

Comprehensive Perceptual Analysis and Rating of Material Properties from Video Data



Jiri Filip

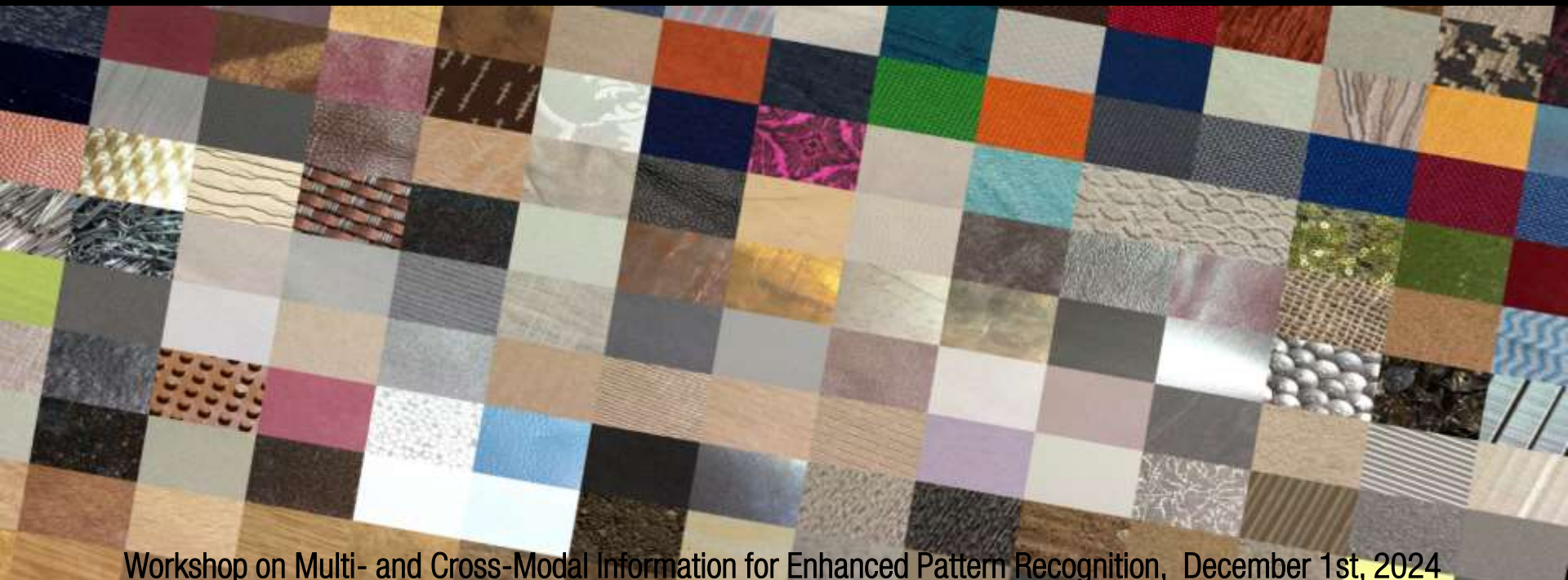
UTIA, Czech Academy of Sciences

Filip Dechterenko, Jiri Lukavsky

PSU, Czech Academy of Sciences

Roland Fleming, Filipp Schmidt

University of Giessen



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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?

[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, 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.**

