

Spectral Matting

Supplementary material

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Spectral clustering vs. spectral matting



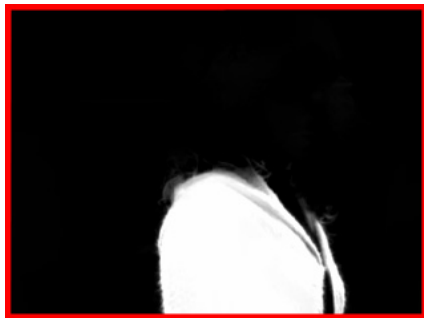
Input



Hard segments



Matte from components



Matting components

Smallest Eigenvectors





Unsupervised Matting

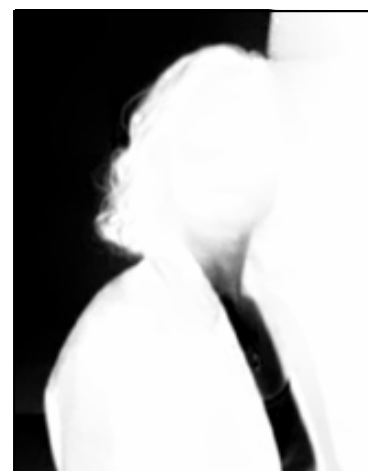
Matting components





Unsupervised Matting

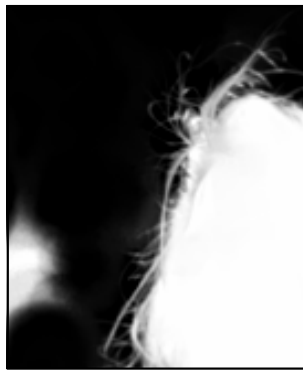
Matting candidates



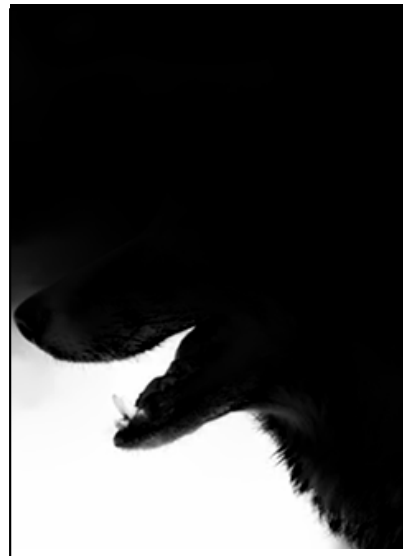
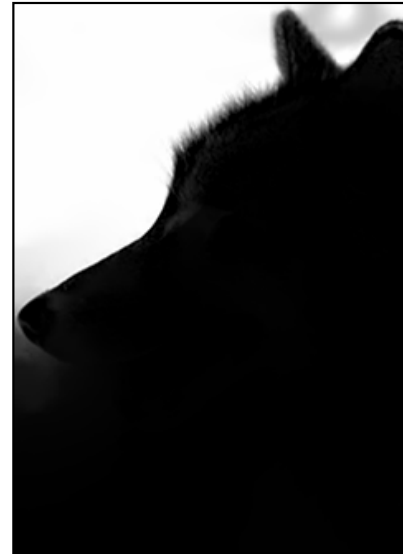
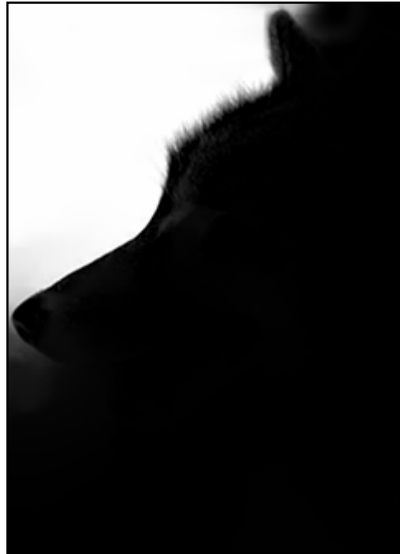
Unsupervised Matting



