

Input: Plane +
large collection
of images.

(1) Reduce size of image
collection by filtering
with direct mapping
choices.

(2) Rotate remaining
images for verticality,
maximize SIFT
feature matches.

Images are optimal

Images are not
optimal

(3a) Assign textures to plane
using seam minimization
process.

(3b) Assign textures to plane using tile
caching process.

(4) Map textures onto plane and blend
over seams.