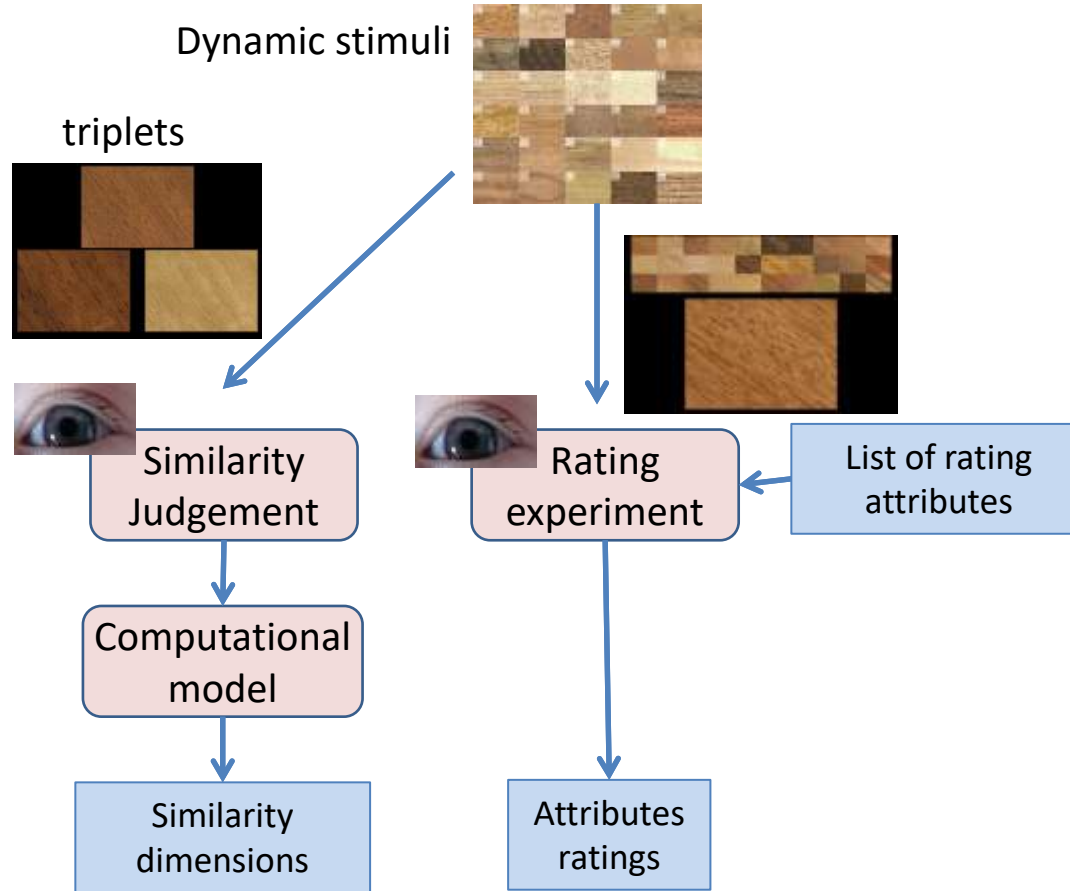
[Fleming13], [Tanaka15] studied perceptual qualities of thirteen exemplars of 10 material classes: **glossiness, transparency, colorfulness, roughness, hardness, coldness, fragility, naturalness, prettiness**

Motivation

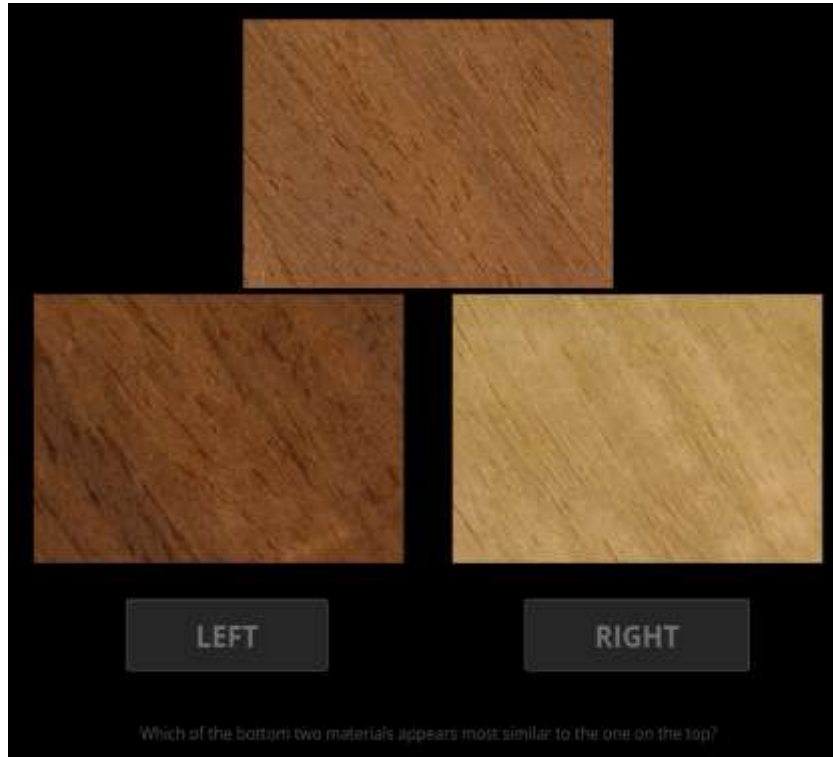
- First step \Rightarrow analysis of material category having less variability
 \Rightarrow wood
- 30 samples