Matting candidates



Unsupervised Matting



Matting candidates

Guided Matting



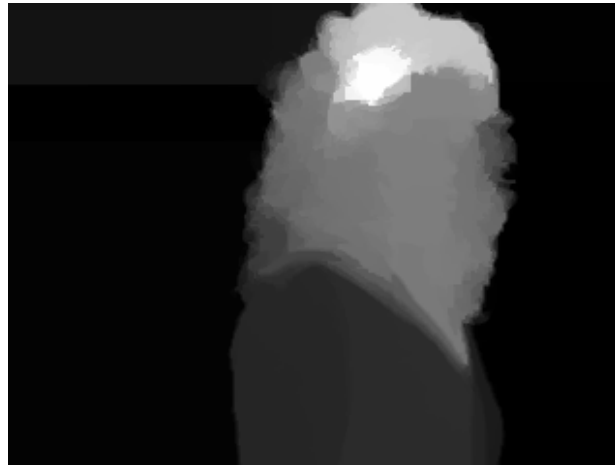
Components



Levin et al 06



Wang&Cohen 05

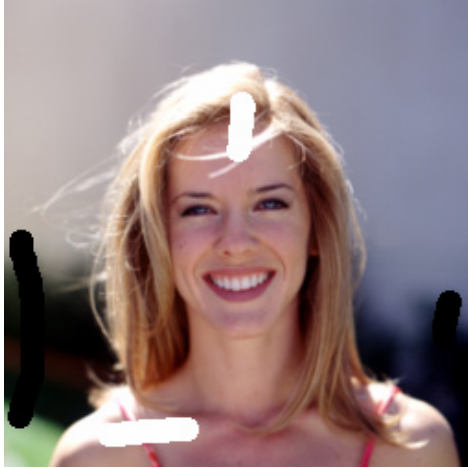


Random Walk



Poisson

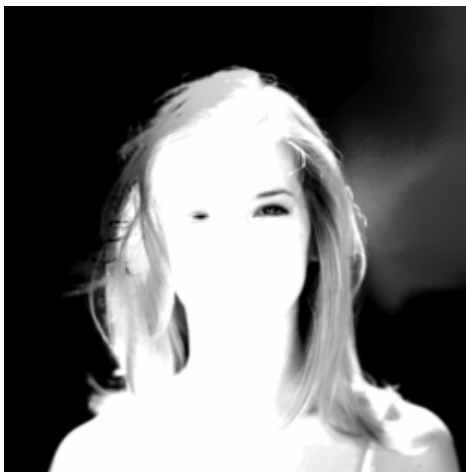
Guided Matting



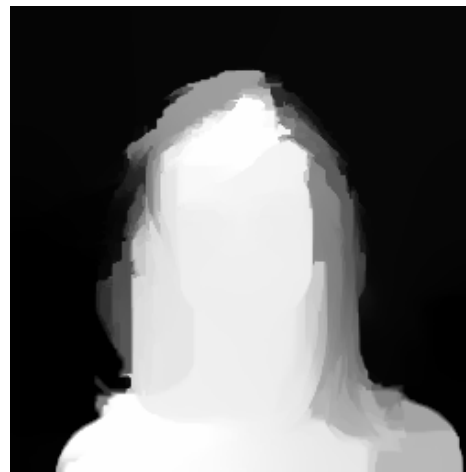
Components



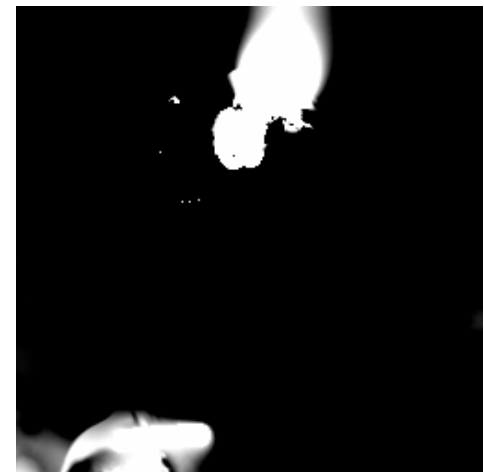
Levin et al 06



Wang&Cohen 05



Random Walk



Poisson

Guided Matting



Components



