer ratings \Rightarrow defining a visual fingerprint for each sample
- Step towards simplifying the sharing and understanding of material properties in diverse digital environments \Rightarrow material identification and retrieval
- Current work is linking these dimensions to image data to allow automatic assessment of material appearance

Filip J., Dechterenko F., Schmidt F., Lukavsky J., Vilimovska V., Kotera J., Fleming, R. W.:
Material Fingerprinting: Identifying and Predicting Perceptual Attributes of Material Appearance, arXiv 2410.13615, October 2024

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