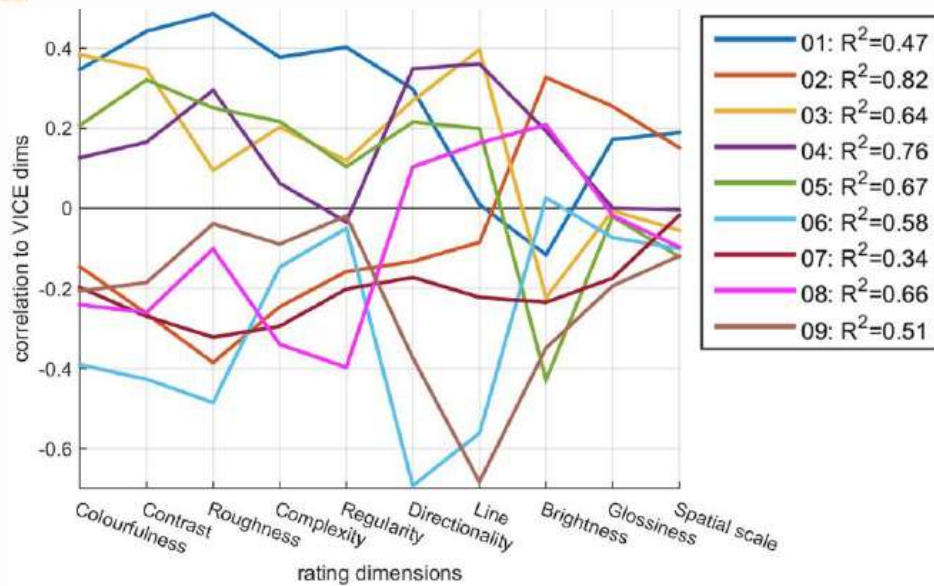
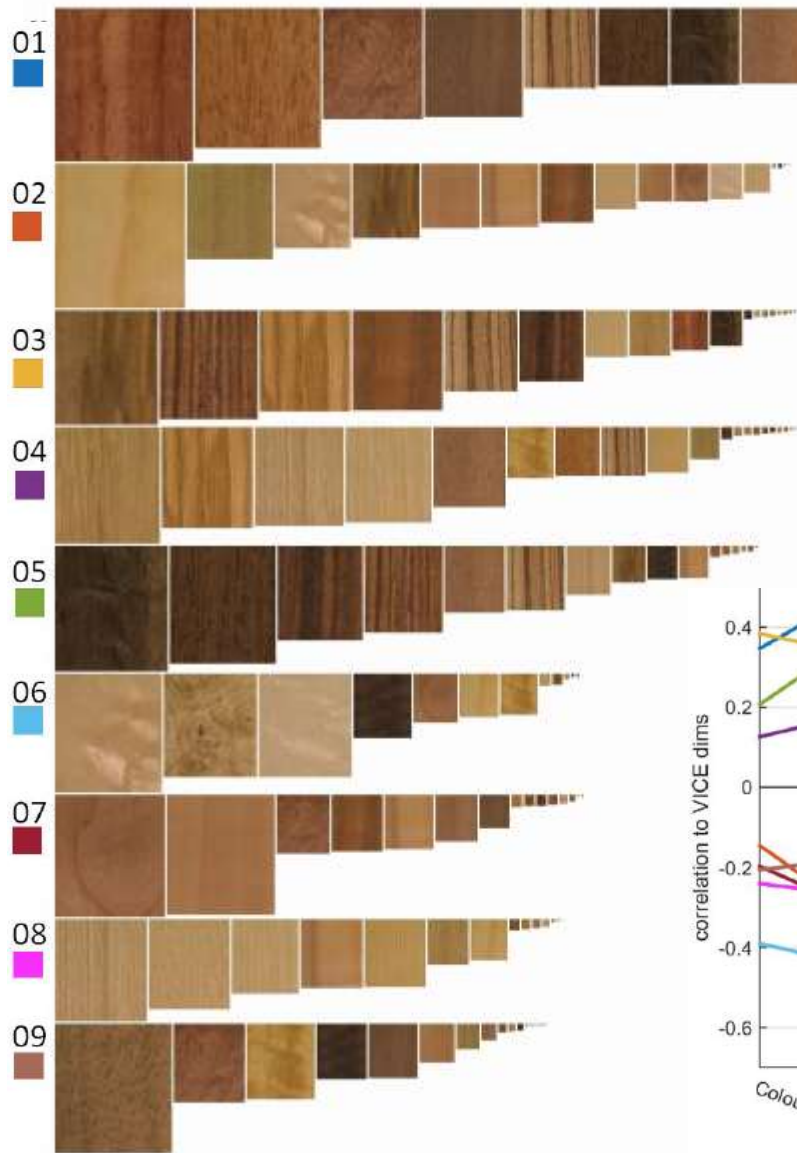