Levin et al 06



Wang&Cohen 05

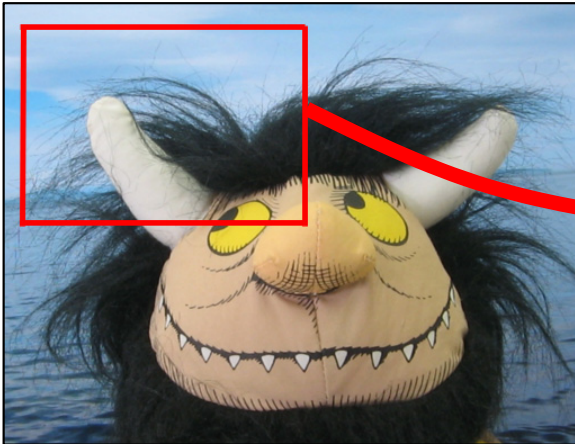


Random Walk

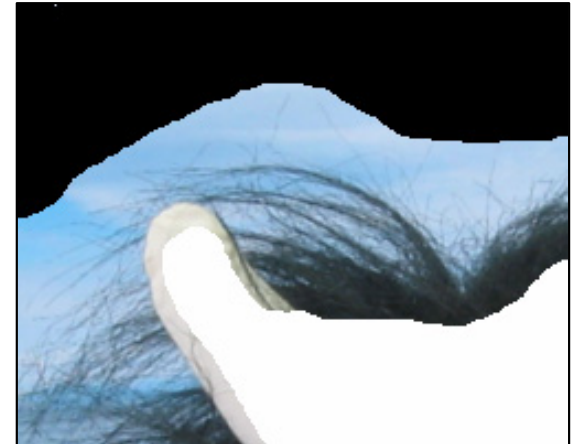


Poisson

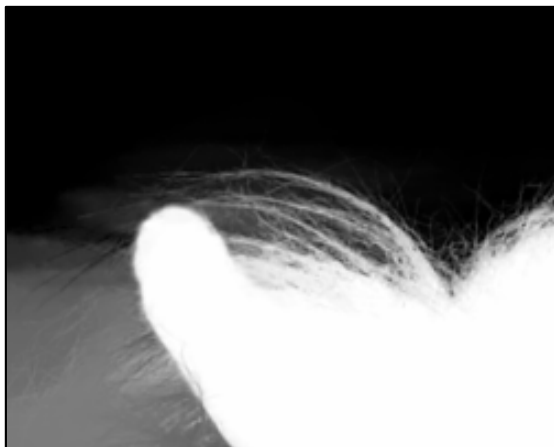
Benefits of components picking



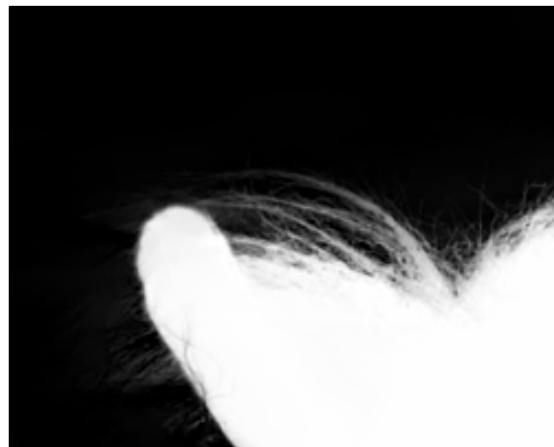
Input



User trimap



Levin et al from trimap



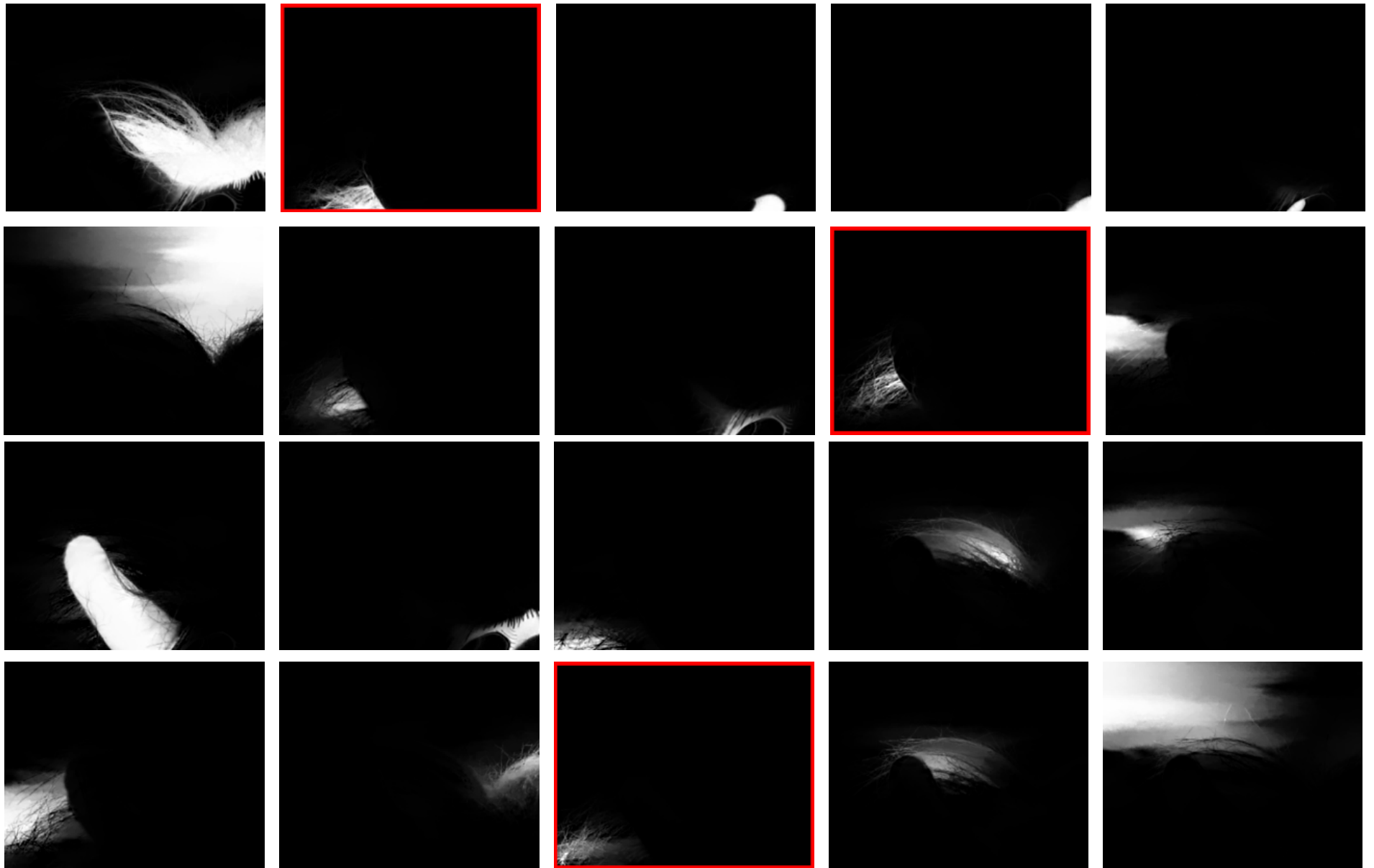
Components from trimap



Components picking



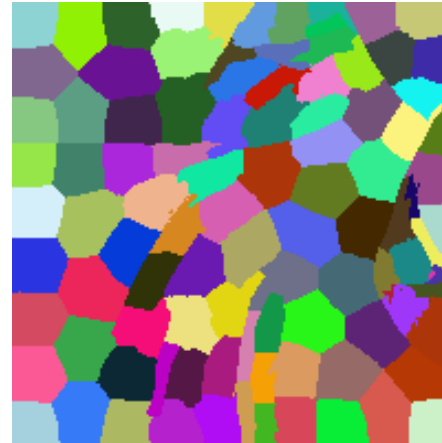
Matting Components