Research overview



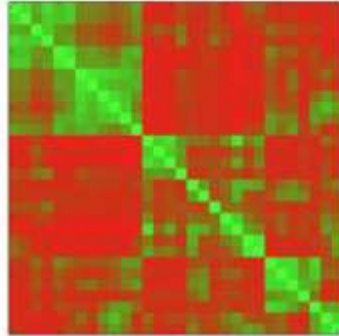
Similarity judgements



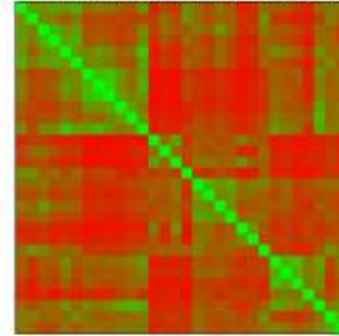


Similarity dimensions vs. rating attributes

Similarity judgements

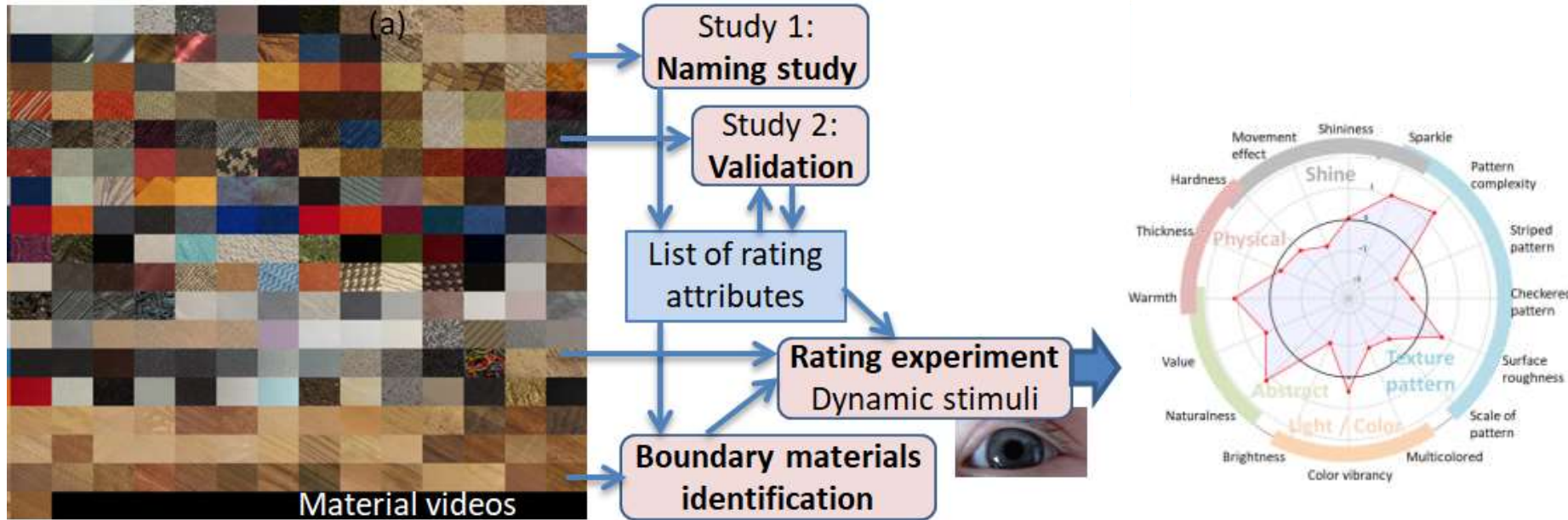


Attributes rating
similarity matrix by linear regression



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***

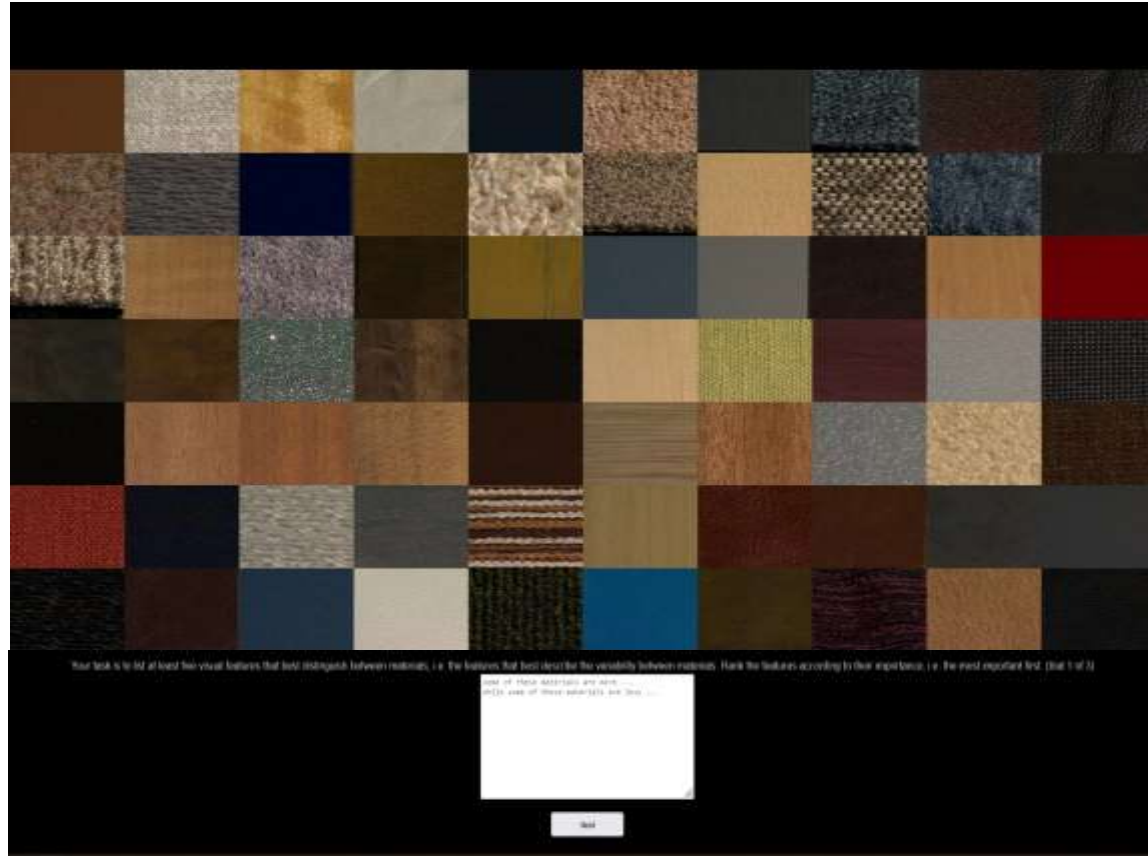
*Some of these materials **barely catch the light** at all.*

*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.*



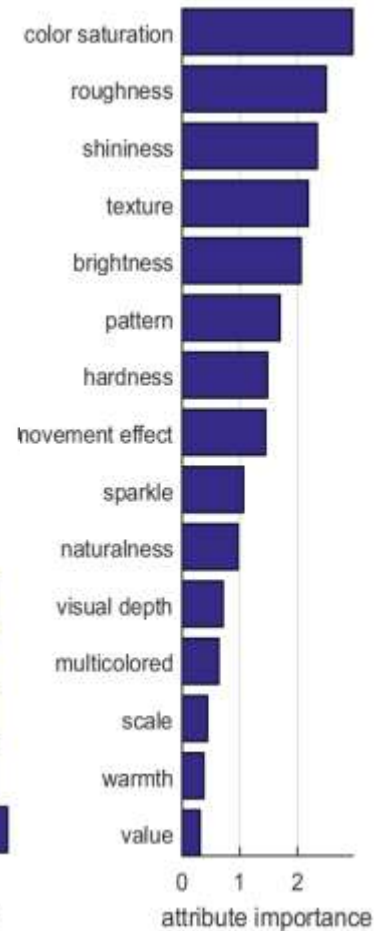
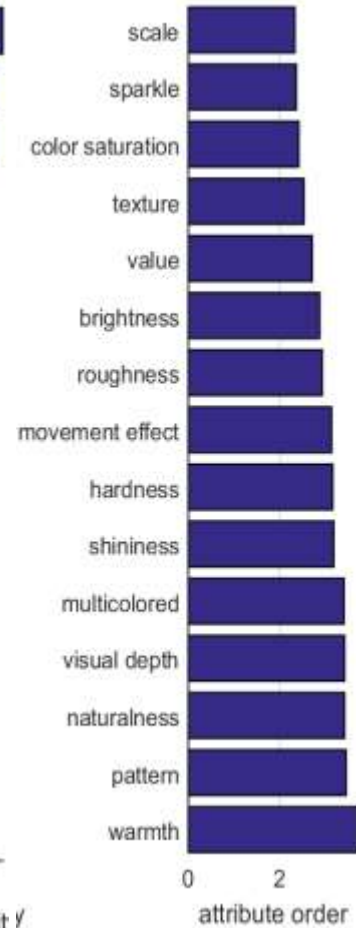
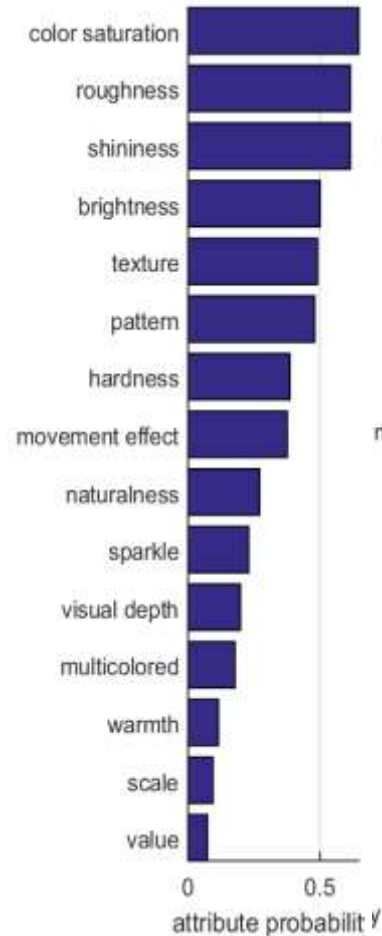
[illegible][illegible][illegible][illegible]