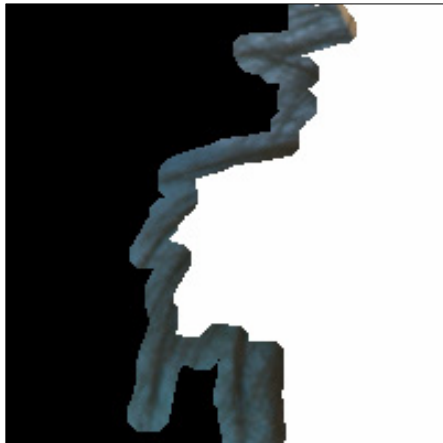
Spectral Matting vs. Hard Segmentation



Input

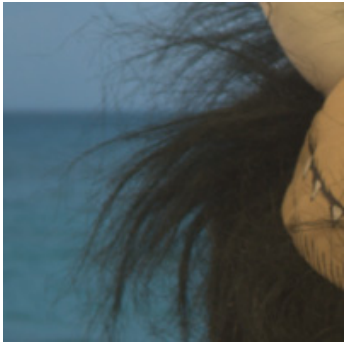


**Automatic hard
segments**



Automatic trimaps (eroding hard segmentation with different mask widths)

Spectral Matting vs. Hard Segmentation



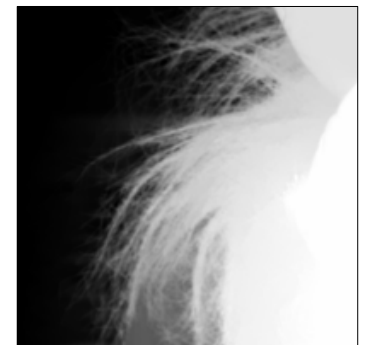
Input



Ground truth



**Matte by picking
components**



Matte from automatic trimaps

Limitations



Input



Ground truth



70 eig approximation



400 eig approximation