A word cloud containing various synonyms for 'sparkle', including 'sparkly', 'sparkles', 'sparklelight', 'lustrous', 'glittery', 'glitter', 'reflective', 'glimmer', and 'twinkle'. The words are in different colors and sizes, with 'sparklelight' being the largest.

height
raised thick
thickness
flat

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

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

Next

Set value on the slider and click on Next button.

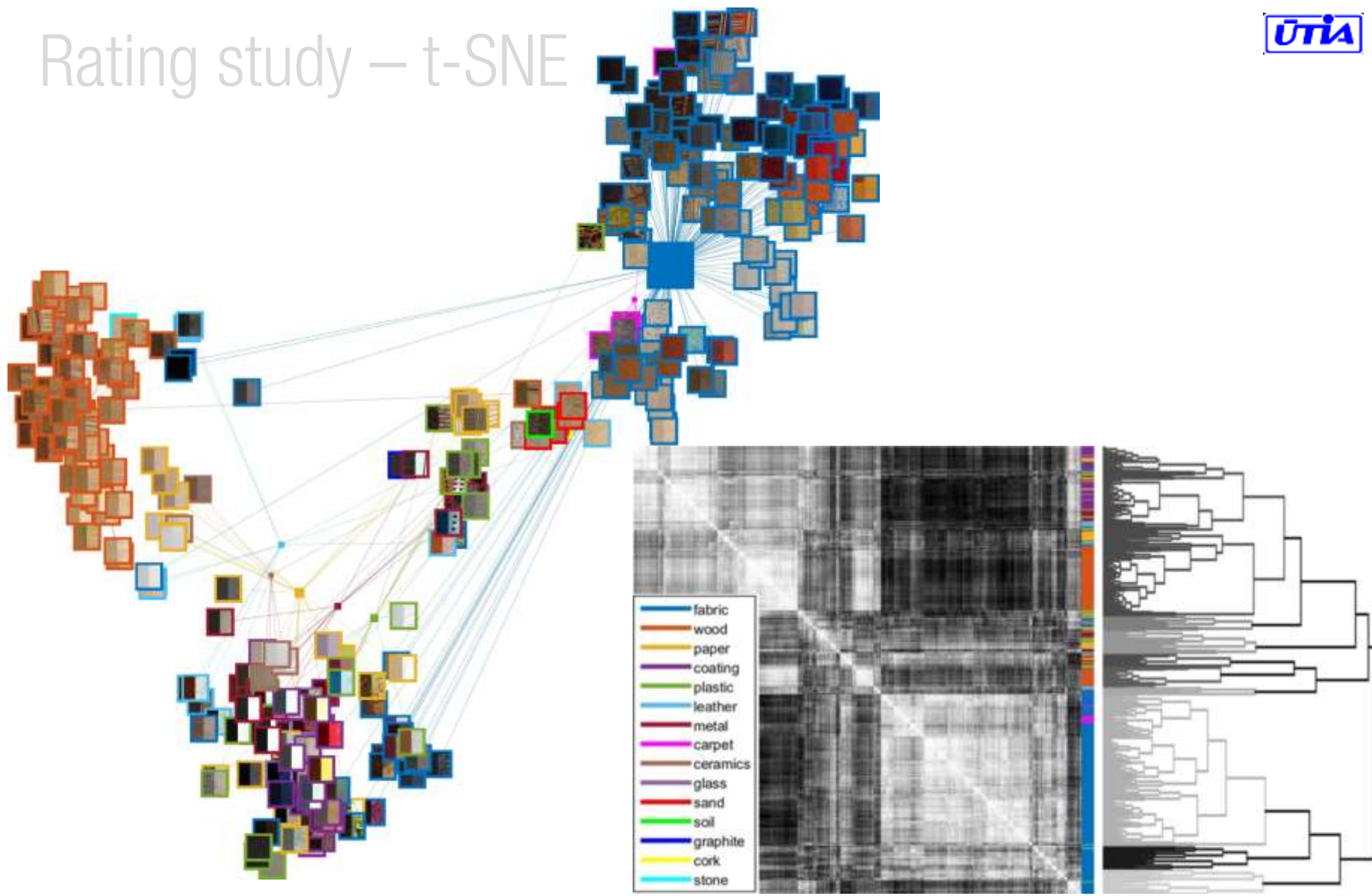
- 16 attributes – 16 independent experiments
- 20 participants rated all materials
- Prolific online platform – a total of 111 040 ratings

Rating study

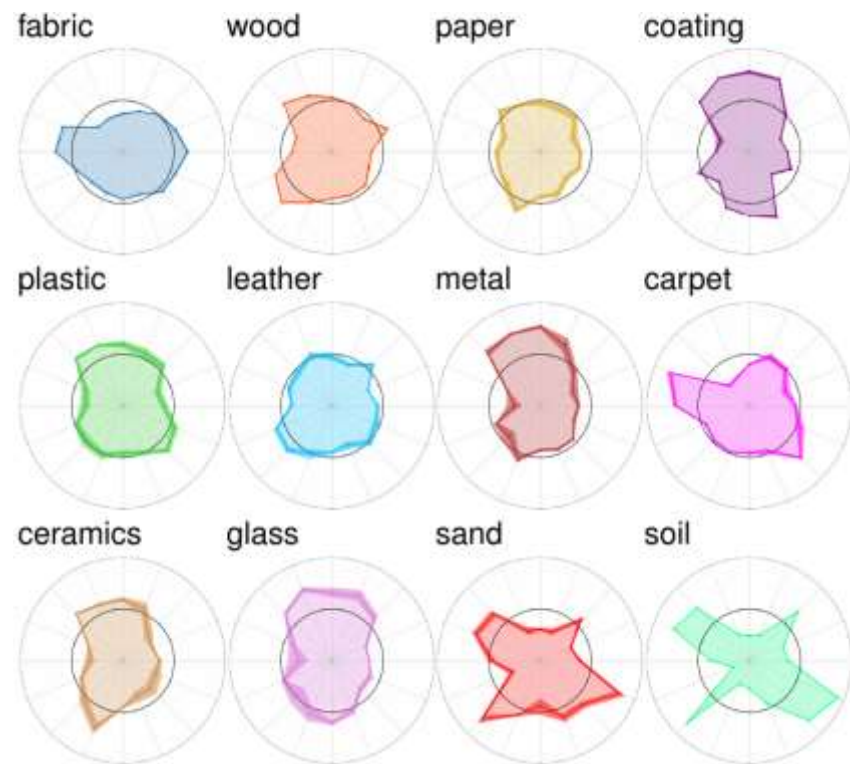
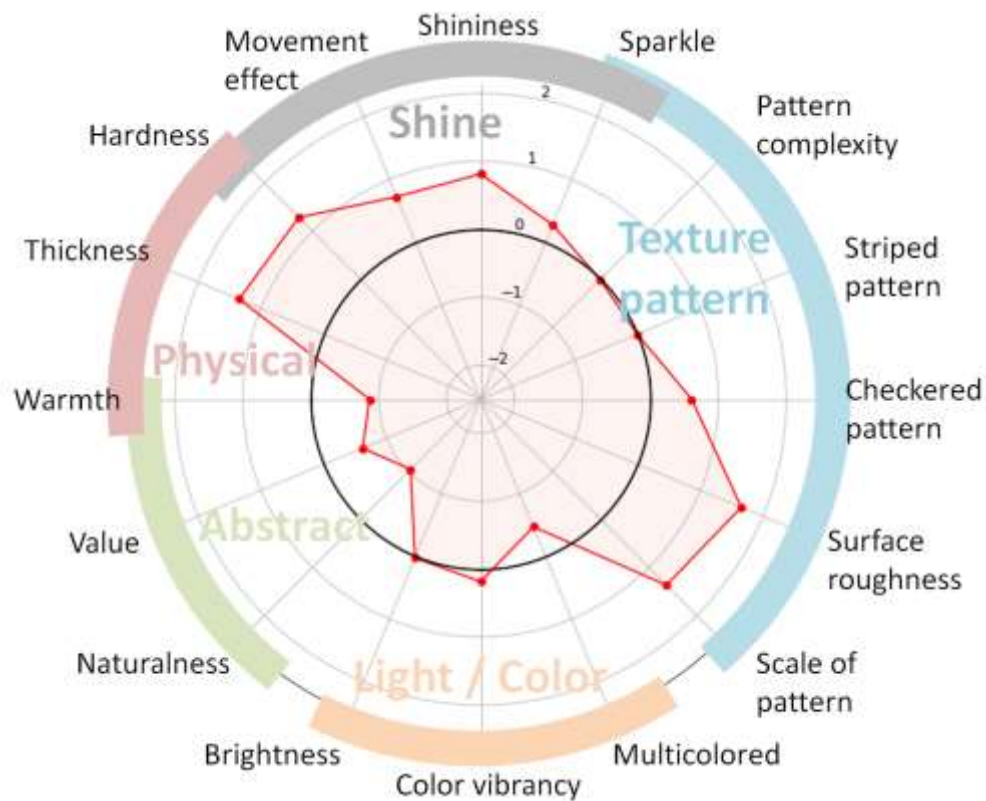
Materials rank ordering
along each attribute



Rating study – t-SNE



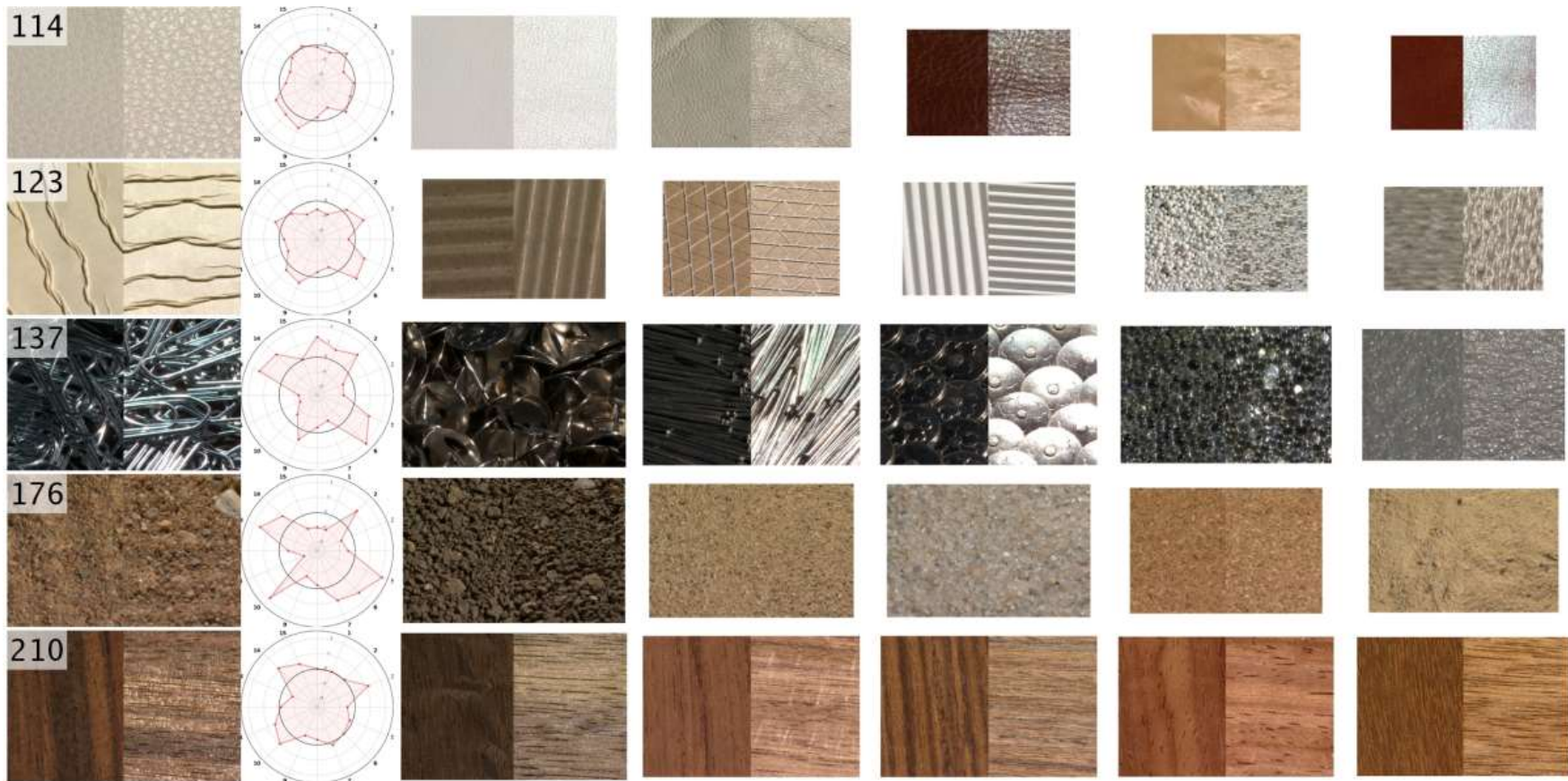
Material fingerprint



Similar material retrieval



Similar material retrieval



- 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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